For Immediate Release New Product Announcement

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STICKOS BASIC MCU-RESIDENT SDE V1.60 AVAILABLE FOR DOWNLOAD FOR ELEVEN MICROCONTROLLERS FROM CPUSTICK.COM

Boulder, CO, April 6th, 2009 -- StickOS BASIC is an ***entirely MCU-resident interactive software development environment (SDE)***, which includes an easy-to-use editor, transparent line-by-line compiler, interactive debugger, performance profiler, and flash filesystem, all running within the microcontroller (MCU) and controlled thru an interactive command-line user interface. In StickOS, external MCU pins may be mapped to "pin variables" for manipulation or examination, and internal MCU peripherals may be managed by BASIC control statements and interrupt handlers.

Once StickOS is flashed onto an MCU, the MCU may be connected to a host computer via either a USB, Ethernet, or UART transport, and may then ***be controlled by any terminal emulator program, with no additional software or hardware required on the host computer***. The MCU pins and peripherals may be controlled both interactively from the command-line and programmatically from a BASIC program that may be written and debugged right on the MCU -- making the MCU a true and complete "computer on a chip". BASIC programs may then be saved to the MCU-resident flash filesystem. Once program development is complete, the MCU may be configured to autorun a BASIC program autonomously on boot to control its embedded system.

StickOS also supports easy wireless connectivity between MCUs when they have SPI access to a Freescale MC1320x wireless transceiver, and on selected MCUs also supports USB Host Mode for trivial data logging to a USB flash drive.

StickOS BASIC is intended to make embedded systems technology and advanced microcontroller functionality quickly and easily accessible to High School students, hobbyists, and researchers, etc., with minimal investment of time, education, and money. Interfacing with digital circuitry, analog circuitry, serial circuitry (UART and SPI), servo motors, and buzzers, etc., all become trivial single-line, single-minute tasks in StickOS BASIC, so the user can concentrate on achieving the control task at hand, rather than the detailed mechanics of control.

"Our hope is to enable casual users to again become creators of technology, rather than simply consumers of it", says Rich Testardi, Director of Engineering of CPUStick.com. StickOS BASIC recently won second place in the Freescale JM Badge Board Design Challenge: Can Your Badge Do This? contest.

For more information on StickOS BASIC, including free binary downloads and complete documentation, visit us on the web at http://www.cpustick.com/index.htm or contact CPUStick.com by e-mail at rich@testardi.com or by regular mail at CPUStick.com, 1996 Beacon Ct, Boulder, CO 80302 USA.