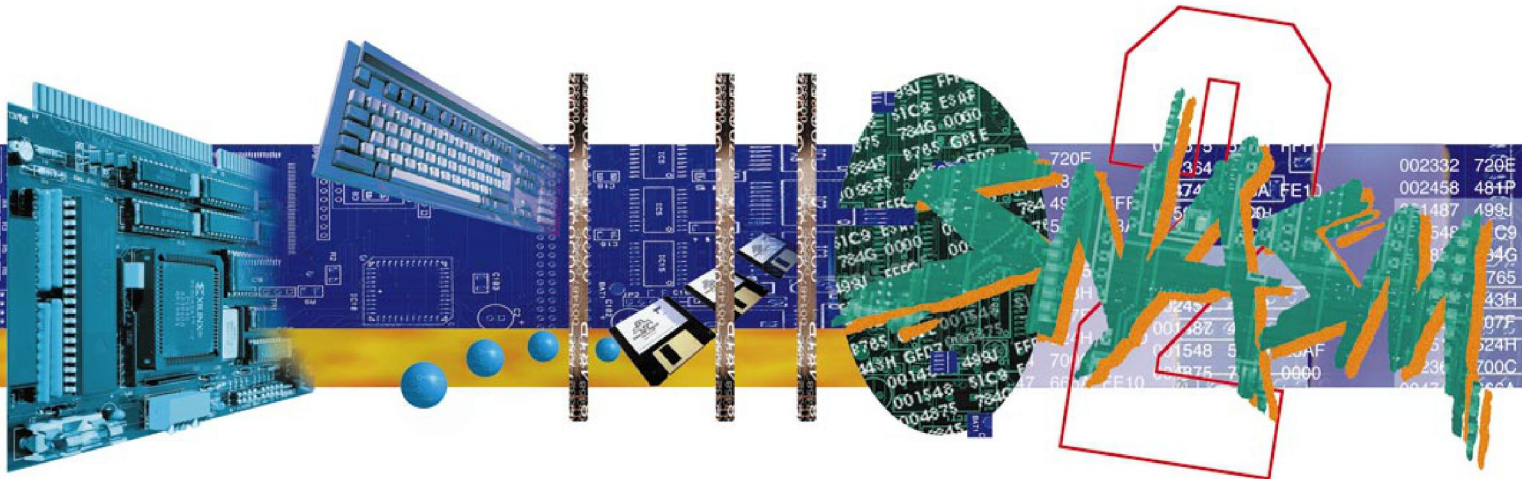


005656 31C0:00233A
002458 481P 00234A 6706:50F9
001487 499J F 001487 499J



technical data

32X

The SNASM2 professional development environment consists of a core set of features and syntax which are common across all processors and all platforms. This means that you don't need to learn a new set of development tools or environment each time you change target, greatly reducing the learning curve of new platforms saving both time and money.

Debug Final Form Code

This powerful development system provides debugging facilities for final code without Trap#0's or debugger polls, and simulated boot to guarantee your final ROM image will work on production machines.

Uses NMI's to all Three Processors

Uses Non-Maskable Interrupts (NMI) to all three processors so you remain in control without having to continually poll an invasive debugging monitor.

Supplied with Enhanced Targets

Uses enhanced production Genesis and 32X (which are included in the price!). The SDRAM of the 32X is doubled in size so that debugging code and monitors don't get in the way of your production code.

Dual Port RAM and NMI

No hole! Advanced design incorporating Dual Port RAM and NMI means that none of the available cartridge space is eaten up and neither do you have to set aside Genesis work RAM or SDRAM to the debugger.

Supplied with GNU C for SH2

For the 68000 we provide our fast and flexible SNASM68k tools which can be used with either GNU assembler code or Sierra C, and for the RISC processors you get SNASM SH2 which is compatible with both the GNU and Hitachi assembler syntax

and mnemonics to allow rapid porting of existing code and code samples. The system comes complete with GNU C for the SH2 which can be linked into your project using the SNASM2 tools to enable mixed assembly/C development.



Simultaneous Multi-Processor Debugging

The SNASM2 debugger is specifically designed to support simultaneous display and debugging of multiple processors, eg. master & slave SH2 and 68000, all in one debugging session on one screen.

Banking Support

The debugger supports full access to all banked memory and knows which source code, data and symbols are in which bank.

High-Speed SCSI Interface

Uses fast bus-mastering SCSI-2 interface for reliable high speed communications between the PC and the 32X.

SEGA



technical data

32X

SNASM2 - Assembler/Linker

Fast and powerful assembler written specifically for the games industry. 32-bit 386 protected mode provides even more speed and supports larger projects. Direct generation of ROM images. Combined assembler and linker allows any combination of direct assembly and linking, and any combination of C and assembler code.

SNASM2 - Debugger

TRUE source level debugging automatically knows where source files are and which should be loaded when. Source level debug C, assembler or mixed mode projects. Debug multiple processors on a single screen. Split-screen code window - view source and disassembly at the same time and trace in either. 32-bit 386 protected mode to provide unlimited windows, symbols, debug info, etc. Configurable breakpoints to allow stopping on condition, logging without stopping, etc. Session save to maintain windows, breakpoints etc. between debugging sessions.

SNASM2 - Data

Genuine download speed of 600k per second. Output file types: COFF, Binary, S19.

SN300 - 32x

Development System Contains:

SNASM2 - Standard Software

- 68000 Assembler/Linker
- SH2 Assembler/Linker
- Combined 68000 and SH2 Debugger
- Brief macros
- Librarian
- Make utility
- GNU C Compiler for SH2
- Test utility

SNASM2 - Standard Hardware

- Adaptec SCSI card
- SCSI cable
- Enhanced Genesis + 32X targets
- Cart Dev interface with 32Mbit emulation RAM
- Single power supply for Cart Dev/Genesis/32X*

- Detailed technical documentation.
- 12 months unlimited technical support and upgrades.
- Access to dedicated BBS for upgrades.

* Europe Only



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