

Virtools PlayStation® Portable Solution

Get the power of Virtools technology in a comprehensive PSP™ Solution



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Take advantage of Virtools strong know-how and offer developers and game designers a solution for faster and easier prototyping and production for the PSP™.

The PSP™ Solutions are an add-on libraries of building blocks specifically geared to PSP™ game prototyping and development. A new interface has been integrated within Virtools 4 to manage communication with the PSP™, thus putting the power of Virtools 4 platform in the hands of PSP™ development teams. Also simplify data conversion and overall optimization, this new interface will get your game developers to validate game design decisions much faster.

With the PSP™ Solution at the core of the Virtools authoring platform, developers using the PSP™ will now be able to focus on gameplay production and optimization, creating PSP™ games with fantastic graphics and cutting-edge interactivity.

Now two new Virtools solutions are available to address «PSP™» system game development:

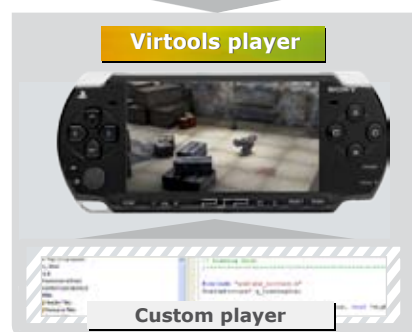
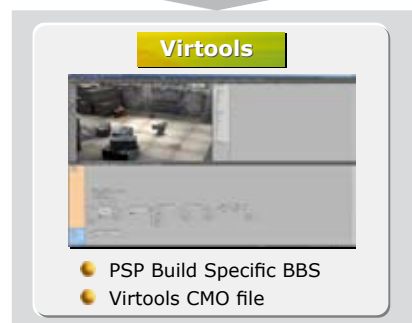
- The **prototyping solution** is ideal to test new game play ideas, visual quality target and pad controls directly on the target platform, accessible to game designers and technical artists;
 - The **full production solution** comes with extra source code allowing programmers to optimize and add their own code to match their specific needs; this solution, which comes with advanced support, is ideal to ship a high quality game in record time.
- Both solutions are easily accessible thanks to the powerful visual interface, which simplifies the exporting process from the PC to «PSP™» system.

■ Key benefits

- Fast prototyping and full production
- Optimized data packing to optimize UMD seeks
- Fast static scene rendering using a display list generated offline
- Native texture and sound format
- Optimized character animation
- Reduced memory footprint
- Integrated Profiling with SN Systems Tuner solution
- Same CMO to run on PC and the PSP™

■ Value

- See your PC composition running on the PSP™ in minutes!
- Dedicated PSP™ building blocks:
 - PSP™ Game Pad control directly in the Virtools 4 interface
 - Fullscreen video playback
 - AT3 background music
 - TRC-Compliant Load/Save Game building blocks
- Productivity, without compromising rendering quality.
- Full integration combines a wide range of Virtools functionalities including the Behavior Engine and Just in Time VSL compilation, along with new PSP™ dedicated functionalities. The Solution expands the scope of Virtools technology to the PSP™ platform.
- Full interoperability using Virtools for rapid assessment and minimal data modification.



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■ Virtools 4 PSP™ Runtime

- Behavior Engine
- Graphic Engine
- Animation Engine
- I/O
- Math
- Virtools 4 Building Blocks for PSP™
- PSP™ Specific Building Block
- VSL for PSP™ runtime
- UMD access optimization
- Generic player provided for prototyping
- Source code provided for production

■ Virtools 4 tools for the PSP™

- Meshes Optimizer/Converter
- Bones and Skinning Optimizer/Converter
- PSP™ Texture Converter
- PSP™ Sound Converter
- Virtools Lib for SN Systems Pro DG
- Virtools Lib for Metrowerks CodeWarrior



OnlineChessKingdoms © Levathan Games/ Konami

■ Technical Requirements

- A PSP™ Development Kit
- Windows® XP SP2
- Pentium IV or equivalent
- 1Gigabyte (GB) of main memory
- DirectX 9.0 capable accelerated graphic card with at least 256 Mb RAM.
- DirectX 9.0c Runtime, with latest available video card drivers.
- Internet Explorer for online documentation.

Virtools is part of the Sony Tools and Middelwre program.

Game studios interested in using Virtools technology on the PSP™ must be authorized by Sony prior to any evaluation or purchase of the solution.

Should you be interested in prototyping component please fill in the form on the following URL:
http://www.virttools.com/contact_us.asp

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