



PLED DEVELOPMENT KIT

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Pleo Development Kit – Read Me First

INTRODUCTION

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

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

NOTE: Pleo 1.0.x firmware requires Pawn compiler version 3.2 and Pleo 1.1 firmware requires Pawn compiler version 3.3.

- Build tools to create Pleo 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 firmware.
- Pleo Pawn native API reference manual in HTML format.
- Pleo Programmers Guide (PPG), detailing all aspects of Pleo programming
- Pleo Monitor document, detailing the commands available in the built-in monitor in the Pleo firmware. Also shows how to connect your Pleo to your computer for development.
- Example Pleo application projects.
- Autodesk™ 3ds Max model of Pleo.
- Autodesk™ 3ds Max MaxScript scripts to export animations from 3ds Max to UgoBE CSV motion file format.
- Windows USB drivers for Pleo.

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

To get started, please see the Pawn in LifeOS 1.x document. This includes a walk-through of creating a sample Pleo application in Pawn.

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PREREQUISITES

OPERATING SYSTEM:

The PDK 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.
- Apple Macintosh OSX: versions 10.4 and 10.5 are supported.

TOOLS:

- SD Card: to store compiled scripts and execute them from the Pleo SD Card slot. SDHC Cards are also supported with Pleo firmware 1.1 and above. Note a SD Card reader/writer is required on the host development PC.
- Host connection: a standard USB Type A to mini B cable is required to connect Pleo to the host to see the log output from Pleo. See the Pleo Monitor document for more information.

FEBRUARY 2008 UPDATE:

We have changed from distributing the raw Python .py source files to a py2exe built native Windows console application. This eliminates the need to install Python before using the PDK. Everything is now self-contained and complete.

APRIL 2008 UPDATE:

We have added native OS X versions of the build tools. They are located in the pdk/macosx folder. This is similar to the pdk/bin folder used on the Windows platform. Please see the new *Mac OS X PDK Notes* document in the pdk/documentation directory.

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DOCUMENT REVISION HISTORY

Revision	Date	Comment
<i>0.1</i>		<i>Initial version</i>
<i>0.2</i>		<i>Add note about .exe tools change</i>
<i>0.3</i>		<i>Formatting updates. Add note about OSX build tools.</i>
<i>0.4</i>	<i>May 07, 2008</i>	<i>Add prerequisites section</i>
<i>0.5</i>	<i>May 30, 2008</i>	<i>Formatting updates</i>
<i>0.6</i>	<i>June 5, 2008</i>	<i>Some clarifications and simplifications</i>
<i>0.7</i>	<i>June 10, 2008</i>	<i>Cleanup some comments on OS X and path</i>