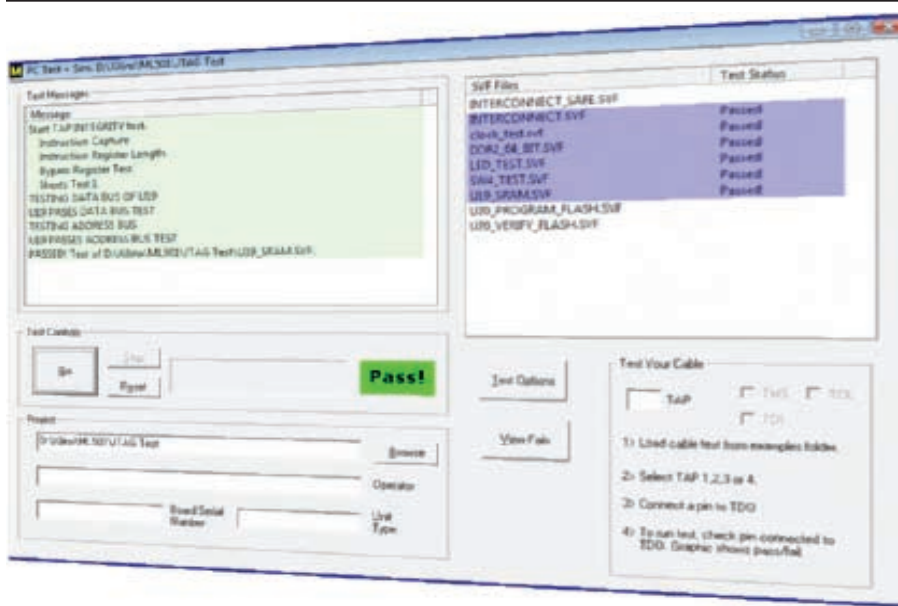


Manufacturing

Run all pre-developed onTAP tests with the MTO. You can always re-open, re-use, re-run, and save test reports allowing the development team to adjust the tests as needed. This feature is especially helpful in situations when your netlist changes as you move through prototyping. The essential purpose of onTAP is to test to print, and program flash.

The MTO safe-guards against accidental changes to the test settings. All changes to the test must occur in the onTAP Development Environment, ensuring test integrity. Otherwise, all tests and programming functions can be performed using the onTAP MTO.



Highlights: Manufacturing w/ ProScan

- Boost fault coverage, productivity, and Q.A.
- Graphical control panel for all JTAG test needs
- Run tests
- Configure programmable devices
- Program Flash devices
- Easily locate and diagnose faults
- Test Details Page
- Pin wiggle and single step features allow total control.
- Place marker never loses your place during debug

Graphical Debugging & Netlist Browser

With the MTO, tests are usually run on the Manufacturing screen. In addition, the ProScan debug environment is available to show test details in relation to the circuit netlist. Pin wiggling capability is available to manually switch pin values, which is helpful for debug purposes.

The ProScan screen shows test results overlaid on the netlist with pin-level diagnostic messages that lead you to the exact location of the faults. The built-in netlist browser allows you to drill down through the netlist to achieve greater visibility in the connections on the board, helping you better trace the problem.

Flash Programming & Non-Scan Devices/Cluster Testing

Your manufacturing test environment enables fast and easy flash programming and capability to configure non-scan devices.

onTAP's large library of DTS models facilitate Flash programming and memory cluster and memory testing. Because Flynn Systems DTS models are not project specific, they provide greater flexibility. These models enable you to use one basic model and make the necessary, sometimes just subtle, changes necessary for varying device types. All of these models and their changes are saved in your project folder, and can be re-used from one project to the next because they are not project specific.