OS ABSTRACTOR®

Unlock your Code from the OS

Linux™ · Android · VxWorks · Windows · µITRON · NUCLEUS · solaris · QNX · RTLinux · freeRTOS · µC/OS™ RTOS and Stacks · THREADX

Key Benefits

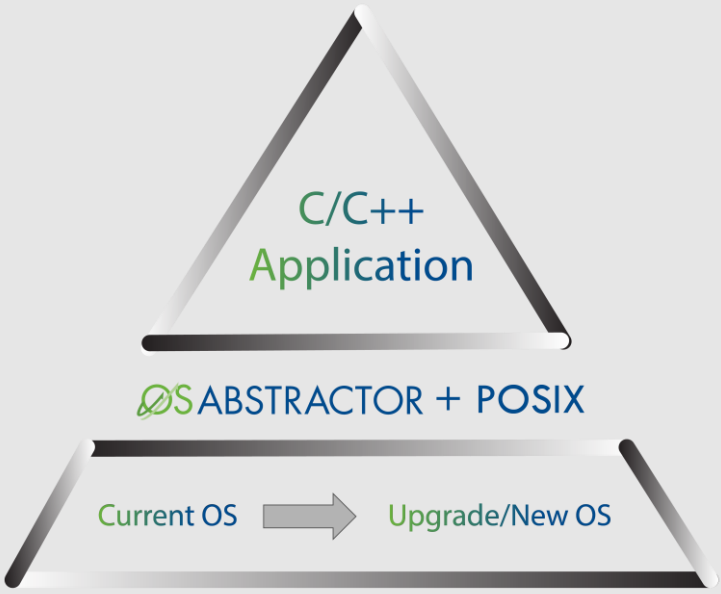
- Provides better performance and at a lower cost than an in-house abstraction solution.
- Protects your software investment by extending the life of your application code.
- Advanced development features with capability of adding functionality to an existing OS
- Included performance enhancement features like re-using kernel resources and optimization of the abstraction code that is specific to your application.
- Eliminates time-consuming manual updates to the application code when there are changes to the underlying OS.

Major Customers

TOSHIBA · GE · NASA · LOCKHEED MARTIN · Ferrari · United States Navy · BOEING · FUJI Xerox

Product Introduction

OS Abstractor is a commercial grade abstraction layer designed to provide better performance at a lower cost than an in-house abstraction solution. Including OS Abstractor in your architecture creates a clear separation between the application code and the underlying OS, thereby freeing the code and minimizing future support and upgrading costs. MapuSoft's OS Abstractor is a highly reliable tool which is used worldwide among various industries for critical applications.



In-house OSAL

VS

Commercial OSAL

- **Time Consuming –** Developing a functioning wrapper solution takes engineers away from constructive product development work.
- **Error Prone –** New problems are created while developing a wrapper based solution that did not initially exist.
- **Costly -** Creating a wrapper based solution increases current and future costs while reducing the projects lifespan.
- **Not Maintainable –** A wrapper based solution creates additional maintenance issues over time.

- **Quick –** Adding OS Abstractor to your project saves development time while improving the quality and longevity of your application.
- **Trusted and Proven –** OS Abstractor has been a proven abstraction solution since 2007 when it was chosen for the US Army's Future Combat System.
- **Economic** - OS Abstractor is cost effective because it reduces development costs while increasing the life of your product or project.
- **Reduces Maintenance Issues –** An OS Abstractor based solution reduces future maintenance and upgrade costs.

Myths and Truth about OS Abstractor

OS Abstractor is Not a Wrapper

- Wrappers impact performance, as they need to copy/modify data prior to passing them to OS equivalent functions. OS Abstractor performs many OS functions directly and as a result provides better performance and portability. In situations where a wrapper is necessary, it pre-creates the kernel resources and objects during initialization time and re-uses them effectively during runtime.

