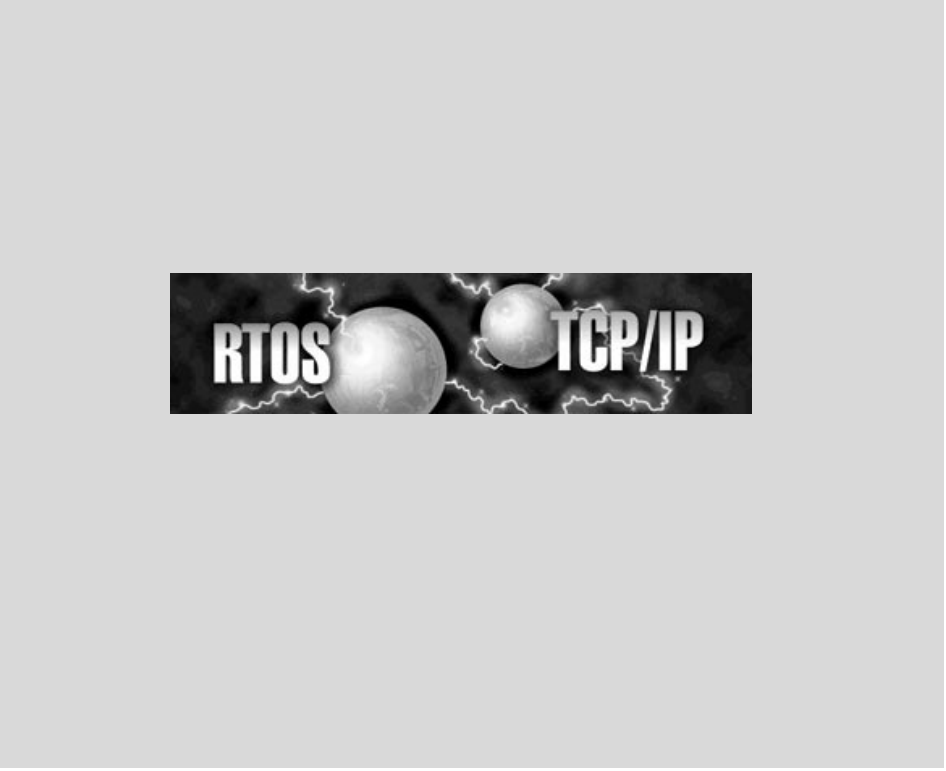
USNET* TCP/IP Networking Protocol Stack

- Complete TCP/IP Protocol Suite
- RTOS and Processor Independent
- Fast and Small: Uses Only 25K of Space
- ROMable and Reentrant
- Includes Clients/Servers BOOTP, DHCP, TELNET, FTP and TFTP
- BSD Socket API
- 100 Megabit Support
- User Configurable – Full Source Provided
- Includes Link Layers, Ethernet ARCnet, PPP, SLIP and More
- Optionally Available – Internet Access Package (IAP), SNMP Optionally Available



USNET is an embedded real-time TCP/IP networking protocol stack with a small footprint and high performance. Options include SNMP, IAP (Internet Access Package) and file system.

USNET* is a TCP/IP protocol suite that supports Ethernet, ARCnet, SLIPP, PPP Gateways and more on 8-, 16-, or 32-bit processors. USNET is a versatile protocol suite designed to be powerful, compact and simple to use. From the start, this tool was designed to allow processor-independent implementation of TCP/IP.

USNET's unique design for embedded systems (no freeware ports), brings out the best performance from your Intel target processor. USNET with less than 25K bytes of code space for the complete TCP/IP protocol, including support routines, can easily be added using multiple protocols on a 16-bit processor.

USNET is ANSI C compatible and features support for more than 25 C compilers. Designed for reentrancy to ensure proper operation with real-time operating systems, USNET can be used standalone or adapted to virtually any RTOS environment, commercial or custom.

A full suite of clients/servers, protocols, link layers, adapter, drivers as well as drive interfaces for Novell and Microsoft makes USNET the comprehensive solution for your needs.

Code and data space are usually at a premium in a real-time embedded system. USNET may be configured to use only those clients/servers, protocols, link layers, and drivers needed by your application. USNET provides your choice of device drivers and link layers, including the ones listed below, as well as network link layers for Ethernet, serial (SLIP), PPP and ARCnet.

The complete TCP/IP protocol including all needed routines takes about 25K of code space on most target processors. The fixed RAM requirement is typically less than 29K. Each active connection requires buffer space.

Source is included and highly structured for versatility and user customization.

PROCESSORS SUPPORTED:
Entire Intel Architecture Family

DEVELOPMENT PLATFORM:
No restrictions

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