

## CONNECTIVITY

# Networked Embedded Controller Platform

Custom Hardware Design

Embedded Firmware

Network Connectivity

In-House Protocol Stack

## CLIENT

An in-house development to extend Embin's embedded controller platform with network connectivity.

## THE PROBLEM

Embin had an existing embedded controller platform that worked well as a standalone unit, but standalone was becoming a limitation — more and more of the projects we wanted to build on top of it needed the controller to talk to other systems over a network. Buying in a licensed networking stack would have meant ongoing royalty costs on every future product built on the platform, which didn't make sense for something we intended to reuse again and again.

## WHAT WE BUILT

We took this on as an investment in the platform itself rather than a one-off feature. We added the physical network interface to the controller board, and then wrote our own networking software stack from scratch — covering addressing, the basic transport layer, and the application-level communication needed for real projects, rather than licensing someone else's. It was more work upfront than integrating a third-party stack, but it meant every future product built on this platform would inherit network connectivity with no per-unit licensing cost attached.

## WHAT IT DOES

- ✓ Adds a physical network interface and full connectivity to Embin's existing embedded controller platform
- ✓ Runs on a networking stack written entirely in-house — no third-party licensing or royalty costs on any product built on it
- ✓ Supports communication across both local networks and wider connections
- ✓ Provides a reusable, tested connectivity foundation that future controller-based products can build on directly
- ✓ Covers addressing, transport, and application-level communication needed for real networked applications

## OUTCOME

This gave Embin a network-enabled version of our own controller platform with no ongoing licensing costs, and every project built on it since has been able to add network connectivity as a starting point rather than a separate piece of work.