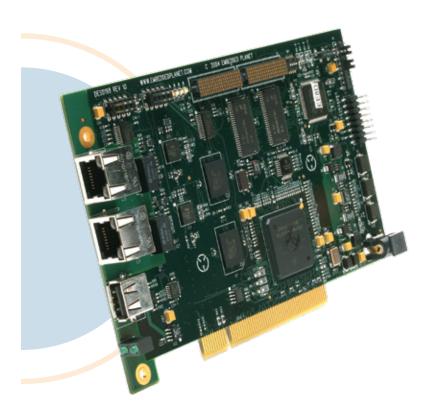


EP8548E

Power Architecture Processor PCI



Feature Summary:

<u> </u>	
Specification:	Description:
Form Factor:	PCI Edge card with 3.3V PCI Signaling
Expansion Bus:	EP S Bus for direct access to processor signals
Front Panel:	2 x 10/100 Ethernet Ports Serial Ports: 2 x RS-232
Processor:	Freescale PowerPC PowerQUICC II MPC8248
Memory:	RAM up to 128MB SDRAM FLASH up to 64MB
Debug:	JTAG via an onboard connector
Power Supply:	5.25 to 3 VDC single supply in standalone mode
Software:	PlanetCore firmware is provided with each module and includes a Bootloader, Flash Burner, and Diagnostics

The EP 8248 computing engine takes advantage of the high performance networking capabilities of the Motorola PowerPC 8248 processor.

By integrating all of the features of the PowerQUICC II technology onto one single board, the computing engines reduce Time-To-Market and increase product reliability for complex high-speed networking applications.

Scaleable in size and flexible in configuration, they provide a production-ready platform for tomorrow's networks.

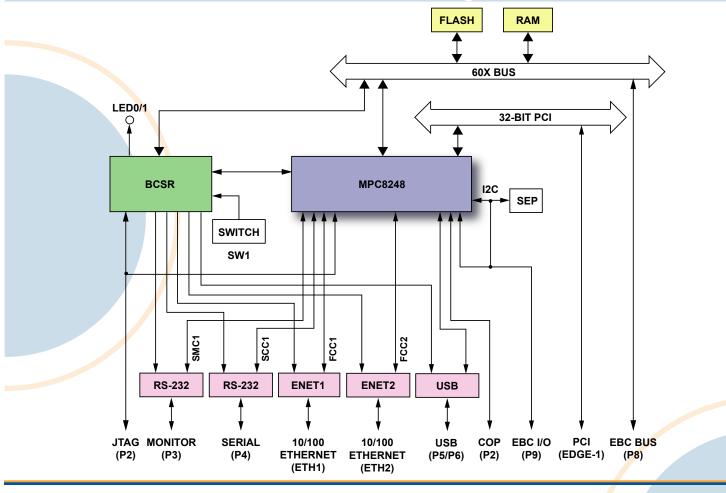
Note: This board uses 3.3V PCI Signaling. If you intend to use the product with a PCI carrier please ensure that supports the appropriate signalling voltage.



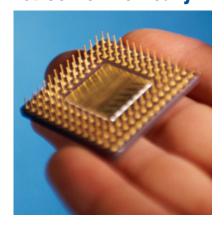
EP8548E

Power Architecture Processor PCI

Hardware Block Diagram



Let Us Do The Heavy Lifting



- Embedded Planet offers a complete set of software and hardware services to go along with our Off-the-Shelf solutions.
- Embedded Planet has extensive experience with embedded operating systems and firmware.
 Our stock configurations of operating systems and firmware can be customized to meet your particular needs.
- We can alleviate the headaches associated with volume production of embedded systems.
 Your product is delivered 100% tested from an ISO-9002 certified manufacturing facility.
- Our capabilities are available on a project basis to design custom solutions specifically tailored to your application.
- Contact Embedded Planet to find out how we can accelerate your project.