

SN-DBS - Distributed Build System

SN-DBS slashes compile times by distributing your source code builds between cooperating PCs on your local area network.

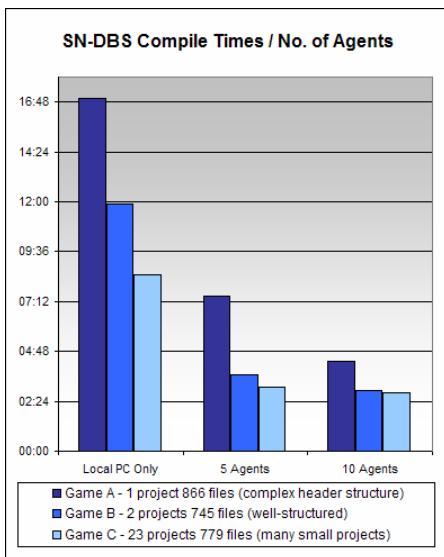
Every new generation of game console allows developers to create bigger games, with more physics, better collision detection, superior rendering, AI and online elements. This is great for game players but places extra demands on game developers and producers. Compile times will only get longer with next-generation consoles.

Now help is at hand with SN-DBS. The SN Distributed Build System uses all of your development team's PCs to cooperate during compiling. Initiating a compile from one PC will distribute source files to cooperating PCs to provide parallel compilation. Your compile times can be reduced by up to 80% as a result of using SN-DBS.

Features

- Slash compile times
- View build progress
- Centralized build management at the initiating PC
- Object caching
- Automatic recovery if a cooperating PC goes off-line
- Automatic detection and configuration of cooperating PCs
- Supports Visual Studio .NET and makefiles

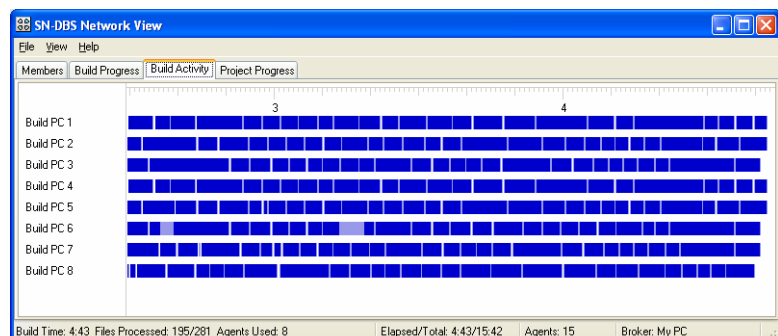
Slash compile times



The more PCs on your SN-DBS network, the faster the build. With six or more PCs in the network, a typical improvement sees the compile time substantially reduced.

Compile times will be slashed several times a day, every day. The time you save can be used to write more code resulting in increased productivity.

View build progress in real time



Build progress views allow you to monitor the current build, including:

- network activity
- build progress status
- compiler errors and warnings

Centralized build management at the initiating PC

You can manage the SN-DBS network from your PC because details are shown for each PC in the network, including:

- current status
- hardware specification
- build tools installed
- suitability rating

Object caching

Build results can now be cached to speed up subsequent builds.

Automatic detection and configuration of cooperating PCs

Automatically detects PCs on your network which can cooperate in a distributed build, and automatically sends update files whenever there is a new release of the software.

Automatic recovery if a cooperating PC goes off-line

If one of the SN-DBS network PCs shuts down, any ongoing build task is seamlessly and transparently rerouted to another node.

Supports Visual Studio .NET and makefiles

No need to change the way you work or learn a new compiler interface.

Data builds

Extends the use of SN-DBS so that it distributes the work of third-party command-line tasks.

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.

System requirements

- PCs with Intel Pentium III (or equivalent) or higher processor
- Network adapter
- 512 MB RAM and at least 20 MB hard disk space
- Windows XP Pro
- Microsoft .NET framework v1.1
- ProDG tools (see website for list of compatible compilers)
- Visual Studio .NET integration for SN-DBS on local PC (optional)

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

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