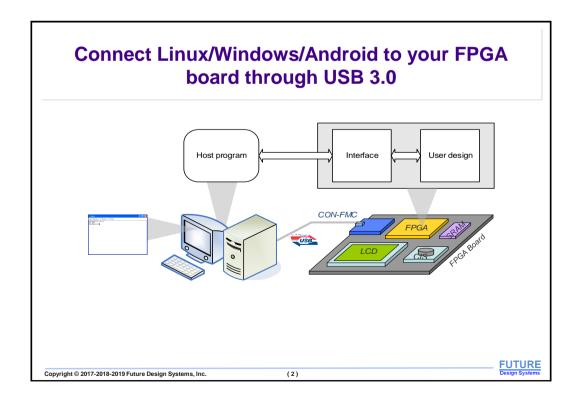
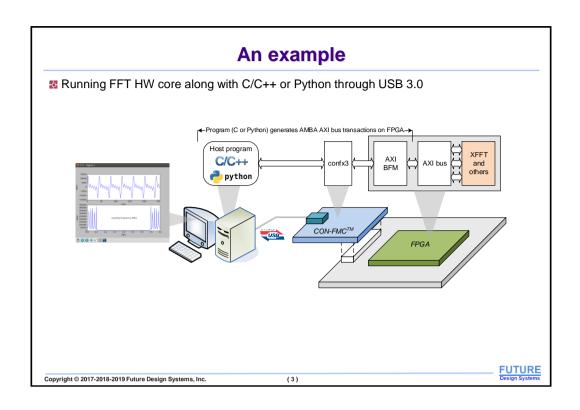
CON-FMC

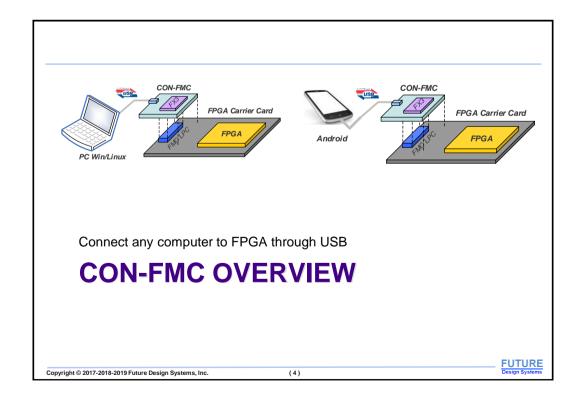
Connect any computer to FPGA through USB

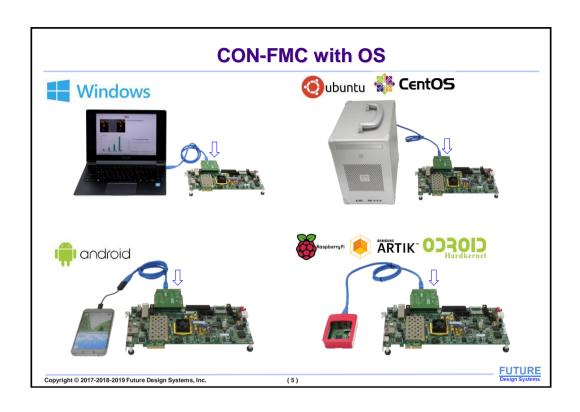
June 2019

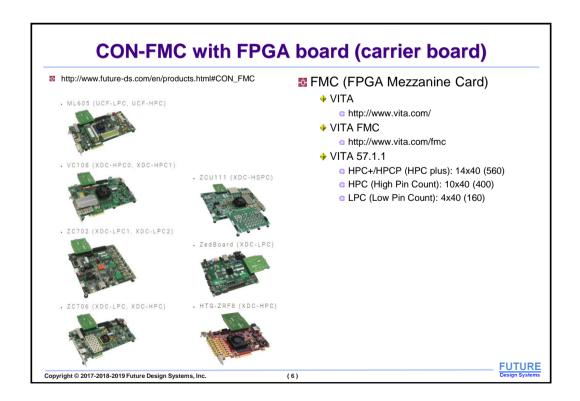
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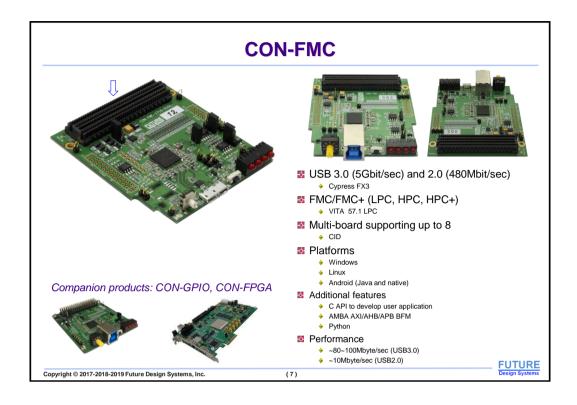


