



# PlayStation Integrated Development Environment

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# Overview

- Current Tool Status
- New, Integrated Tool Suite
- Primary IDE Components
- Components for Programming

# Current tool status

- GUI Windows debugger
- Library for 3rd party tool development
- DOS debugger
- DOS command line tools
- Command line build tools

# New, Integrated Tool Suite

- Same user-interface for all components (IDE)
- Combined Debugger, Editor and Build Manager
- Customizable
- Programmable
- Extendible

# IDE Features

- Split panes
- Overlapping views
- Frame-hugging panes
- Accelerator customization
- Scripting and macro programming for all components

# Primary Components of IDE

- Symbolic Debugger
- Fully-featured Editor
- Build Manager
- File Server
- CD Emulator
- On-line Help

# Symbolic Debugger

- Support for C++
- Integration with editor (tracing, browsing variables)
- Support for relocatable code modules
- “SpreadSheet” pane type
- Seamless build/debug cycle

# Fully-featured Editor

- Auto indent
- Syntax colouring
- Auto save
- Search and replace



# Build Manager

- “Plan” view of build configuration
- Source files - compile and link processes
- Supports alternative configurations
- e.g. debug/release build

# Components for Programming

- Programming via Automation:-
  - Visual Basic
  - C++ (MFC)
- Scripting within IDE:-
  - VBScript
  - JScript
- Extending the IDE
  - C++ (ATL)

# Component Architecture

- Collection of ActiveX servers
- Target access component
- Symbol manipulation and expression evaluation
- Within IDE, all IDE components
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# Summary

- IDE available at the end of '97
- Visual integration
- Editor and Build Manager
- Customizable
- Programmable
- Extendable
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