

## Next level of FPGA Design

The standard approach of design FPGA's is mostly based on writing complex VHDL/Verilog blocks. Building your complete system from scratch is very time consuming and often we engineers are re-inventing the wheel again.

Would it be nice to use development block written in 'C' as well, or use predefined IP blocks. Connect them together at a high abstraction level and your design is finished in no-time.

We know you need some help from a good FPGA development system for designing, prototyping and deploying the next generation of your smart, connected electronic products. Supporting debugging tools not only for simulation but also the possibility to use virtual test instruments that you embed in your designs.

The 'C' code can run in an embedded soft-core processor or for higher performance be compiled to dedicated hardware. All this can be handled by the engineer per function.

One of the great strengths of the Altium Designer and the Nanoboard 3000 environment is its support for designing these highly connected devices. The system includes royalty-free, ready-to-use hardware and software IP to let you easily implement a wide variety of connectivity options in your designs.

The Nanoboard 3000 lets you work from a system level perspective, where you graphically connect reconfigurable IP to create functionality. No need to write low-level drivers, or work with esoteric communications standards. Start working at the application level while the implementation details are handled by the system. Even embedded software development is handled at a high level, with built-in software stacks for common system functionality that you can graphically "grow" into the hardware platform.

Altium Designer provides you with a unified design environment for the complete development cycle from early prototyping till the final PCB.

For additional information, visit:

[www.altium.com](http://www.altium.com)

[www.transfer.nl](http://www.transfer.nl)

We like to see you at the presentation and/or our booth!