

CONTENTS

About the Embe	edded Systems Industry and eForce ·····	3
RTOS (p4	-5)	
micro c cube Compact	μC3/Compact Ultra-lightweight RTOS kernel for micro-controllers.	4
micro c cube Standard	μC3/Standard ···································	4
micro c cube + Linux	μC3+Linux ······· Better real-time performance and rich functionality through the combination of an RTOS kernel and Linux.	5
micro c cube Standard+M	μC3/Standard+M ····································	5
Middlew	are·loT·Wireless (p6)	
w Net3	μNet3	6
WLAN SDK	μC3-WLAN SDK ···································	6
≯ μ □∃ BLE Stack	μC3-BLE Stack ····································	6
BLE+USB Entry Pack	BLE+USB Entry Pack ······ No Radio Law Certification Required! Easily make embedded devices wireless	6
Lineup and Det	ailed Specifications ······	7
License Policy •		8





THE EMBEDDED SYSTEMS INDUSTRY AND eForce

REQUIREMENTS FOR EMBEDDED SYSTEMS ARE DIVERSIFYING AND BECOMING MORE SOPHISTICATED.

In recent years, it has become commonplace for things around us to be connected to networks, and due to this it has become possible to provide an **unprecedented added value** in product development.

User needs are becoming more sophisticated and more diverse than ever before.

With the evolution of semiconductors, embedded systems continue to become more diverse and sophisticated, including not only real-time performance but also HMI and wireless communication functions.

μC3 IS ALREADY IN USE IN A VARIETY OF LOCATIONS

 $\mu C3$ has been installed in various products since 2006.It has been adopted in various industries including industrial equipment, medical equipment, IoT, communications, automobiles, and OA equipment, and the number continues to rise. We are the first OS vendor in Japan to support Arm's Cortex-M/A core, and our products can be used with confidence by our customers.





OUR PURSUAL OF HIGH EFFICIENCY AND OPTIMIZATION

Since its founding in 2006, eForce has been developing software such as operating systems and middleware for embedded systems with a focus on **highly efficient and optimized system design**.

In recent years, we have also been focusing on wireless communication technologies such as Wi-Fi and BLE, as well as multi-OS solutions. We will continue to provide products that match technological trends and **support our customers' development.**



ULTRA-LIGHTWEIGHT RTOS KERNEL FOR MICRO-CONTROLLERS

The μ C3 (Micro C Cube) / Compact is a compact RTOS(Real-Time Operating System) complying with the μ ITRON4.0 specification. It is optimized to fit memory devices with small capacity implemented in microcontrollers.

A GUI-based configurator is provided so that users can configure the RTOS kernel, TCP/IP and peripherals without modifying source code. This configurator generates configured source code automatically.

 $\mu C3/Compact$ is the first ITRON-based RTOS running on top of ARM Cortex®-M processors in Japan. Many companies have selected $\mu C3/Compact$ for their embedded products.

Key Features of the μC3/Compact

μITRON 4.0 API SPECIFICATION					
TASKS	SEMAPHORES	EVENT-FLAGS	DATA QUEUES	MAILBOXES	
FIXED-SIZE MEMORY POOLS	CYCLIC HANDLERS	INTERRUPT MANAGEMENT	SHARED STACK	····· KERNEL	
ROM/RAM	INTERRUPT CONTROLLER	TIMER	SERIAL	HARDWARE	



RTOS KERNEL WITH µITRON 4.0 BASED FUNCTIONALITY FOR MICROPROCESSORS

The μ C3 (Micro C Cube) / Standard is an RTOS having rich functionality which complies with the μ ITRON specification (standard profile).

It is designed so that it can achieve higher interrupt handling performance by reducing critical sections (interrupt-disabled sections) for fine-grained real-time control.

This RTOS supports many Arm core processors including the latest Cortex®-A and Cortex®-R series

Key Features of the µC3/Standard

μITRON 4.0 API SPECIFICATION								
TASKS	SEMAPH	ORES	EVENT FLAGS	DATA QUEUES	MAILBOXES	MUTEXES	MESSAGE BUFFERS	OVERRUN HANDLER
RENDEZVOUS	MEMORY	POOLS	SYSTEM TIME MANAGEMENT	CYCLIC HANDLERS	ALARM HANDLERS	INTERRUPT MANAGEMENT	SYSTEM MANAGEMENT	KERNEL
ROM/RA	A M	INTER	RUPT CONTROLLE	R TIM	ER	SERIAL	••••	HARDWARE





BETTER REAL-TIME PERFORMANCE AND RICH FUNCTIONALITY THROUGH THE COMBINATION OF AN RTOS KERNEL AND LINUX

 μ C3+Linux enables Linux and μ C3/Standard to run simultaneously on a multi-core CPU.

It provides memory-based communication paths between the two operating systems to develop applications which can achieve better real-time performance and have rich functionality.



RTOS KERNEL TAKING ADVANTAGE OF MULTI-CORE CAPABILITY

The μ C3/Standard+M is an advanced version of the μ C3/Standard having AMP-type multi-core extensions to develop more powerful applications running on top of multi-core CPUs.





COMPACT NETWORKING STACK CAPABLE OF OPERATING WITH SMALL SIZE MEMORY

The $\mu Net3$ series provides a variety of networking stacks for embedded systems. It can be used in conjunction with the $\mu C3/Compact$ or $\mu C3/Standard$.

This series supports the IPv4, ARP, ICMP, IGMPv2/v3, UDP, and TCP protocols.

In addition, the functionality of a DHCP client, DNS client, FTP server and HTTP server is available. IPv6, PPP, MQTT, TLS and other protocols are also optionally provided.

