

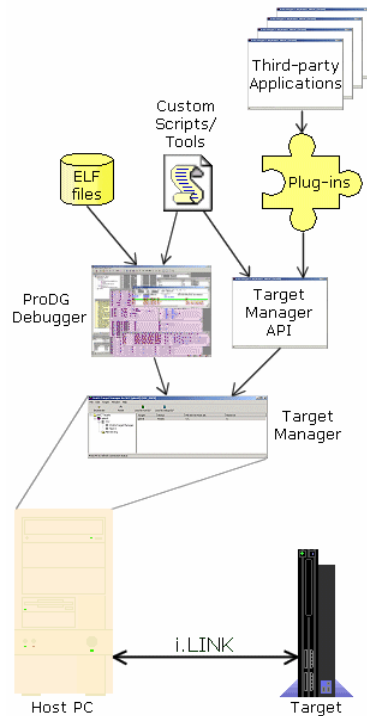
ProView Plus for PlayStation®2

PlayStation 2 Development Tool

ProView Plus for PlayStation 2 is a software tool for post-mortem debugging on the new Sony Computer Entertainment PlayStation 2 development hardware DTL-H3010*LT.

Debugging your game on a DTL-H3010*LT will enable you to find those bugs that only appear on the retail console and cannot easily be debugged by other means. Proview Plus can also be used for debugging games with online features that use the network adapter.

ProView Plus for PlayStation 2 consists of host and target software. The host software consists of a post-mortem debugger and a Target Manager plug-in providing communication with the DTL-H3010*LT over i.LINK. The target software (contained on a start-up card) provides debug communications (DEC12 over i.LINK) using SN Systems' reduced footprint driver.



Features

Post-mortem debugging

ProView Plus is ideal for investigating crash bugs with your game. Once crashed, connect to the DTL-H3010*LT console with the post-mortem debugger to examine the state of:

- Memory (EE, VUs and IOP)
- Registers (EE, VUs and IOP)
- Variables
- Call stack
- Line of C/C++ source code at crash

Full Debugging Support

ProView Plus can be used for debugging your games when used with ProDG for PlayStation 2 (not included). Full source level debugging of the Emotion Engine®, Vector Units (VU0/VU1), DMA and IOP is supported.

Minimal Memory Overhead

The SN Systems i.LINK drivers have a small IOP memory footprint of less than 200KB, leaving the remainder free for your game code or drivers.

Flexible Connectivity

- Using the i.LINK port means the USB and Network Adaptor (Ethernet) connections are left free, allowing you to develop and debug software that uses external peripherals such as the EyeToy™ USB Camera, or online games.
- Full file serving facilities are provided for both the IOP and Emotion Engine® through standard file functions (sceOpen, sceRead etc.) and the standard "host:" file prefix.

SDK and command-line facilities

A fully featured software development kit (SDK) is included free with ProView Plus. This kit allows you to write tools and plug-ins that communicate via Target Manager to the PlayStation 2.

Use it to automate testing, or provide your artists with tools to preview artwork, sound samples and level designs quickly and easily. The following is a list of just a few of the features supported:

- Connect/disconnect from targets
- Download and run ELF and IRX files on the target
- Get and set target memory
- Get and set target registers
- Capture TTY output from the target

System requirements

- Windows 2000 or Windows XP PC with IEEE-1394 (i.LINK) interface connection and Network interface adapter
- Sony Computer Entertainment PlayStation 2 development hardware DTL-H3010*LT

For more information visit: <http://www.snsys.com/playstation2/proviewplus.asp>
To request trial versions of software e-mail: contact@snsys.com

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