CodeWarrior™
Communication Utility (CWComUtil)
PlayStation®2 Edition

Overview

CodeWarrior™ Communication Utility (CWComUtil), is a client-server application for designers, artists, and programmers who are developing games for the PlayStation®2. CWComUtil provides the ability to download ELFs, enabling artists to view files on the PlayStation®2 development kit target. Unlike any other interface application, CWComUtil bridges the gap between game developers and artists, simplifying the development process and slashing time to market.

By using CWComUtil and PlayStation®2, artists can now form their own cost-effective dedicated development system. Game artists can change texture, characters, and other 2D/3D animated scenes without recompiling or reloading the entire executable.*

* Users application needs to implement loading of data from the PC

CWComUtil Benefits:

> Bridges the gap between game developer and artist, making it easier for teams to work together.

> Provides the interface between host PCs running COM and PlayStation®2, creating an easier development process.

> Read/Write to memory without impacting the executable, saving valuable development time.

> Artwork and 2D/3D animated scenes can be quickly and easily downloaded and previewed, eliminating the need to re-write media when changes are made, saving time and money.
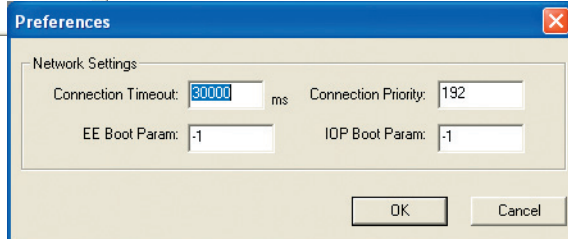
CodeWarrior Communication Utility Graphical User Interface (CWComUtil GUI)

Enables you to connect and disconnect to and from the server and the target. You can download, run, and stop the program all from the main window.
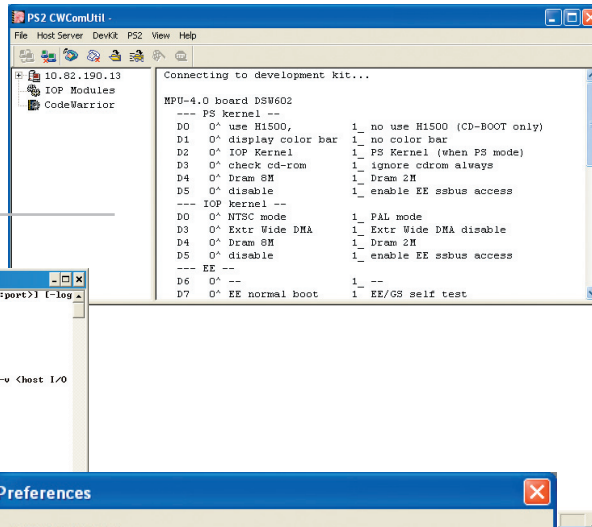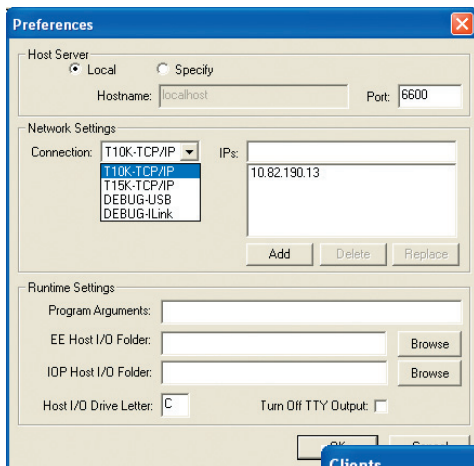

Command Line Tool Switches

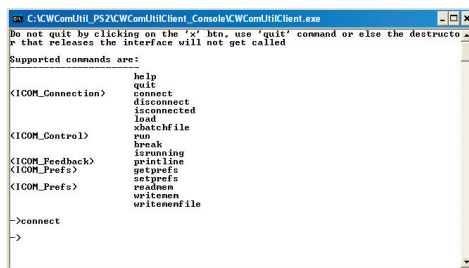Can launch an instance of CWComUtil with customized settings.

Server Preferences Dialog Box

In ComUtil, set the connection timeout frame, priority level, and values for the EE and IOP Boot Parameters to connect to the PS2 Development kit.
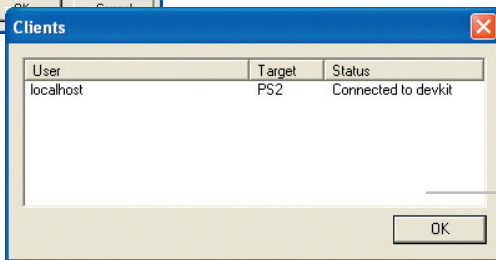
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Client Preferences

Specify local or remote connection. Set the IP for the Development Kit.

The Communication Preferences (CoPS) COM server

Can perform the following tasks: change preference settings, host I/O folders and IP addresses, connect/disconnect, load/run/stop, read/write to memory, produce text in the CWComUtil text output area.

Connection Status

Shows the connection status to the Development Kit

CWComUtil Features
> Client/Server download utility based on CodeWarrior for PlayStation®2 CWComUtil

> COM interfaces for integration with graphic software

> Functions for data control between host and target presented as an API Component

Object Model (COM) interface
> Connect/Disconnect to/from target

> Run/Stop executable

> Read/Write to a specific memory block on target

> CWComUtil GUI provides an input command window for function usage

> CWComUtil GUI provides feedback from the EE, IOP, and/or target connection terminal lines via an output window

> USB, BroadBand Adapter, and iLink® protocol connections to Sony PlayStation®2 Debugging Station

> Generic COM client sample provided by Freescale

> Client/server architecture

> Command-line execution

CWComUtil for PlayStation®2 contains a menu of commands that let you administrate your PlayStation®2 development kit.
> PS2Flash - updates the flash ROM of the PlayStation®2 development kit with the flash image file of the SDK that developer uses.

> Reset - Resets the PlayStation®2 development kit.

> Execute Batch File - Executes instructions contained within a batch file.

> Save Core File - Saves the state of the PlayStation®2 development kit into a core file. Load the core file into the CodeWarrior debugger for PlayStation®2 and browse the registers and stack, or just mirror portions of memory to disk.

System Requirements
> Windows® 2000/XP

> 1.5 GHz or faster Intel® Pentium® IV processor or AMD equivalent

> 512 MB RAM

> 400 MB plus space for user projects and source code

> CD-ROM drive

> Sony PlayStation®2 Development Kit or Debugging Station

> Sony PlayStation®2 software development kit

> Optional: CD burner to make bootable media for Debugging Station

Freescale Developer Technology Game Organization Services and Technical Support
> Freescale online support is available 24 hours a day, 7 days a week and provides the ability to:

  ▪ download product updates

  ▪ check the status of support requests

  ▪ view your account information

  ▪ access online knowledge base for frequently asked questions

> Technical support is available via telephone and email during regular business hours

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