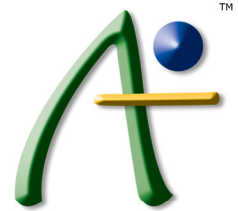
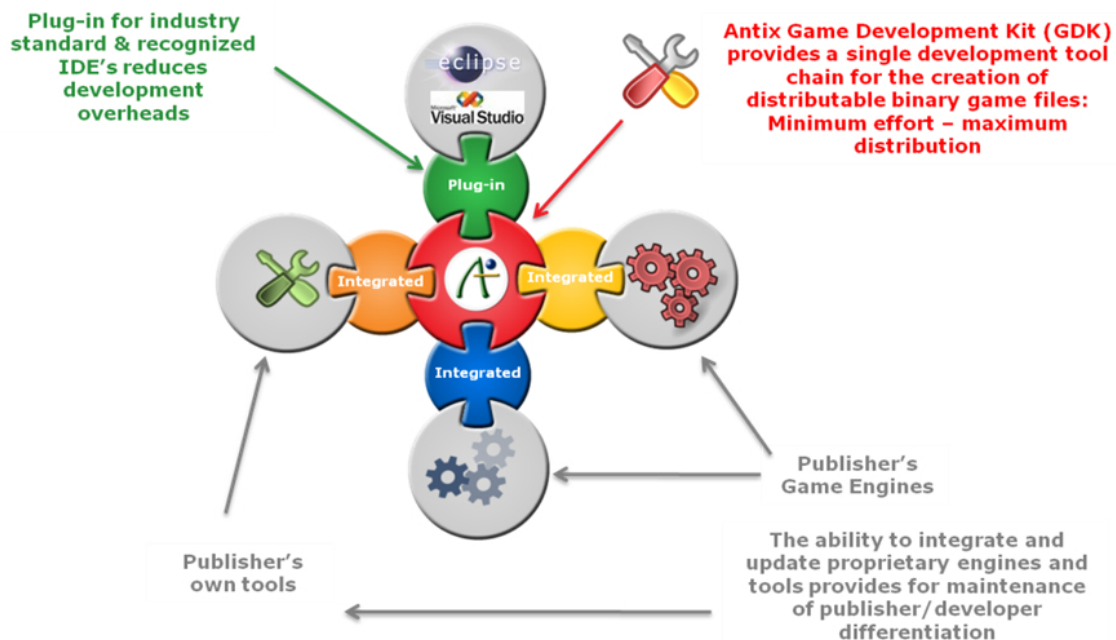


The Antix Game Development Kit



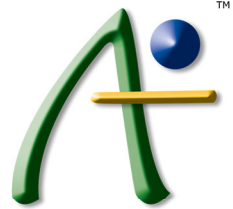
A single, advanced development tool chain enabling multi-screen gaming

Antix provides a powerful and free toolkit to allow you to generate games for the new world of multi-screen gaming – enabling consumers to play high performance games written in C or C++ on their phones, TVs, PCs, PMPs and so on, sharing trial or 'lite' games with their friends both over the network and off-network, even though the devices may be using different CPU architectures, different operating systems, different screen sizes, different input devices....the Antix Game Player, being deployed in tens of millions of connected devices worldwide by many of the world's leading device manufacturers is the only solution to enable this opportunity.



The Antix GDK combines industry standard and bespoke development tools whilst allowing for the integration of a publishers own tools and game engines: combining publisher/developer differentiation with the benefits of distributable binary game files across multiple screens.

GDK Features



- **Eclipse™ CDT Integrated Development Environment** with plug-in modules for all Antix targets (handsets, PCs, TVs etc.).
- **Microsoft® Visual Studio® plug-in** with the ability to integrate with your own toolchain with Antix support.
- **Development Tools**
 - **C/C++ Compiler:** Based on standard free compilers featuring high performance for embedded devices freeing the developer from the constraints of library limitations and allowing porting of developer owned and third party engines and libraries;
 - **Debugger:** Eclipse plug-in to manage the AGP target debug stub interface; PC side debugging (using AGP PC runtime); Remote target debugging on devices with AGP installed;
 - **Code Editor.**
- **Dashboard:** Facilitating testing on the desktop providing a GUI to the Game Player settings the Dashboard can be used to set and configure variables for the player that include; input methods and screen sizes as well numerous hardware parameters such as game key and phone pad settings.
- **Signing:** Content on the player will run when digitally signed by Antix or one of its approved 3rd parties. To ease development and testing, the GDK can also be configured to allow the running of developer-signed content on a desktop machine.
- **Packaging:** Antix games are packaged for delivery as components stored in an Antix archive file with a ".atx" extension, and may contain data and other resources, libraries or code with assets and executable files packaged together.
- **Support for rich industry standard APIs** for Game development including:
 - OpenKODE® 1.0; OpenGL® ES 1.1 & 2.0; EGL™ 1.3, including the KHR_lock_surface extension; Audio API support.
- **Rights Management:** Providing resources and enabling services for the interactive management, marketing, and distribution of games and assets Antix' patent pending rights management system makes possible the dynamic distribution of content by consumers even when not connected; facilitating 'try-before-you-buy' functionality and extending reach.
- **Developer Support:** A comprehensive guide to application development for Antix Game Player including basic and advanced tutorials, example code and games, troubleshooting guide, support site and developer forum.

FREE GDK Registration: <https://developer.antixlabs.com/>