



Product Development

In-House Prototyping

In-house lab facilities for rapid prototyping and testing of hardware circuits and PCBs. 3D printing capabilities for concept design of product enclosures.

Program and Project Management

Proactive refinement; planning and tracking of the scope, requirements, criteria for success, budgets, schedules, resources, issues, and results

LocoLabs Product Reality Report™

Provides an engineering system requirements review, a unit cost estimate, and an estimate of the development cost.

Multidisciplinary Development

Incorporating expertise from all required engineering disciplines, including systems, software, electrical, mechanical, industrial, manufacturing, and test

Software Engineering

APIs and Protocols

Application-specific interfaces that meet all requirements, abstract functionality, and encapsulate implementation

Board Support Packages

Bootloaders, hardware-specific device drivers, device trees, kernel configuration, root filesystems, daemons, and utilities

Programming Languages

C/C++, C#, Java, Python, Assembly, Verilog, VHDL, HTML/CSS/JavaScript, and many others

Layers of Software

Software components for every layer, from firmware to drivers, daemons, middleware, applications, and GUIs

Communications and Security

Wired and wireless interfaces, numerous protocols, and both device-level and communications security

Platform Software

Wide range of target operating environments including Linux, FreeBSD, Android, RTOS, and event-driven bare-metal

Target Architectures

From 64-bit down to 8-bit, including ARM, x86, MIPS/PIC32, DSP, FPGA (custom), MSP430, AVR/AVR32, PIC, and 8051

Domain Specific Abstraction

Custom language, compiler and VM design, providing system independent platform for IoT development and deployment

Analytics and Visualization

Smart collection, forwarding, aggregating and analysis of IoT data, followed by impactful reporting and dashboarding

Bring-up and Manufacturing

Purpose-built firmware/software for board bring up, system validation, and manufacturing, not done as an afterthought

Electrical and Mechanical Engineering

High Density and High-Tech PCBs

Using the latest PCB layout tools and techniques, we match your requirements with cost effective PCB technologies

3D Enclosure Design

PCB models integrated with the 3D enclosure to ensure fit and allow for additive (3D printing) and traditional manufacturing techniques

High Speed & EMI/RFI Compliance

Impedance control technologies to ensure performance of high-speed PCB, and EMI/RFI techniques to reduce noise

Analog Simulation

Software based mathematical simulation and modeling of electronic circuits and devices

Power Supply & Battery Charging

Linear, high speed switchers, popular battery chemistries

PCB Design

RF, Audio, Video, Low Noise, High Voltage and other custom applications

3D PCB Modeling and Thermal Simulation

Low cost realistic visualization, planning, and placement of all board elements reduces costly spins

3D Printing

High quality in-house 3D printing to enable rapid design validation and short run production

FPGA and ASIC

Including RTL design, ASIC verification, synthesis & STA, physical design, DFT and validation

Hardening

We specialize in hardening electronics and enclosures

Manufacturing

Rapid Prototyping

Our Rev-Zero process produces quality quick-turn prototypes including material sourcing, and software bring-up

Turnkey Volume Production

No finger pointing. Procurement, fabrication, assembly, test and box build are managed by our team

Test Fixtures

We design, fabricate, troubleshoot and maintain test fixtures, interfaces, test software, and logging systems

High-Volume Design

Our designs are validated for volume, so our customers avoid costly rework, scrap, repair, and recall

Testability Design

Testability features designed into hardware to enable thorough manufacturing testing and design validation

Accelerated Life Testing

Temperature, humidity, voltage, shock, vibration, environmental testing validate the design and determine service life