



## **SN SYSTEMS STARTS DISTRIBUTING SOFTWARE DEVELOPMENT ENVIRONMENT FOR NEXT GENERATION PORTABLE**

A new range of PlayStation® development tools on show at the Game Developer Conference 2011

Bristol, UK, February 28<sup>th</sup> 2011 – SN Systems, subsidiary of Sony Computer Entertainment Inc. (SCE) today announced a comprehensive range of development tools to support the next generation portable entertainment system (codename: NGP). Created using feedback gathered from game title developers worldwide, the tools are easy to setup and offer extensive functionality from launch.

Available to all registered game title developers and backed by industry leading developer support for NGP, the new range consists of components specifically designed for each stage of the development cycle.

- **ProDG™ Debugger**  
Representing a major step forward in improving workflow and iteration times, the ProDG Debugger is fully integrated into Visual Studio® allowing game title developers of all disciplines to build and debug their NGP code.
- **Razor - Profiling**  
Co-developed with experts from SCE Worldwide Studios (SCE WWS) Advanced Technology Group and SCEE R&D. Razor allows game title developers to analyze and profile code to ensure performance is optimum. Fully integrated into Visual Studio, it provides analysis for both the CPU and GPU (including GPU debugging) within one framework, helping you to identify bottlenecks and eliminate conflicts within your code.
- **SNC Toolchain**  
PlayStation game title developers will also benefit from the SNC toolchain, a bespoke compiler and linker which has already established itself as the default compiler on PlayStation®3 and PSP™ (PlayStation®Portable).
- **Neighborhood**  
To simplify the accessibility of the development kits for NGP, you can configure devkits and execute games from within Windows Explorer.
- **SN-DBS (Distributed Build System)**  
Fully compatible with NGP, SN-DBS distributes source code and data builds between computers across a network, to improve compile times.

To find out more please visit the main PlayStation® booth (1402) in the South Hall, where there will be kiosks demonstrating the tools. Engineers from the various product teams will also be in

attendance and available for private meetings. Please contact your SCE or SN Systems account manager who will be able to arrange this for you.

### **About SN Systems**

SN Systems is a wholly owned subsidiary of Sony Computer Entertainment Inc. that produces industry-standard development tools used by PlayStation game title developers worldwide. SN Systems has built a reputation for understanding and meeting the needs of games developers, delivering quality software such as ProDG, SNC, Tuner and SN-DBS while offering unrivalled first-class support.

For further information, please visit [www.snsys.com](http://www.snsys.com).

ProDG is a trademark of SN Systems

PlayStation and PSP are registered trademarks and PS3 is a trademark of Sony Computer Entertainment Inc.

All other registered trademarks and trademarks are property of their respective owners.