

Tuner for PlayStation®3

Take a short cut to master the latent power of the Cell Broadband Engine processor for PlayStation®3 (PS3™)!

TUNER for PS3 lets you capture and visualize program behavior so that you can eliminate conflicts and bottlenecks in your code. High performance games can now be achieved with less guesswork.

Tuner gives you these real advantages:

- Improve code by removing bottlenecks and cache misses
- Developed specifically for the PS3 architecture
- Runs completely in software - no special hardware required

Real-time Data Capture

The Tuner captures data in real-time while you play the game. The captured data can then be analyzed frame by frame and saved for later comparison with your optimized code.

Multiple Processor Support

Capture PPU, SPU and RSX data, including: PPU/SPU threads; PPU/SPU syscalls; PPU/SPU PC samples; SPURS trace; RSX signals; and RSX experiments.

Detailed Metric Capture

Tuner captures: frame synchronization time (via sync function); performance counter metrics (e.g. cache misses); system events (e.g. thread scheduler); PC location sampling; absolute function timing (via instrumented functions); and user events.

Hierarchical Profiling

Periodically capture the PC and callstack and display as a call-graph tree (one per thread) and as a more concise "butterfly" view. This allows you to quickly get an overview of program flow, get calling statistics on specific functions and easy cross-reference with the other views.

► *The thread Frame View shows a detailed timeline of events from Instrumented Functions, Thread Scheduling and PC Sampling for each captured frame in your game.*

User Events

Further analysis is possible by adding user events to your code and/or RSX draw-call lists. Critical parts can be marked so that you can visualize the usage in each frame.

Advanced User Interface

Data can be viewed in the game view where all captured frames are visible and changes in frame rate are clearly displayed. Individual frames can then be selected to view the relationship between the captured events.

Flexible Frame View

Each frame can be viewed in two different ways: a classic view of functions by time, or a thread view which partitions captured events by process and logical thread.



