

SN Systems

Nintendo Game Boy Advance Development Tool

prodq for Game Boy Advance®

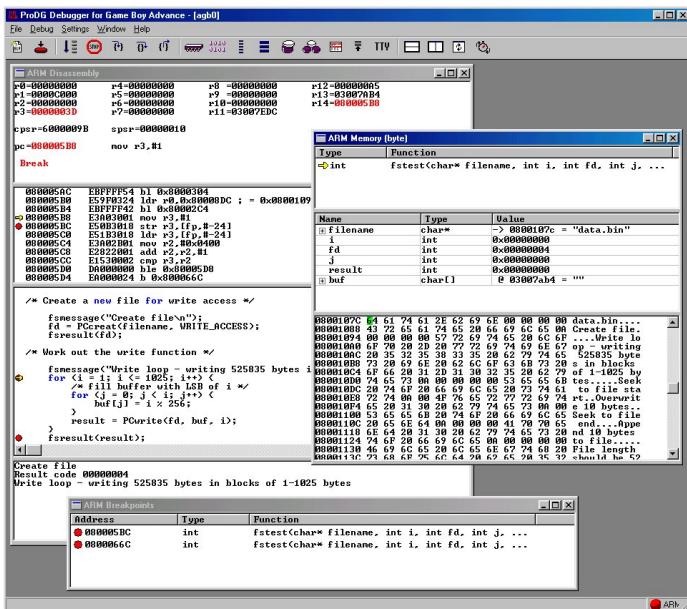
prodq — the heart of games development for Game Boy Advance

prodq for Game Boy Advance provides a suite of development tools for the latest generation of Nintendo hand-held consoles.

Using prodq for Game Boy Advance developers can develop games under the familiar Windows operating system and upload the results to the Game Boy Advance for running and debugging.

The product consists of build tools (assembler, C/C++ compiler, linker), a fast and dedicated source-level debugger supporting both ARM and Thumb modes and a target manager for loading and running executables and monitoring target status.

A SCSI-based cartridge emulator is included to link the Windows development PC to the Game Boy Advance development hardware, which is also included in the product.



▲ prodq for Game Boy Advance debugger

Works with Flash ROM (255M) Cartridge

Flash ROM (255M) Cartridge for Game Boy Advance enables you to write programs directly from a PC to the flash cartridge via a USB interface. Up to 16 cartridges can be programmed simultaneously using standard USB hubs. The game state of a crashed game can also be retrieved for later analysis (when used with prodq for Game Boy Advance). This cartridge has the fastest write time and is fully enclosed for durability.

Availability: Now shipping

SN Systems ... moving the game on

Features

Debugger

- Supports target views including CPU registers, memory, disassembly, source, local variables, watch points
- TTY pane to display printf streams
- Source level debugging provides software/hardware breakpoints, single-step, step-over, run to cursor directly in your source code
- Fastest ELF/BIN download and update/display of target information
- Configurable debugger windows layout can be saved and restored
- Uses the industry standard ELF file format with DWARF2 debug information
- Supports ELF's built with other tool chains

Build tools

- Win32 port of the GNU ARM C/C++ compiler (with support for both ARM and THUMB modes)
- SN Systems compiler driver, assembler and linker
- Optional integration with Microsoft Visual Studio (see box)

Target Manager

- Load and run ELF files and view TTY output from the target
- Fileserving support allows you to r/w files on the host PC from the AGB
- Target Manager SDK allows a user to write applications that communicate with the development hardware
- Connect multiple applications to the target via the same interface

Hardware

- Cartridge emulator supports 32MB gamepak
- Development Game Boy Advance console
- SCSI card

System requirements

Windows 98SE, Windows NT 4.0 or Windows 2000 PC

Licensing

For SN Systems license pricing e-mail sales@snsys.com

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Visual Studio integration

Includes AppWizards to enable build of executables and libraries which can be debugged as they run on the Game Boy Advance development hardware. A toolbar button enables the Debugger to be called directly from Microsoft Visual Studio, allowing you to download and start debugging a module while still inside the Visual Studio IDE. The Visual Studio integration has the following main features:

- Outputs compiler and linker errors/warnings in Visual Studio format so that double-clicking on a build error in the output window opens the source file on the appropriate line in the Visual Studio editor.
- Enables the Debugger to be called directly from Visual Studio to debug the current project.
- Import/export Visual Studio breakpoints at the start/end of a debug session in the Debugger.
- Ability to open source shown in the debugger source pane, in the Visual Studio Editor to enable source file editing.

Developing Game Boy Advance/GameCube™ linked games

You can connect a GameCube to a GameBoy Advance via a Nintendo link-up cable and provided that you are using both **prodg** for Nintendo GameCube and **prodg** for Game Boy Advance, you can debug both ends of the link from the same development PC. This allows you to write GameCube games that use the Game Boy Advance like a second controller and GameCube and Game Boy Advance games that share data, i.e. saved game characters.

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