



ONE TECHNOLOGY MULTIPLE SOLUTIONS

Top 10 Things you need to know about MTCA

Session 1-204

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Top 10 Things You Need to Know



- #1: The misleading "T" in **MTCA**

- Micro **Telecommunication** Computing Architecture



Top 10 Things You Need to Know



- #2: MTCA is **THE** alternative

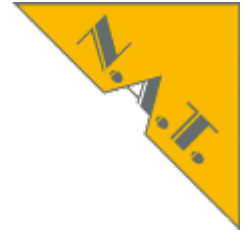
- MTCA has demonstrated to be a true alternative for customers coming from

- cPCI
- VME
- VPX
- IPC

because of its large variety of features, i.e. 1GbE, PCIe, SRIO, XAUI, redundancy concepts, ruggedization, etc.



Top 10 Things You Need to Know



• #3: **MTCA.4** closes the gap ATCA ./ MTCA

- MTCA.4 introduces
 - RTMs
 - 20Gbps
 - sophisticated CLK and trigger topology
- MTCA.4 is the missing step between ATCA and MTCA.0



Top 10 Things You Need to Know



- #4: no **proprietary** MTCA systems

- several proprietary MTCA approaches, i.e.
 - simpleMTCA
 - INCA (Industrial and Network Computing Architecture)
 - MCH integrated into PM
 - MCH integrated into BP
- cost reduction < \$15
- customers demand standard compliant systems



Top 10 Things You Need to Know



- #5: rapidly growing MTCA **ecosystem**

- 5 years after MTCA.0 was adopted, the ecosystem offers a larger variety of products than any other standard ever did at the same age

