

ProView for PlayStation®2 - Art Preview Tool

ProView provides the fastest download and file serving solution for the PlayStation 2 Development Tool DTL-T10000 and PlayStation 2 development hardware DTL-H10000 / H30001 / H30002 from Sony Computer Entertainment Inc.

ProView gives you these real advantages:

- Works with PlayStation 2 DTL-H series development hardware, freeing up valuable DTL-T10000 hardware for other development
- Fault-find problematic builds using TTY sent from the console
- Rapid design feedback, view artwork almost instantaneously without burning CD/DVD media

Features

Fast i.LINK downloads

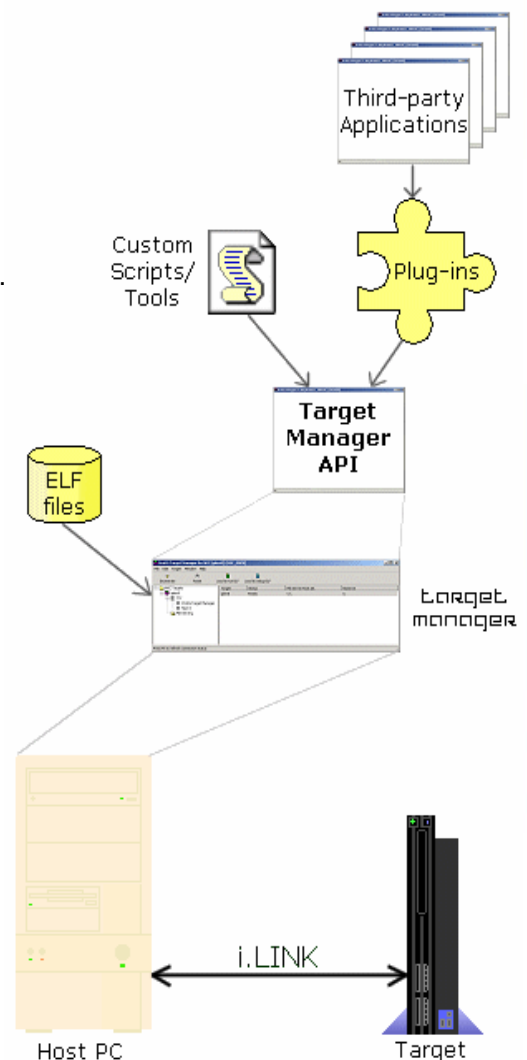
ProView connects to the i.LINK port on the PlayStation 2 development hardware. ProView 2.0 and greater use a new SN i.LINK driver, which saves 260KB of IOP RAM when compared with ProView v1.1 - total memory usage of ProView 2.0 is now merely 156KB. The new driver increases the download speed from PC to PlayStation 2 to 3.8MB/s!

Target side monitor program

The monitor sits below 1MB leaving the rest of the memory Available for the ELF to utilise. An ELF file can be downloaded Via the monitor program to the Emotion Engine® (EE) processor, Which can then use the installed file system device to read IRX Modules and data from the host PC. The monitor continues to run as a dormant thread so that the PlayStation 2 may be quickly reset via the Target Manager without the need for a lengthy reboot.

Fully customizable using SDK

A fully featured software development kit (SDK) is included free with ProView. This kit allows you to write tools and plugins that communicate via our Target Manager application 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.



Monitoring and file serving

- Full file serving facility is provided for both the IOP and Emotion Engine through standard file functions (sceOpen, sceRead etc.) and the standard "host:" file prefix
- Supports an additional 11 standard SCE file serving functions
- Monitor program runs on the EE (sitting below 1MB) allowing ELF download and reset
- Download ELF and IRX files

Software compatibility

- Can now be run from a ProDG license
- CD is used to directly boot the PlayStation 2
- Integrated into ProDG Target Manager for PlayStation 2
- Designed to require little code change to enable existing code to run with it

Software Development Kit

- Connect to/Disconnect from targets
- Download and run ELF and IRX files on the target
- GET and SET target memory
- Capture TTY output from the target
- Receive target status information

Systems requirements

- Windows 98SE, Windows 2000 or Windows XP development PC
- IEEE-1394 (i.LINK) interface connection (a PCI card and cable are included with ProView)
- Network interface adapter
- SCEI Development Tool DTL-T10000 or development hardware DTL-H10000 / H30001J / H30002J
- SN Systems' or SCEI's PlayStation2 software development tools

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

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