

SPIROPS v2.6 TECHNICAL SHEET

(May 18h 2005 - E3 Expo)

SpirOps Editor

- More than 50 pre-installed components
- Visual class creation
- Full overload of each Kernel Class visually allowed
- Copy / Paste feature
- XML output file
- Easy creation of new components
- PNG Images (with alpha channel) supported for component icons
- High speed code generation (< 1sec)
- High speed loading and refresh (loading < 2 sec)
- Show/Hide sheet (with +/- button) feature
- Overlay plug name with 'space bar'
- Customizable Colors
- Partial process tree hiding for visibility assistance
- Graphical design targeted for Game Designer and Programmer interactions

SpirOps Code Generation

- Code generator included
- High optimized C++ code - (Components Method recursively Auto-inlined)
- Full C++ compatibility generated code

SpirOps Debugger

- Remote Debugger Integrated
- Parallel Debugging allowed
- Non invasive debugger
- Analyze and Post filtering of results

SpirOps Kernel

- Achievement of 6 years of research and game industry analyze
- High parallel design methodology with linear complexity
- Static Library (~ 200 KB)
- Minimal memory cost and CPU time near of 0. (< 100 Bytes, < 10 ns)
- Stop thinking with better choice feature
- Stop thinking and finish later feature
- Level of Detail thinking feature
- Brain sharing feature (You can use only one brain instance for a thousand of NPC)
- Multi-Thread compatibility
- Reinforcement Learning
- Short Term Memory manager
- Long Term Memory feature allowed
- Full source code (Only with "Partner License")
- Kernel method protected by international patent

SpirOps Game Integration

- No format conditions for Game Inputs and Outputs
- Really Easy Integration (Only 3 lines needed)
- Full access to results (SpirOps offers choices, never takes control of the game)

Jerome Hoibian
CTO

+33 1 48 05 10 98 (Paris Office)

+33 6 10 87 23 10 (Mobile)

jerome.hoibian@spirops.com

www.spirops.com