- Wrappers lock applications to the behavior of the underlying OS, thereby introducing runtime portability issues when changing the OS. Instead, OS Abstractor performs critical OS functions to ensure that the API runtime behavior is consistent across supported OS's

- Wrapper code base eventually becomes unmanageable due to code changes made every time when upgrading or adding OS and further introduces instability for applications. OS Abstractor is implemented as an independent code base for each OS and requires minor changes to support OS versions allowing the code to mature while adding increased stability and performance

OS Abstractor won't Lock Your Code

- Provides strong code re-use
  - ✓ OS Abstractor prevents your software from getting locked-in with one platform/vendor and becoming obsolete
  - ✓ OS Abstractor extends support to over 25 different OS
  - ✓ Your application code can easily survive OS version upgrades
  - ✓ OS Abstractor is available for use as an independent library
  - ✓ Reuse existing code base on OS Abstractor with OS Changer tool

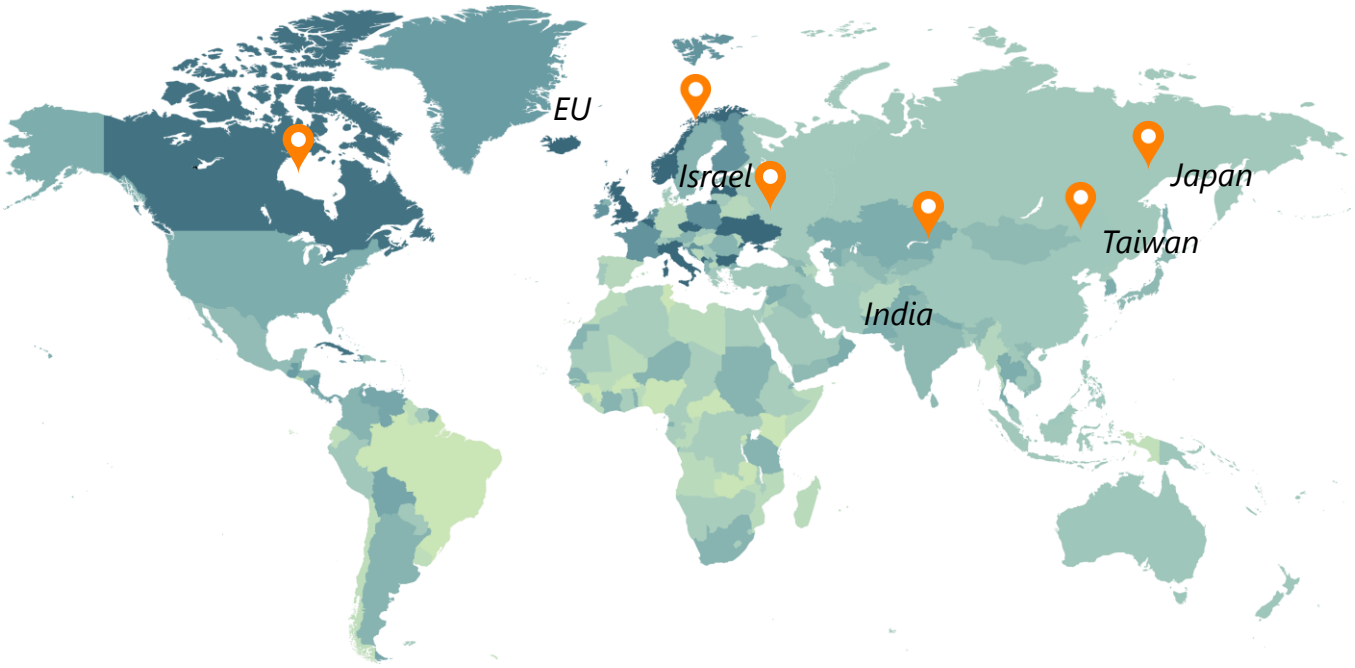
- Provides strong code interoperability
  - ✓ Allowing natively built objects to use OS Abstractor
  - ✓ Mix code base developed for different OS in your design

Interested in a Product Demonstration or Training?

We offer on-line and on-site product demonstrations. We can also show your code compiling on our host environment.

Our product pricing is highly economical and we also offer on-site training to engineers and product development teams.

While our headquarters are in Mobile Alabama, we support customers throughout the world!



For more Information, please click link below
OS Abstractor

For a free trial, please click link below
Free Trial

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