



## Flash Programming System

# Y3000-8

Supports NOR flash, NAND flash,  
and flash memory mounted microcontrollers

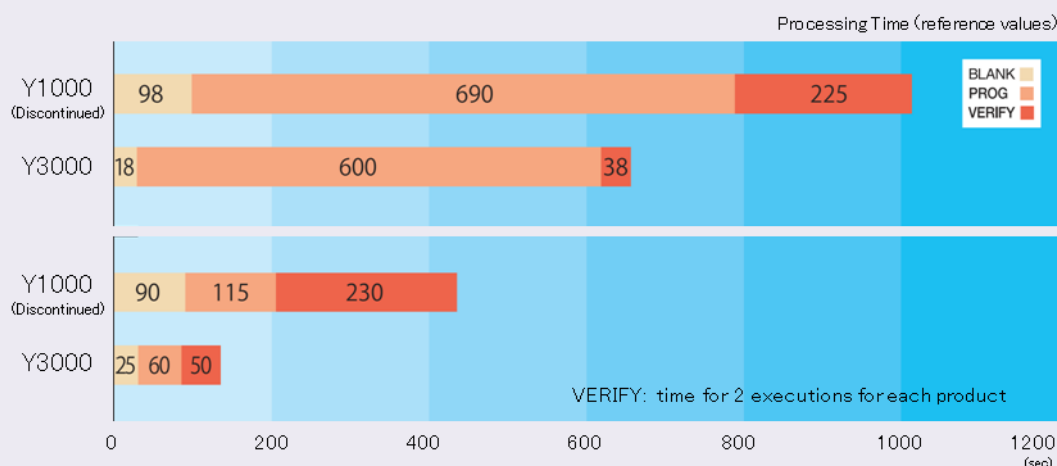
Easy to operate user interface

Y3000-8 can solve every difficult problem,  
as a succession model of conventional product.

Y3000 are capable of optimizing an overhead in writing.

Verify cycle: 400 ns

Realization of 4-times faster processing compared with existing products!

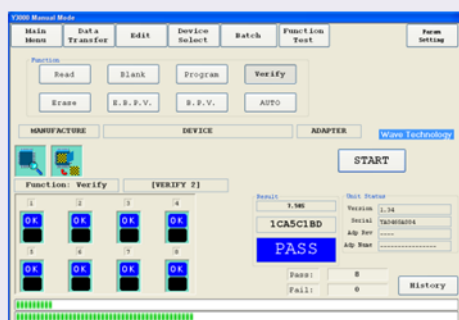


## POINT Common Specifications for all types of Y3000

We offer 3 types: 4, 8 and 16 sockets with common device configuration (algorithm) as well as socket adapters

## POINT Easy and user-friendly operation with GUI for Windows

Easy and user-friendly operation is realized by PC control with USB connection and menu Selection with GUI for Windows. PASS/FAIL results and checksum are comprehensively displayed. Processing details are also traceable.



## POINT Socket adapters with integrated case



Module structure in consideration of safety Supports various devices including TSOP, SOP, QFP, QFN and BGA We use sockets confirmed by the socket/device manufacturers.

### Product Specifications (Y3000-8)

Size	330W × 310D × 95H
Weight	3.6Kg (excluding accessories)
Power-Supply	85-264V 50/60Hz 200VA
Operating Temperature	10-35°C
Environment humidity	20-80% (No condensation)

### Hardware Specifications

Buffer Memory	standard : 4Gbits[512MBytes] (expandable option up to 16Gbits)
Interface	: USB1.1
Device Supplying Power Voltage	VCC: 1.0-7.0V (10mV step) VPP: 13.0-7.0V (20mV step)

### System Requirements

CPU	: 1GHz or faster (Recommended) (Pentium4/Celeron)
Memory	: 128MB or larger (Recommended)
Hard Disk	: 32 MB or larger
OS	: Windows 7(32bit) Windows XP
Interface	: USB 1.1 or higher
Video Adaptor and Monitor	SVGA (1024 × 768) or higher

Contact Information for Inquiries

Manufacturer

**Wave Technology**

**Wave Technology Co.,Ltd.**

1-35-3 Nishihara Shibuya-ku Tokyo 151-0066  
TEL 03-5452-3101 FAX 03-5452-3102  
URL <http://www.wavetechnology.co.jp/>  
sales@wavetechnology.co.jp