Data I/O

Supporting Cutting-Edge Technology

An improved Programming Architecture that dramatically speeds data transfer to flash memory.

Fastest Performance

- Write speeds greater than 10 Mbytes / second for capable devices
- Read speed greater than 10 Mbytes / second for capable devices
- Fast Download Speeds over the 100 Base-T Ethernet connection
- Works with image files of all sizes, including sizes greater than 4 GBytes
- Configurable FPGA for optimized programming now and in the future

Proven Quality Solutions

- Compatible with all existing FlashCORE algorithms
- Compatible with all Data I/O Process Control software applications, such as Serial Number Server, TaskLink, Version Control, DataMapper, and Remote Monitor
- Supported on all Data I/O Automated Handling Systems such as PS, FLX, and RoadRunner in addition to FlashPAK III
- Compatible with all Data I/O FlashCORE adapters
- Compatible with the largest library of NAND supports and bad block scheme supports available anywhere
- Global support by our worldwide service team on a local basis

FlashCORE *III*

The FlashCORE III Programming Architecture from Data I/O allows you to keep your production processes running at maximum velocity, for devices and files of any size.

Today's expanding mobile device capability means that the amount of information being programmed into flash memory during production is skyrocketing. Keeping up with production schedules and assembly line throughput production rates is compromised when the data files being programmed are large.

Data I/O has created the FlashCORE III programming architecture specifically for high density applications. Built for speed, even when dealing with large amounts of data, the new programming engine reads and writes as fast as devices allow, and downloads programming jobs extremely fast enabling quick changeovers which supports shorter runs—smaller lot sizes.

With immediate support available for all of the large memory types, including NAND, SD, MMC, MoviNAND, iNAND, OneNAND, MCPs, flash based microcontrollers and many others, FlashCORE III supports all your large memory needs for the present and the foreseeable future.

Don't trust the programming of your latest technology products to anything less than the world leader. Call us today for throughput estimates and ROI calculations for using our latest programming solution in your production environment!

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Device Support

- Supports all of the devices and packages supported by FlashCORE II, in addition to larger memory devices that FlashCORE II does not support.
- All major semiconductor vendors supported

Optional Data I/O Software

- NAND Bad Block Schemes
- Serial Number Server
- DataMapper
- Version Control
- Remote Monitor
- Plus More depending on handler type

Programming Media Options

- Depends on handler type (trays, tape, etc.)

Network Interface

- 100 Base-T Ethernet

Services

- One Year factory parts and labor warranty
- Annual Programmer Support (APS) subscription to new programming algorithms, system software and TaskLink Software updates

Adapter Types

- Standard, High Performance Sockets, and High Insertion Count sockets

Electrical Requirements, Physical Specifications, Environmental Requirements, PC Requirements

- Depends on programmer handling system

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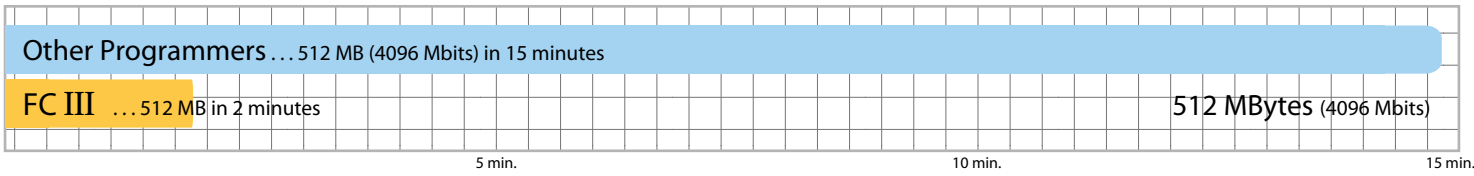
Visit our Web site: www.dataio.com/contact

Speed Comparison of the FlashCORE III (FCIII) programming engine and other programmers

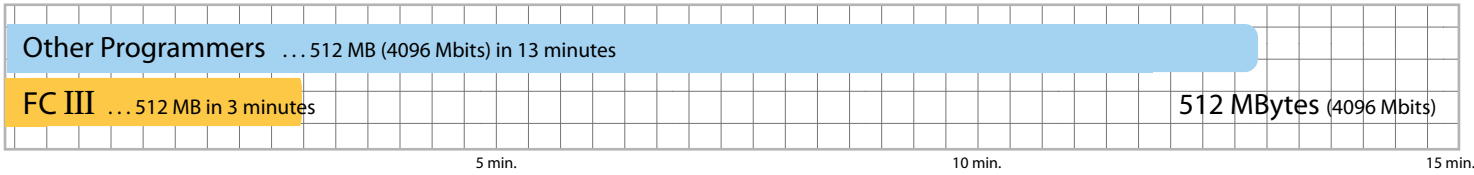
Download Speed

The time to load a 512 Mbyte image file on other programmers can take > 15 minutes. With FC III programmers, the download is about 2 minutes.



Write and Read Speed

For fast devices, like MoviNAND, iNAND, and others, the FCIII can maintain programming speeds greater than 10 MBytes/second. A 512 MByte file that could easily take longer than 13 minutes to program on other programmers could be programmed and verified in less than 3 minutes on FCIII.



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