

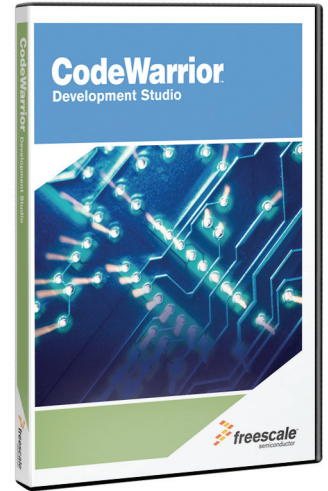


CodeWarrior™ Development Studio for PSP™

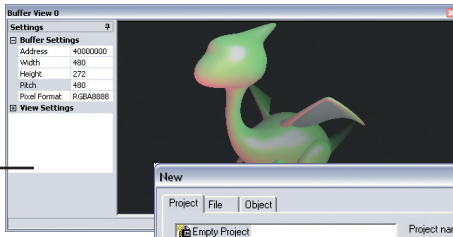
Bring your “PSP™” titles to market faster with CodeWarrior™ Development Studio for PSP™. CodeWarrior Development Studio for PSP™ offers a comprehensive and consistent environment for fast and easy application creation. It includes a cross compiler for blazing fast, high-quality object code, and a debugger with an intuitive graphic interface for flexible and accurate debugging capabilities.

When using CodeWarrior Development Studio for PSP™, developers have the option to either

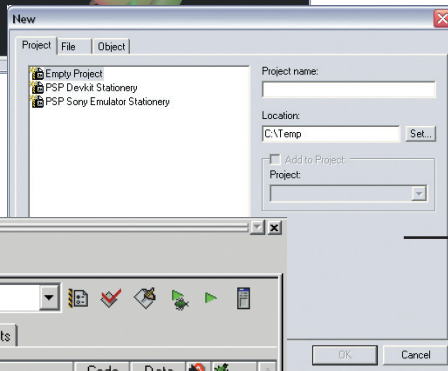
develop in the CodeWarrior native development environment, or integrate into Visual Studio®.NET. CodeWarrior Game Development Technology helps bring your games to market. Freescale Game Technology Organization understands game development, and has been in the industry since 1996. Our customer roster includes the world's top console game developers and publishers. Look under the cover of best-selling console games and you will see CodeWarrior™ game development tools in action.



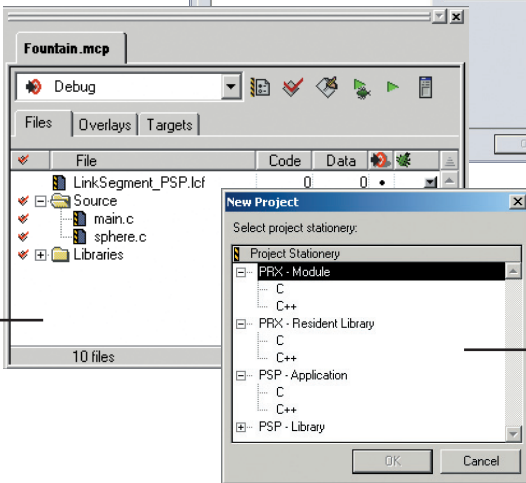
Buffer Viewer displays color and depth buffers



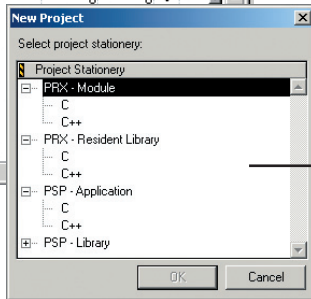
New Project Window enables you to select the template for the project type



IDE Project Window contains source code and the linker command file



Select stationery projects





CodeWarrior Development Studio for PSP™

C/C++ Compiler/Libraries

- > ANSI-compliant C/C++ compiler
- > ANSI-standard runtime libraries for C/C++ (MSL)
- > GNU Build Tool Adapters
- > Compiler generates debugging information in DWARF format
- > Pre-compiled headers, enabling faster build times

Assembler

- > Freescale Game Technology Organization stand-alone assembler for "PSP™"
- > Easy to use syntax
- > Compatible with the GNU assembler that is part of the "PSP™" SDK
- > Inline assembler supports function-level inline assembly and inline assembly within functions for "PSP™"
- > CodeWarrior Development Studio for PSP™ now supports VFPU programming via inline assembly

Linker

- > C/C++ linker
- > Link object code into ELF format
- > Linker displays memory map, address location, and value of each linker generated symbol
- > Aggressively deadstrips unused symbols
- > Date/time-stamp feature embeds date/time of build into the final executable
- > Linker supports an additional preference panel, "ELF Disassembler" allowing you to specify what appears in the disassembly output
- > BatchRunner / Postlinker — enables execution of batch files after build completion

CodeWarrior Integrated Debugger

- > Freescale Game Technology Organization C/C++ debugger supports Sony Computer Entertainment's (SCE's) debug communication protocol and is compatible with SCE's "PSP™" development kit

- > Debugs CodeWarrior DWARF formats
- > Source/assembly/mixed-mode views
- > Ability to set breakpoints in editor before debugging
- > Fill memory range with specified argument
- > Load, save, fill memory
- > Buffer viewer displays color and depth buffers
- > Command list viewer disassembles graphics processor command lists
- > Freescale Game Technology Organization supports SCE's PRX modules, enabling developers to load modules as needed

CodeWarrior IDE

- > Project files organized in Project Manager, enabling easy navigation and organization of source files
- > Customizable workspace environment — ability to automatically load open projects and windows on separate invocations of the IDE
- > Fully configurable text editor interface; customizable toolbars and key bindings
- > C/C++ code completion
- > Search engine provides fast navigation of code structures
- > Find-and-compare operations on project folders during builds
- > Integrated support for SCE's SDK
- > Tree-based register views
- > Freescale Game Technology Organization command line adapters for SCE's GNU based build tools
- > Breakpoint Window displays and easily manages Breakpoints, Eventpoints, and Watchpoints

Plug-ins/Integration

- > Visual Studio .NET integration
- > Open API for integrating third-party tools
- > VSS, CVS, alienbrain, and Perforce plug-ins

System Requirements:

- > Microsoft® Windows 2000/Windows XP
- > Intel® Pentium® 4 processor
- > Memory: 512 MB RAM or higher
- > Hard drive space: 120 MB
- > "PSP™" SDK and Toolchain available for download from the "PSP™" Developer Network
- > CD-ROM drive

Freescale Developer Technology Game Organization Services and Technical Support

- > Freescale online support is available 24 hours a day, 7 days a week and provides the ability to:
 - download product updates
 - check the status of support requests
 - view your account information
 - access online knowledge base for frequently asked questions
- > Technical support is available via telephone and email during regular business hours

Learn More: For more information about Freescale products, please visit www.freescale.com/games.