

ProView for PSP® - Art Preview Tool

ProView for PSP is a tool for previewing game assets (code, art, audio data etc.) on the PSP Testing Tool DTP-H1500. You can download assets over WiFi and execute them to see how they behave. This saves you the time of burning a new CD or DVD every time your asset changes. ProView is typically used by programmers, artists, audio engineers, level designers and testers.

Features

- Download and run assets
- Image capture
- Software Development Kit (SDK)
- Manage connection to development hardware
- File serving support
- TTY view
- Compatible with PRXs built with SN Systems and GCC compilers

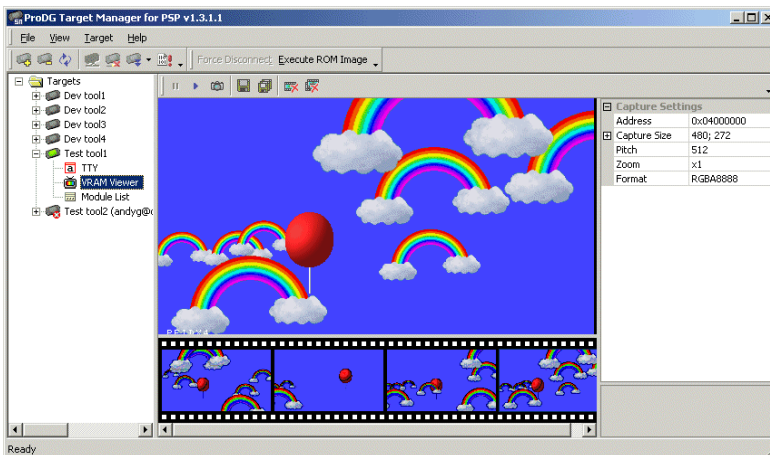
Download and run assets

Download and run your game assets on the PSP. Supports preloading of PRX modules.

Image capture

Capture bitmaps of the PSP color video buffer while your game is being played. Pause and restart a running game, take snapshots of the video output, browse through your snapshots and save them to disk in Windows bitmap (.BMP) format. Controls are provided for adjusting the video capture settings, including address of the video buffer, size and magnification of each snapshot, and RGBA format.

▼ Capturing video buffer snapshots



Software Development Kit (SDK)

A fully featured Target Manager software development kit (SDK) is included free with ProView. This kit allows you to write tools and plugins that communicate with the PSP Testing Tools. Use it to automate testing, or provide your artists with tools to preview artwork, sound samples and level designs quickly and easily.

Manage connection to development hardware

Manage PSP Testing and Development Tools that are visible on a LAN. Includes visibility of tool status, and who is the currently connected user.

File serving support

File serving allows your application, running on the PSP Testing Tools, to access files located on your host PC. You can read your game data directly from your PC, saving you time and resources, and access file information such as size and access times directly from the PSP Testing Tools. Named pipe support provides a two-way communication channel between your application and the host PC.

TTY view

View the output from the PSP Testing Tools in pre-defined streams or in user selectable formats. ANSI coloring is supported to improve legibility. Resizable buffers allow you to save output for your test records and later analysis. If only one stream is mapped then you can receive TTY input from this channel as well.

Compatibility

Compatible with PRXs built with SN Systems compiler and SCE GCC compilers.

Easy to use

To use ProView:

- Install ProView host software on your PC.
- Burn the ProView runtime files once, to a CD or DVD.
- Configure your LAN with a wireless connection to the PSP Testing Tool DTP-H1500, via a router or access point.
- Boot the PSP Testing Tool DTP-H1500 from the boot CD/DVD.
- Add a DTP-H1500 target in the Target Manager host application, using the IP address supplied by your router/access point.
- Use Target Manager to download and run your game assets (except for kernel modules and authorized user modules) on the PSP Testing Tool.

Documentation

Comprehensive documentation is supplied in PDF and HTML formats. Technical articles and FAQs are available in the technical support zone of the SN Systems website.

Technical support

Technical support is provided via e-mail and telephone during normal UK business hours. We also provide support via the technical support zone of our website 24 hours a day, 7 days a week.

Systems requirements

- PC with Intel Pentium 4 or greater processor
- Windows XP
- Network card
- Sony Computer Entertainment PSP Testing Tool (DTP-H1500). For security reasons ProView will only run on a DTP-H1500 configured to run in 64 MB mode.
- Router with wireless support (min. 802.11b)

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

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