

Virtools™ Xbox™ Kit

Develop Your Game For Xbox With The Virtools Xbox™ Kit



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The Virtools Xbox™ Kit is an add-on library of building blocks specifically geared to Xbox™ game development. A new interface within Virtools Dev manages communication with the Xbox™ console, putting the power of Virtools Dev in the hands of Xbox™ development teams while also simplifying data conversion and overall optimization.

With Virtools Xbox™ Kit high-level behaviors, Virtools Dev users get access to console technology without ever leaving Dev's intuitive graphical development environment. The Virtools Xbox™ Kit facilitates seamless prototyping as well as full production of Virtools-based games for the Xbox™ platform.

Key Features

- 19 New building blocks dedicated to Xbox™ specific tasks (gamepad handling, memory units detection, game saves ...)
- A user interface in Virtools Dev used to communicate and transfer data between the host PC and the Xbox™
- The Virtools SDK compiled and optimized for the Xbox™ platform
- New SDK classes to expose specific Xbox™ features

Develop With Virtools, Play On Xbox™

The Virtools Xbox™ Kit is an add-on package that expands Virtools Dev capabilities to facilitate game development for the Xbox™ platform. 19 new building blocks enable developers to manage game pads, memory units, saving and loading games – all directly in the Virtools Schematic View. The Virtools Xbox™ Kit supports nearly all standard Dev features and building blocks and can be used in conjunction with any of the Virtools Dev Add-on Packages. With Virtools' innovative graphical programming process at the core of the authoring platform, developers using the Virtools Xbox™ Kit are able to focus on gameplay and optimization, for Xbox™ games with fantastic graphics and cutting-edge interactivity.

Hassle-free Game Development: Quit Worrying About Data Conversion and Optimization

The Virtools Xbox™ Kit includes an exclusive editor, accessible in the Virtools Dev interface, which offers numerous possibilities for exporting Virtools compositions, media and more in accordance with specific Xbox™ features.

Once a game has been created in Virtools Dev, the testing process is simple and straightforward. Transfer data in just a few mouse clicks. Export to the Xbox™ with your choice of media formats. Using these high-level features, developers have powerful, cutting-edge technology at their fingertips to drive playable prototypes and run time games to the Xbox™.



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Author Shaders in Your game Environment

If your composition includes shaders, you can edit them on the fly and make instant updates to the Xbox™. No need to reload the entire composition – simply update new shader parameters. This precious feature lets developers tune shaders in real gaming situations and see visual enhancements immediately. Hardware skinning shaders with up to four bones per vertex are supported, freeing up the CPU and maximizing Xbox GPU usage.

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Technical Requirements

- Virtools Dev 3.0
- Intel Pentium III or AMD Athlon XP
- Windows 2000/XP
- 256 MB of RAM, 512 MB recommended
- DirectX 9 Compatible 2D/3D accelerator with 1.1 hardware vertex and pixel shaders or better
- The Xbox™ Development Kit Version 5849 (December, 2003) or higher
- A green or silver Xbox™ Development Kit console
- DirectX 9 specified as Virtools Dev rasterizer for creating shaders

Develop Low-Level Features and Custom Players with the Virtools Xbox™ Kit SDK

Developers can build their games using the unique Virtools Schematic high-level programming process, but gameplay can also be scripted via Virtools Scripting Language (VSL). JIT compilation to native x86 assembly code makes it possible to maximize VSL performance on Xbox™ consoles. Other benefits include development of custom low-level features using the Virtools Xbox™ Kit SDK, and the Virtools Dev Shader Editor for creating programmable vertex and pixel shaders. All these features are designed to provide developers with sophisticated control over the rendering pipeline, stunning visual effects and valuable post-processing techniques.

Profile your Game Content

Xbox™ games made with Virtools can be accurately profiled using Xbox™ profiling tools. Both debug and instrumented Virtools run time let developers analyze execution timing for individual objects, scripts and building blocks. Also keep track of time used for rendering Virtools objects, animations and application-drawn primitives. Profiling your Xbox™ game can even help you diagnose potential bottlenecks for the PC version of your game.

Ready, Set...Publish

The Virtools Xbox™ Kit SDK comes with complete source code for all standard building blocks. A generic Virtools Player is also provided with corresponding source code. It can be quickly and easily customized to run your game loop, custom behaviors, managers and necessary plugins. The Virtools Xbox SDK lets you package your game as