Re: Prototyping?

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- *From*: Joerg <notthisjoergsch@xxxxxxxxxxxxxxxxxxxx>
- *Date*: Thu, 01 Nov 2007 23:53:52 GMT

John Larkin wrote:

> On Thu, 01 Nov 2007 17:47:42 −0500, Ben Jackson <ben@xxxxxxx> wrote:
>
> > On 2007−10−30, Joerg <notthisjoergsch@xxxxxxxxxxxxxxxxxxxx> wrote:
> >
> > > Depends. When you want to do unorthodox things a CPLD
> > > or FPGA doesn't cut it.
> >
> > If you want to prototype with CPLDs and FPGAs, just get a dev board.
> > You can generally find one with the right combination of common
> > peripherals
> > already on it. Much cheaper and faster than designing your own board...
>
> There's no reason to prototype stuff like this. These kinds of parts
> work as advertised, and are reprogrammable anyhow. You save a lot of
> time and expense by designing your actual product, laying out the
> board, and building a first article. If you're careful, you can
> usually sell it, too.
>
> We only prototype small, tricky circuits, mostly when a datasheet
> doesn't have all the facts we need.
>
> Today I'm debugging the code for a new product, a 4−channel DDS
> waveform generator with a uP, an fpga, ethernet, and a bunch of
> switching and linear power supplies. So far, everything seems to work,
> no cuts or jumpers. I'll probably change some resistor values, to tune
> LED brightness and maybe tweak a supply voltage or two.
>
> Breadboarding is actually a bad habit. It wastes time and encourages
> sloppy design.

Agreed. I breadboard only when trying to use parts in really unorthodox ways (happens a lot...) or when I need a one−off to control something and it doesn't have to be pretty. Beats the usual 1−2 week wait for fab, stuffing and all the Fedex in between.

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Regards, Joerg

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