MTOS-UX

- Large, Small and Flat Memory Models
- Protected Mode
- Firewalls for MTOS-UX, Tasks
- Multi-Window System on the Target
- Fully Dynamic System
- Runs on PC or Non-PC Hardware
- Extensive Debugger Support
- Unlimited Number of System Objects
- Symmetrical Multi-Processor Support
- Real-Mode Version Available

The MTOS-UX real-time operating system is used for a wide variety of embedded applications, including telecom, process control, medical systems, factory automation and radar. MTOS products are used around the world and are embedded in literally millions of devices. The basic design for MTOS-UX was introduced in 1985 with release of a real-mode version for the 8086/80186/80188. This was followed in 1988 with release of the protected-mode system for the 80386/ 80486.

Intel Pentium® processors, when used as targets for MTOS-UX-based applications, allow the developer to achieve very high performance levels. For example, with a 90 MHz processor, interrupt latency is well below one microsecond, and common services such as those used with events, messages and semaphores, take only two or three microseconds.

MTOS-UX products are scalable; they can be used for a very broad range of applications. At the higher end of the range, MTOS-UX can support very powerful symmetrical multi-processor configurations. MTOS-UX multi-processor support is transparent; in fact, the application software developer's view is of a virtual single-processor system. The number of CPUs in a system may change from version to version, without requiring any consequent change in the application software.

MTOS-UX is compatible with a variety of hardware and software development environments. The most commonly used hardware platforms are PCs and workstations.

MTOS-UX contains a complete set of services for management of system resources (tasks, time, memory, events, I/O, miscellaneous system objects). Since embedded applications operate in real time, they must deal with asynchronous events. MTOS-UX provides a uniform and extensive set of coordination services in order to deal with this characteristic of real-time applications.

MTOS-UX requires 16 Kbytes of code space for the real-mode version and 24 Kbytes of code space for the protected mode version.

HOST SYSTEMS SUPPORTED:
DOS/Windows-Based PCs, UNIX-Based Workstations

TARGET SYSTEMS SUPPORTED:
Embedded PCs, Desktop PCs, Multibus (I & II) Boards, Proprietary Hardware

PROCESSORS SUPPORTED:
8086, 8088, 80186, 80188, Intel386™ DX/SX/EX, Intel486™ DX/SX, and Pentium processors

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