Introduction

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We are working in the 2D and 3D domain on embedded devices which continuously strains all given resources. Real-time operations, lack of resources, quality, production cost and time constraints are typical challenges fought every day. It is a major concern to meet all these constraints, so tools are needed to help fulfill such constraints. Analyzer is one such tool trying to fill the gap and support developers in several performance and resource issues to deliver high quality on time.

Analyzer support comprises two components, one on the target device side and one on the PC side. Measurement Logs may be recorded on the target or device simulation on the PC. These measurements have then to be transferred to the PC and can be displayed and analyzed in Analyzer.

Revision #1
Created 2023-02-16 01:41:21 UTC by Tsuyoshi.Kato
Updated 2023-02-16 01:41:31 UTC by Tsuyoshi.Kato