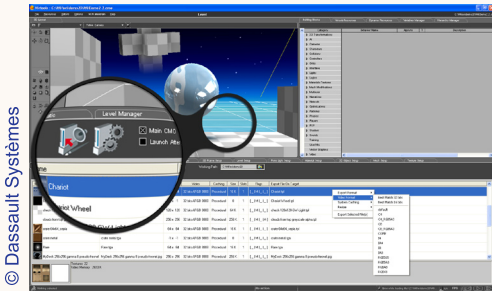


3DVIA Virtools for Wii™

Rapid development for Wii retail and WiiWare games



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Inherit from Virtools Legacy – rapid development from Prototyping to Production
Directly Test & Play on console anytime during development phase, using the power of 3DVIA Virtools and its 500 Building Blocks.

Convert from PC to Wii in one click

Get benefit from a new Visual Interface within Virtools to enable game designers as well as programmers to export the game from PC to Wii

Experience a better gameplay creation

With 3DVIA Virtools for Wii at the core of the Virtools authoring platform, developers but also game designers working on the Wii will now be able to focus on gameplay iteration and fast production, creating games with fantastic graphics and cutting-edge interactivity.

Access the Software Development Kit (SDK) for enhancements and optimization

3DVIA Virtools for Wii for production comes with a complete SDK, allowing programmers to add their custom code and tweak the libraries that come with the software, to deliver highly optimized games.

Key benefits

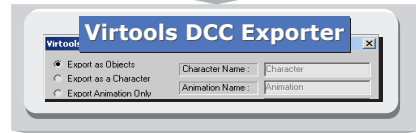
- Benefits the # 1 game prototyping and rapid development software
- Enjoy the power of 3DVIA Virtools 5 Platform and its 500 building blocks
- Tweak your gameplay on PC using the Nintendo Wiimote
- Test on the console anytime during game development phase
- Technical support throughout game development



© Little Chicken

Value

- Play your PC composition running on the Wii in few minutes!
- Productivity, without compromising rendering quality.
- Deliver electronically (WiiWare) or physically (DVD) with the same tools
- Pass the Lotcheck much faster thanks to bullet proof custom Building Blocks



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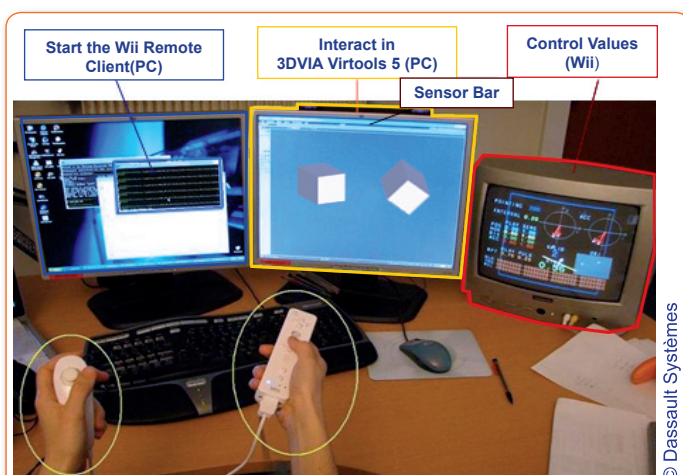
3DVIA Virtools for Wii™

Rapid development for Wii retail and WiiWare games

3DVIA Virtools solutions are available to address "Wii™" system game development:

- The **prototyping solution** is ideal to test new game play ideas, visual quality target and pad controls directly on the target platform, accessible to game designers and technical artists;
 - The **full production solution** comes with extra source code allowing programmers to optimize and add their own code to match their specific needs; this solution, which comes with advanced support, is ideal to ship a high quality game in record time.
- Both solutions are easily accessible thanks to the powerful visual interface, which simplifies the exporting process from the PC to "Wii™" system.

Virtools Wii Runtime	Prototyping	Production	
		WiiWare	Retail
Optimized Virtools Runtime for Wii			
Behavior engine and BB's libraries	✓	✓	✓
Graphic Engine	✓	✓	✓
Animation Engine	✓	✓	✓
Particle Engine	✓	✓	✓
Math Library	✓	✓	✓
VSL for Wii runtime	✓	✓	✓
LUA Scripting	✗	✗	✗
Generic Wii player	✓	✓	✓
Memory and disk access optimization	✗	✗	✓
Specific New Wii Features Support			
WiiMote Support	✓	✓	✓
Sound Engine	✓	✓	✓
I/O	✓	✓	✓
SDK			
Wii player source code	✗	✗	✓
Documentation			
	✓	✓	✓
Virtools 5 Tools for the Wii			
Texture Converter	✓	✓	✓
Sound Converter	✓	✓	✓
Wii SDK for Metrowerks CodeWarrior	✗	✗	✓



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From PC to the Wii

The user starts the Wii RemoteClient application using NDev shell console (blue borders) and is now interacting with the Virtools application (yellow borders). The Nintendo's sensor bar is therefore placed on top of the screen displaying the Virtools application.

The Wii Remote Client application is running and displays the values sent to the PC (red borders). It can be used as a controller to detect if a wrong movement is due to the final application coding or to invalid data (especially for pointing information). This control screen is optional and 3DVIA Virtools can be used without seeing the Wii application running.

Technical Requirements

Hardware

- A Wii NDEV Kit
- A Nintendo SDK
- Pentium IV or equivalent
- 1Gigabyte (GB) of main memory

Software

- Windows XP SP2
- DirectX 9.0 capable accelerated graphic card with at least 256 Mb RAM.
- DirectX 9.0c Runtime, with latest available video card drivers.

Game studios interested in using Virtools technology on the Wii must be authorized by Nintendo prior to any evaluation or purchase of the solution.

Should you be interested in prototyping component please fill in the form on the following URL:

<http://www.virttools.com/contact>

Be sure you also log onto this page:

<https://www.warioworld.com/wii/3rdparty/virttools/>

to confirm your authorized Wii developer status.