

ProDG for PlayStation®3

ProDG for PlayStation®3 (PS3™) allows you to load, run and debug your application using Sony Computer Entertainment Inc's PlayStation 3 Reference Tool.

The following toolchain components are included:

- Debugger (new enhanced UI)
- Microsoft Visual Studio .NET integration
- Target Manager

ProDG for PS3 is compatible with the SNC and GCC Toolchains.

Debugger

The Debugger for PS3 is an evolution of the SN Systems Debugger which is in use on current generation consoles. The debugger allows you to view source code, disassembly, memory, registers, variables, processes/threads, TTY and the call stack. A split-pane system allows unlimited configuration of pane layout. Projects allow persistence of settings specific to each ELF. The Debugger provides comprehensive support for PPU and SPU registers, memory, instructions and opcodes.

The Debugger includes the following special features:

Full support for the processor

- Debugging multi-thread PPU applications
- Debugging multiple SPU threads simultaneously
- Dynamic SPU code loading schemes
- Auto synchronization of SPU views as threads are created

Process view

- The process view lists all processes and threads that have been created on the target
- Processes are shown at the root of a tree and each process shows one or more PPU threads and SPU threads/groups

Improved Windowing system

- Views can be docked/split/tabbed and locked/unlocked from the MDI for true multi-monitor support
- Fully customizable menus, toolbars and keyboard shortcuts

Improvements to the following views

- Source/disassembly
- Breakpoints
- Call stack
- Watch/locals/autos
- Memory
- Registers

Additional features

- Workspace pane provides simplified project navigation through project, file and function views
- Support for conditional and counted breakpoints
- Mixed mode source/disassembly pane
- Pop-up expression evaluator
- Drag and drop between panes
- User configurable pane layout, fonts and colors

Visual Studio integration

Integration of the above tools with Visual Studio .NET (2003/2005) is achieved through Add-ins and Appwizards. The following features are supported:

- PS3 project AppWizards for ELF files and libraries
- Toolchain command-line switches, command-line arguments for the debugger and executable, and fileserving paths, can all be set via a self-contained configuration dialog
 - Supports configuration-specific properties, e.g. different linker scripts could be used for debug and release builds
- Full source dependency checking for C, C++ and assembler files during the build process
- Use Intellisense features when editing C and C++ source
- The ProDG Debugger can be called directly from Visual Studio via a toolbar button or the standard debugger start key (<F5> by default) to debug the current project

Target Manager

- Load and run executable files
- TTY view
- Fileserving provides the target with access to the host file system
- Manages connections to multiple development hardware on your network allowing simultaneous debug sessions or sharing of development hardware
- Color-coded display of printf streams

Documentation

Comprehensive documentation is supplied in PDF and compiled HTML formats. Technical articles and FAQs are available in the developer technical support zone of the website.

Technical support

Technical support is provided via e-mail and telephone during normal UK business hours. We also provide support via the developer technical support zone of our website which is available 24 x 7.

System requirements

Supported hosts: Windows XP Pro.

Supported toolchains: SCEI PS3 and SNC toolchains.

NOTICE: These products are only available to Sony Computer Entertainment's licensed developers/publishers

For more information visit: <http://www.snsys.com/ps3/prodg.asp>
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