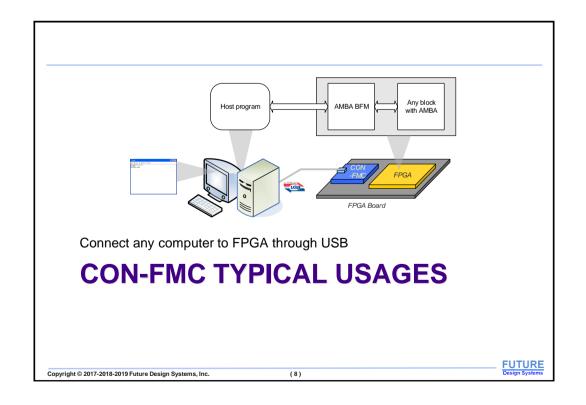


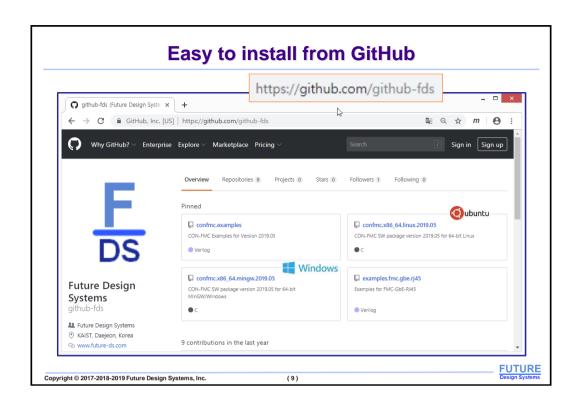


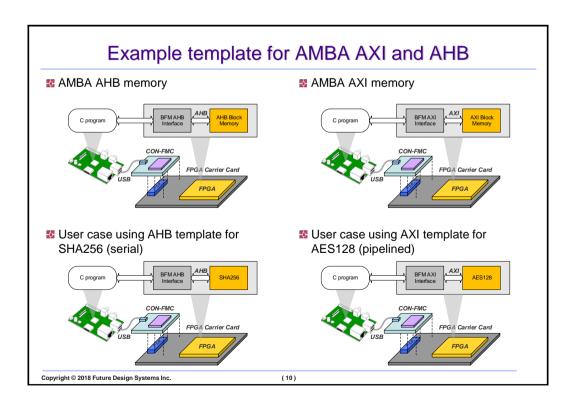


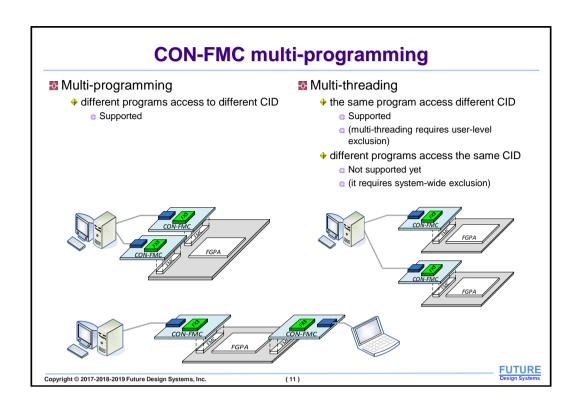


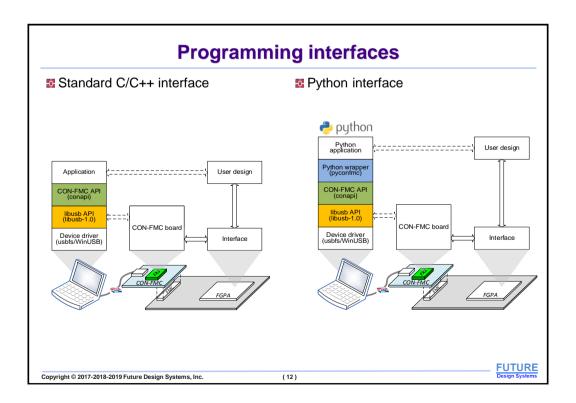




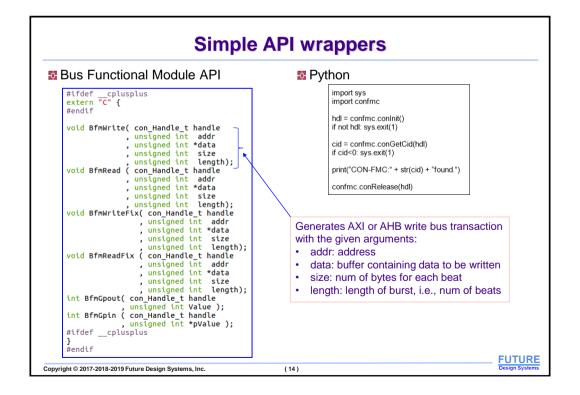




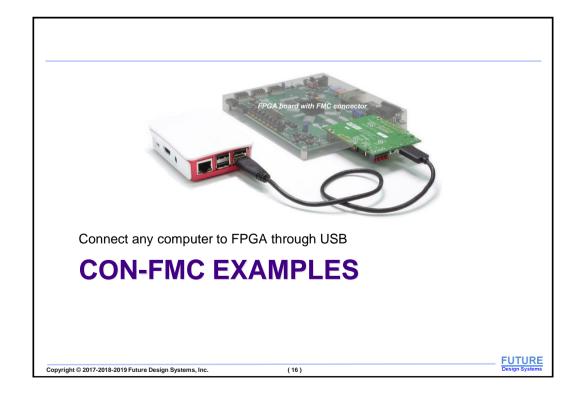


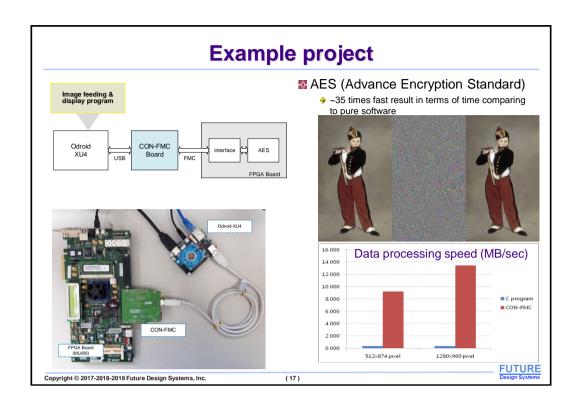


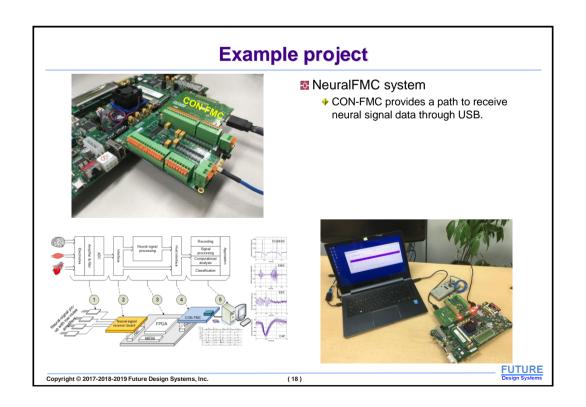
```
Simple API: C and C++
 Minimum code: C
                                                          API's
#include "conapi.h"
                                                          con Handle t conInit ( unsigned int con cid
                                                                               , unsigned int con_mode
int main(int argc, char *argv[])
                                                                                unsigned int log_level );
                                                          int conRelease ( con_Handle_t con_handle );
int conCmdWrite ( con_Handle_t con_handle
, void *pBuffer
    unsigned int cid=0;
    unsigned int mode=CON_MODE_CMD;
    unsigned int loglevel=CONAPI_LOG_LEVEL_INFO;
                                                                            unsigned int nNumberOfItemsToWrite
                                                                           , unsigned int *pNumberOfItemsWritten
     con_Handle_t handle=conInit(cid, mode, loglevel);
                                                                            unsigned int transactor );
    conReset(handle, 1);
cid=conGetCID(handle);
                                                          int conDataWrite( con_Handle_t
                                                                                          con_handle
                                                                            void
                                                                                          *pBuffer
    conRelease(handle);
                                                                            unsigned int nNumberOfItemsToWrite
                                                                            unsigned int *pNumberOfItemsWritten
    return 0:
                                                                            unsigned int
                                                                                          transactor );