Simple APIs dedicated to each protocol enable users to develop their network applications easily.

Protocols supported by the µNet3 Series

WebSocket	MQTTc	RSTP	
DHCPd	BOOTPc	LLDP	
SNTPc	SMTPc	POP3c	
DHCPc	Telnetd	SNTPd	
DNSc	TFTPc	TFTPd	
HTTPd	HTTPc	SNMP	
FTPd	FTPc	TLS	
μNet3 AP		BSD API	
	TCP,UDP		μNet3 Common functionality
IPv4(ICMP, A	RP)	IPv6	Added protocols on μNet3/Professional
Ethernet	PPP	Wi-Fi	Available optional products on μNet3



WIRELESS LAN SOFTWARE DEVELOPMENT KIT

The μ C3 WLAN SDK is an all-in-one SDK package providing the required software to develop embedded systems using wireless LAN for devices such as the μ C3/Compact, μ Net3 and a Wi-Fi drivers.

This SDK is tested with a variety of Wi-Fi routers to guarantee high reliability of the provided software.



PROTOCOL STACK ENABLING BLE COMMUNICATION ON EMBEDDED DEVICES

The $\mu\text{C3-BLE}$ Stack is a host layer protocol stack supporting Bluetooth Low Energy(BLE) 4.2.

This stack can be utilized with $\mu C3\text{-WLAN}$ SDK for Wi-Fi/BLE combo modules.

This stack is certified as a Bluetooth Host Subsystem product. Therefore, employing this stack enables reduction of the development cost for software communicating via BLE.



NO RADIO LAW CERTIFICATION REQUIRED! EASILY MAKE EMBEDDED DEVICES WIRELESS

The BLE+USB Entry Pack is an SDK used for USB dongles for BLE. Both the μ C3-BLE Stack above and the GR-USB host driver provided by GRAPE SYSTEMS INC. are required to use this SDK.

The development cost of embedded devices supporting BLE can be reduced easily through the use of this SDK and a USB dongle for BLE.

LINEUP AND DETAILED SPECIFICATIONS





	μC3/Compact	μC3/Standard
Supported CPUs	Cortex®-M0,Cortex®-M0+, Cortex®-M3,Cortex®-M4, Cortex®-M7, Cortex®-M33 RXv1, RXv2, Nios®II	Cortex®-M3,Cortex®-M4,Cortex®-M7, Cortex®-M33,Cortex®-M85,Cortex®-A5, Cortex®-A7, Cortex®-A8, Cortex®-A9, Cortex®-A15,Cortex®-A53,Cortex®-A72, Cortex®-R4,Cortex®-R5, Cortex®-R7, Cortex®-R52, RXv2, RXv3

Development Environment

Development Environment					
Supported Compilers	Arm: Keil MDK IAR: EWARM,EWRX TI: Code Composer Studio™ IDE Renesas: CS+, e² studio GCC:GNU Arm Embedded Toolchain	Arm: DS-5, Keil MDK, Development Studio IAR: EWARM TI: Code Composer Studio™ IDE Renesas: CS+, e² studio Xilinx: Vitis GCC:GNU Arm Embedded Toolchain			
OS aware support debugger	Computex: CSIDE IAR: C-SPY Sohwa & Sophia Technologies: WATCHPOINT Arm: Keil MDK Renesas: CS+	Computex: CSIDE IAR: C-SPY Sohwa & Sophia Technologies: WATCHPOINT KMC: PARTNER-Jet Arm: DS-5, Development Studio DTS INSIGHT:adviceXross			

	μC3/Compact	μC3/Standard
Dynamic creation	X	0
Task management functionality	0	0
Task dependent synchronization functionality	0	0
Task exception handling functionality	X	X
Synchronization and communication functionality - Semaphores	0	0
Synchronization and communication functionality - Event-flags	0	0
Synchronization and communication functionality - Data queues	0	0
Synchronization and communication functionality - Mailboxes	0	0
Extended synchronization and Communication functionality-Mutexes	X	0
Extended synchronization and Communication functionality -Message buffers	X	0
Extended synchronization and Communication functionality -Rendezvous	X	0
Fixed-size memory pool management functionality	0	0
Variable-size memory pool management functionality	x	0
Time management functionality - System time management	0	0
Time management functionality - Cyclic handlers	0	0
Time management functionality - Alarm handlers	x	0
Time management functionality - Overrun handlers	X	0
System state management functionality	0	0
Interrupt management functionality	0	0
Service call management functionality	X	X
System configuration management functionality	0	0
uC3 original / device driver functionality	X	0



Project License for development and mass production

This is a standard license only for development and mass-production projects. You (we call the licensee as "the user" or "you") don't need to pay a license fee for each of your products. Although this Project License has no limitation on the number of engineers, the license shall be granted for the product series and its CPU group and compiler which is installed in the product should be the same. The scope of the license may be varied according to the user's product range, and please do not hesitate to consult us.

Platform License

Platform License is a license that extends the scope compared to the one of Project License for development and mass production. For Project License for development and mass production, the user shall provide the information regarding the product series name and etc. For this Platform License, the license will be granted to products which can be various final products, the development of the common platform, and the cases which the user wants to use for "small quantities and many varieties".

License for R&D Project

This license is one for a project in which the product is not decided yet such as component development or prototype and the user is prohibited from development and mass production under this license.

If the user additionally pays 60% of the license fee for Project License for development and mass production, the license may be upgraded from this license to Project License for development and mass production.

The fee for the maintenance service is the same as the one for the Project License for development and mass production



eForce Co.,Ltd

http://www.eforce.co.jp/

⊠ info@eforce.co.jp

Copyright (c) eForce Co.,Ltd. All Rights Reserved

