



# CodeWarrior™ Development Studio for PlayStation®2

### Overview

For developers of the newest generation of PlayStation®2 games, the pressure is on to deliver greater performance than ever. Fortunately, the newest version of CodeWarrior™ Development Tools for PlayStation®2 tools are up to the challenge. The CodeWarrior for PlayStation®2 tools provide advanced editing and compiling capabilities, as well as debugging of STABS

and DWARF formats. And it's the most versatile tool suite in game development today, offering both seamless compatibility with leading middleware and an open API for compatibility with leading third-party editors. Whether you're a first-timer or a seasoned developer of PlayStation®2 titles, you'll appreciate the high performance and versatility of the latest version of CodeWarrior for PlayStation®2 tools.

### Benefits

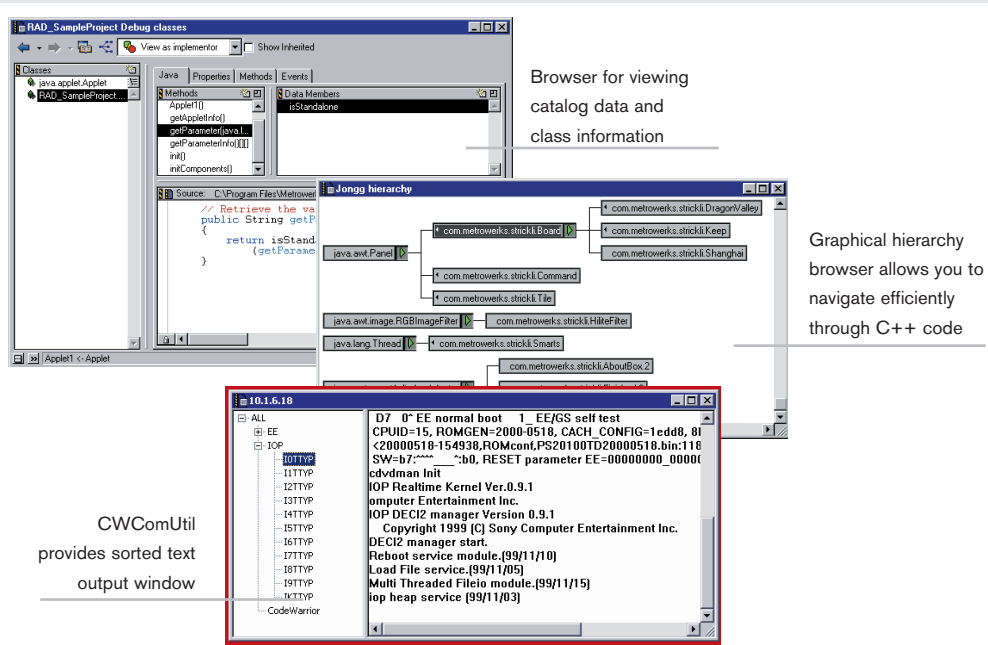
> DMA/GIF Viewer along with multi-core, multi-processor capabilities (remotely accessible, context sensitive VU, DMA/GIF, EE and IOP debugger).

> New Architecture in the CodeWarrior Communication Utility, provides a separate server and user interface, promoting ease of use and flexibility.  
> Flexible work environment allowing you to use the CodeWarrior IDE or Visual Studio® .NET.

### Features

- CodeWarrior IDE**
  - > Customizable toolbars and key bindings
  - > Find dialog/engine search
  - > User preferences/window layout can be saved
  - > Find-and-compare operations on project folders during builds
  - > Integrated support for Sony Hardware and SDK documents
  - > Code completion for C and C++
  - > Eventpoints – supported points include pause, script, skip, sound and log
  - > Tree-based register views
  - > Default Workspaces-ability to automatically load open projects and windows on separate invocations of the IDE
  - > EE thread list
  - > Hardware breakpoints with presets
- > Docking Windows
- > Increased productivity with auto-completion for #pragmas and C++ templates in the editor
- > Support for source-relative #includes in the build system
- > Fast language parsing and feedback
- > Breakpoint window displays and easily manages Breakpoints, Eventpoints, and Watchpoints

More >



Browser for viewing catalog data and class information

Graphical hierarchy browser allows you to navigate efficiently through C++ code

CWCComUtil provides sorted text output window



## Warrior Development Studio for PlayStation®2

### CodeWarrior Integrated Debugger

- > Frame Profiling Technology provides frame-by-frame analysis
- > DMA Debugger
- > DMA chain viewer
- > DVP assembler uses latest tool chain sources from Sony
- > Short-cut keys for stepping in VU Debugger (F10)
- > IOP Module list in log window
- > VU0 & VU1 micro-memory view with debug capability and disassembly
- > Ability to set breakpoints in VU microcode without source modification
- > View data as signed int, unsigned int, float, fixed 0/4/8/12/15-bit
- > Debugs CodeWarrior DWARF and GCC STABS formats
- > Source/assembly/mixed-mode view
- > Byte Swapping (big endian <-----> little endian) when looking at memory
- > Load/save memory from/to binary file
- > Fill memory range with specified argument
- > GIF tag viewer
- > ERX C/C++ code in the debugger — fully compliant with SCE's architecture; dynamically load and unload modules as needed
- > Variable formatter in debugger

### IOP Support

- > IOP assembler, compiler, linker, and integrated debugger
- > LibGen utility for generation of library modules
- > LibLD, MW IOP FixUp PostLinker: IRX generator

### Linkers

- > LCF PreLinker
- > Aggressively and precisely deadstrips unused symbols
- > Date and time-stamp linker feature to embed date/time of build to the final executable

- > ERX support for C/C++ code
- > Linker supports an additional preference panel, "ELF Disassembler" allowing you to specify what appears in the disassembly output

### CWComUtil

- > Redesigned Client/Server architecture
- > COM server to artist plug-in clients
- > Download EE, IOP executables to target
- > Command-line execution
- > Read/write to memory
- > USB, Broad Band Adapter, ILink connectivity to the Debug Station
- > Optimized inline assembler

### C/C++ Compiler/Libraries

- > Highest level of C++ support available
- > Performance compiler provides enhanced C++ support
- > Updated ANSI-strict C++ Metrowerks Standard Libraries (MSL) and Runtime
- > C/C++ pre-compiled headers
- > Compatible with CodeWarrior Analysis Tools (CATS) and Analysis Tools Construction Kit (ATaCK) Framework
- > CodeWarrior command-line compilers compatible with makefiles
- > Enhanced C++ support in the new FrontEnd compiler
- > ISO C++ Template Parser
- > Support for friend templates, pointer template arguments, and conversation functions

### Plugins/Integration

- > Integration with Visual Studio .NET
- > Support for Logitech's Force Feedback® SDK
- > Class Browser
- > Open API for integrating third-party tools
- > VSS and CVS, Alienbrain, and Perforce plug-ins
- > Middleware vendors evaluations and demos

### 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
- > Sony Computer Entertainment Development Kit DTL-T10000
- > Sony Computer Entertainment software development kit
- > CD ROM drive

### 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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