

Training Real-Time Development



Agenda

UB1

- Short Welcome Introduction
- Real-time problem under Windows
- Platform Influence
- Transport Layers
- Protocol layers
- Latency and jitter

Coffee break

UB2

- Cyclic based Real-Time
- Event controlled real time
- Development Platforms
- Development tools

Lunch break

UB3

- Real-time debugger and sequencer
- Real-time system analysis

Coffee break

UB4

- Access to hardware resources in real time
- DMA and realtime
- Emergency operation