

# **Pleo rb Development Kit**

## **Read Me First**

## Introduction

The Pleo rb Development Kit (PrbDK) is a set of tools to allow end-users to create new applications for Pleo rb. It consists of the following components:

- Pawn compiler to translate Pawn source .p files into Pawn executable .amx files.

---

NOTE Pleo rb 1.0 firmware requires Pawn compiler version 3.3.

---

- Build tools to create Pleo rb applications from individual resource files. This includes sound, motion, command and script processing tools.
- Pawn include files that define all native functions exposed from the Pleo rb firmware.
- Pleo rb Pawn native API reference manual in HTML format.
- Pleo rb Programmers Guide (PPG), detailing all aspects of Pleo rb programming
- Example Pleo rb application projects.
- Autodesk<sup>TM</sup> 3ds Max model of Pleo rb.
- Autodesk<sup>TM</sup> 3ds Max MaxScript scripts to export animations from 3ds Max to Innvo Labs CSV motion file format.
- Windows USB drivers for Pleo rb.

All of these components are included in the PrbDK and will be installed together in the chosen target folder.

To get started, please see the Pawn in Innvo Labs LifeOS 2.x document. This includes a walk-through of creating a sample Pleo rb application in Pawn.

## PREREQUISITES

**Operating System:**

The PrbDK has been built for and tested on:

- Microsoft Windows: XP or Vista. The tools can be run from either a standard Command Prompt or a cygwin (<http://www.cygwin.com>) bash shell.

### Tools:

- SD Card: to store compiled scripts and execute them from the Pleo rb SD Card slot. SDHC Cards are also supported with Pleo rb firmware 1.0 and above. Note a SD Card reader/writer is required on the host development PC.

## Document Revision History

[illegible]