                                                          int conDataRead (
                                                                            con_Handle_t con_handle
                                                                            void
                                                                                         *pBuffer
                                                                            unsigned int nNumberOfItemsToRead
                                                                            unsigned int *pNumberOfItemsRead
                                                                            unsigned int transactor );
                                                          int conStreamWrite( con_Handle_t con_handle
, void *pBuffer
                                                                              unsigned int nNumOfItemsToWrite
                                                                              unsigned int *pNumOfItemsWritten unsigned int zlp );
                                                          GNU GCC supporting
                                                                             , unsigned int *pNumOfItemsRead );
 Visual Studio: 64-bit & 32-bit
                                                                                                         FUTURE
Copyright © 2017-2018-2019 Future Design Systems, Inc.
                                                       (13)
```



Bandwidth (highly depending on environments) x86 64 Cygwin on Windows / USB **2** x86 64 Ubuntu 16.04 / USB 3.0 → ~50MB/sec for pseudo-DMA loopback 3.0 (bandwidth for pure payload) → ~45MB/sec for pseudo-DMA loopback → ~85MB/sec for stream loopback → ~45MB/sec for stream loopback → ~250MB/sec for stream in or out → ~90MB/sec for stream out Subjects to City → ~120MB/sec for stream in FUTURE Copyright © 2017-2018-2019 Future Design Systems, Inc. (15)



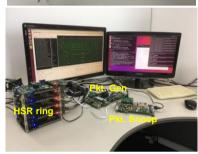


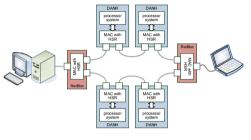


Example project



- Seamless Redundancy and Precision Time Protocol)
 - CON-FMC to inject user-defined Ethernet packets and to snoop packets on the line.





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(주) 퓨쳐디자인시스템

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