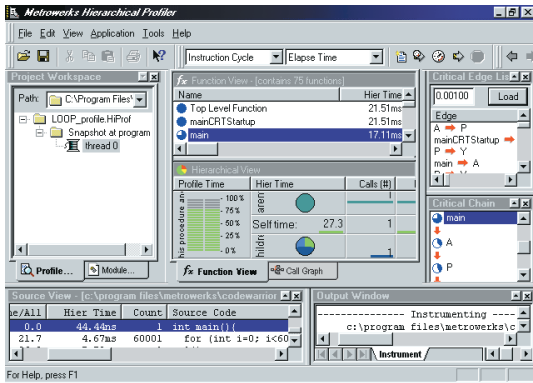


CodeWarrior™ Analysis Tools for NINTENDO GAMECUBE™

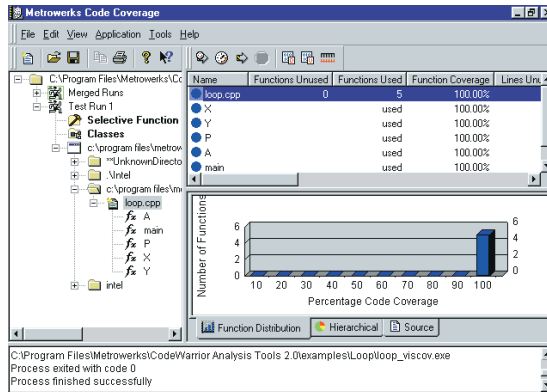
Overview

Creating a great game doesn't stop when the code is written. Graphically analyze and optimize your game with CodeWarrior Analysis Tools for NINTENDO GAMECUBE. With both a code coverage tool to measure code execution and a hierarchical profiler to find bottlenecks, you can optimize your code for the highest possible performance.



Hierarchical Profiler

- > Shows execution time based on function call architecture
- > Provides call tracking from routine to routine
- > Shows diff and merge profiles
- > Select time stamping measurement or cycle counting measurement
- > Source-line level profiling
- > No pre-processing or re-compiling required



Code Coverage

- > Find tested and untested code
- > Thorough insight into:
 - Function Coverage
 - Code Coverage
 - Class Coverage
 - Line Coverage
 - Branch Coverage
 - Call Pair Coverage
 - Multiple Condition Coverage
- > Selectively examine portions of code
- > Selectively exclude coverage for specified modules
- > Generate reports in text or HTML format
- > Syntax color highlighting
- > No preprocessing or recompiling required



Warrior Analysis Tools for NINTENDO GAMECUBE™

Benefits

Intuitive GUI provides easy navigation, graphical results displayed in charts and lists, and code tree contents, for easy viewing.

Hierarchical Profiler provides higher granularity of profiling to pinpoint performance bottlenecks, saving valuable time.

Code Coverage Tool measures and analyzes test suite coverage of your code, improving quality assurance.

The BCI Advantage

The CodeWarrior Hierarchical Profiler uses Binary Code Instrumentation (BCI) technology, rather than source-code modification, to provide time-stamping and cycle-counting. Here's why:

BCI does not modify source code

You don't need source code to use the Hierarchical Profiler, and third-party executables (libraries) can be instrumented as well.

BCI works best with source and symbolic code

BCI shows you the times associated with functions and individual lines of code.

BCI instruments code through time-stamping or cycle-counting

See the total time of each instruction and how it contributes to the application's overall runtime.

BCI examines the time taken by individual lines of code

You get extremely accurate resolution.

BCI provides a combination of time-stamping and cycle-counting

You can use the strengths of each to cancel the other's weaknesses for complete profiling.

System Requirements

You must have CodeWarrior for NINTENDO GAMECUBE development tools to use this product.

Supported Tool Suites

> CodeWarrior for NINTENDO GAMECUBE™

Host:

- > Windows® 2000/XP
- > 1.5 GHz or faster Intel® Pentium® IV processor or AMD equivalent
- > 512 MB RAM
- > 400 MB plus space for user projects and source code
- > CD-ROM drive

Target:

Development Hardware (DDH) for NINTENDO GAMECUBE

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.

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