

# CodeWarrior™ Communication Utility (CWComUtil) NINTENDO GAMECUBE™ Edition

## Overview

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

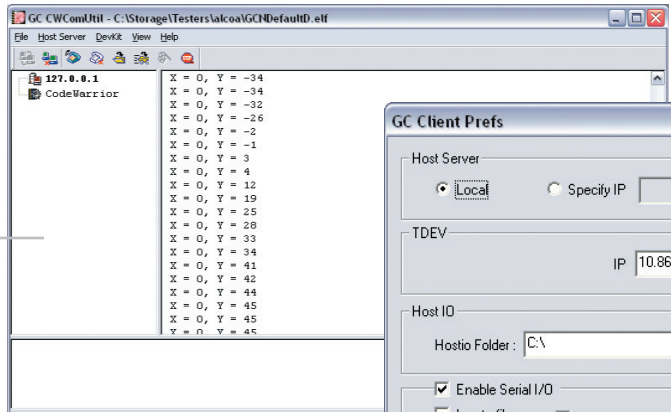
By using CWComUtil and Nintendo's TDEV, GDEV-NPDP, or DDH, artists can now form their own cost-effective dedicated development system. Utilizing Host I/O, game artists can change texture, characters, and other 2D/3D animated scenes without recompiling or reloading the entire executable.\*

\* Users application needs to implement loading of data from the PC utilizing Host I/O

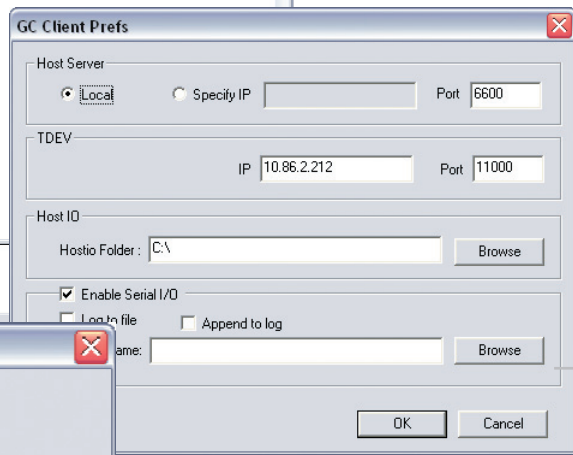
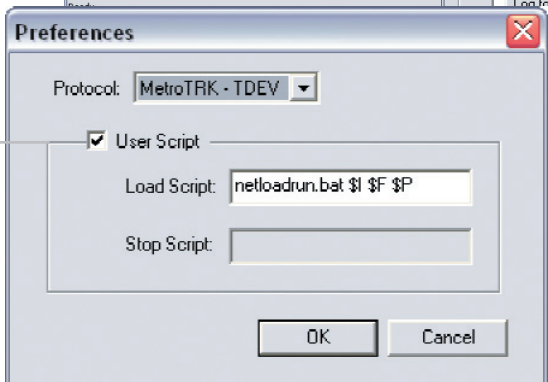


## CWComUtil Graphical User Interface (ComUtilGUI)

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



Can choose how you would like to use CWComUtil over the server and change loading scripts



You can specify if you want to connect to the TDEV locally or remotely, set the IP for the TDEV and set the Host I/O folder. You can also view and record the log utilizing Serial I/O



Communication Preference Server (GOPS) Context-Menu  
Connect remotely to the server enabling access to Dev. Kit



## Warrior Communication Utility (CWComUtil)

### **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 NINTENDO GAMECUBE targets, creating an easier development process.
- > Ethernet connection via the Nintendo Broadband Adapter (BBA) to the Nintendo TDEV, for faster connectivity.
- > Freescale BBA communication on TDEV integrates with Nintendo's DVDEth library for emulating GAMECUBE DVD calls over the network. Therefore, CWComUtil and the DVDEth library can be used simultaneously, saving valuable development time.
- > Read/Write to memory without impacting the executable, for faster development.
- > Remotely load applications on the GDEV or DDH without using a Broadband Adapter, promoting ease of use.
- > 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.

### **CWComUtil Features**

- > Client/Server download utility based on CodeWarrior for NINTENDO GAMECUBE CWComUtil
- > CWComUtil now includes TDEV support
- > Integration with COM software for graphic support
- > Baseline functions for data control between host and target presented as an API-Component Object Model (COM) interface
- > Connect/Disconnect to/from target
- > Run/Stop control of executable
- > Read/Write to a specific memory block on target through COM
- > CWComUtil GUI provides Nintendo serial output via an output window
- > CWComUtil GUI provides an input command window for baseline function usage
- > Generic COM client sample provided by Freescale
- > BBA support for the Nintendo TDEV, GDEV-NPDP, or DDH
- > Remote downloading of code and data through a connected Win 32 server
- > Client/server architecture
- > Host I/O and Serial I/O support
- > Command-line support including specifying IP address and port setting the Host I/O folder, setting the host, setting the log file and quitting

### **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
- > NINTENDO TDEV Hardware or DDH Hardware distributed by Freescale, or GDEV-NPDP Hardware distributed by Nintendo
- > GAMECUBE Operating system CD, obtained directly from Nintendo

### **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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