

Troubleshoot without trouble.

Xbox 360 HD DVD Emulator

With the enhanced content and extensive interactivity of HD DVD comes the increased need for an efficient way to troubleshoot coding. The Xbox 360™ HD DVD Emulator offers a reliable and economical way of identifying issues, helping to ensure that your titles ship error-free.



The Xbox 360 HD DVD Emulator is as easy to set up as it is to use. All it takes is a simple connection from an Xbox 360 console to your Windows®-based PC and you can run your session directly from your network storage share. No more expensive and time-consuming trial-and-error testing, less burning of test discs, and no expensive hardware to buy.



Simplicity That Saves Time and Money

Sessions using the Xbox 360 HD DVD Emulator are designed to complement your workflow so that you can test at various stages without the hassle. You even have a choice of how to run your session: directly from a network storage share, from a USB drive connected directly to the Xbox 360 console, or from a disc in the Xbox 360 HD DVD player.

Different settings within your session allow you to test your titles in different trust modes (FullTrust for AAC3-protected titles, or Restricted for non-AAC3-protected titles), as well as in different compliance modes (Strict, for full compliance with HD DVD specifications, and Retail, for titles not in full compliance).

When connected to your Windows PC, every emulation session produces a comprehensive log, which you can observe in real time or export to a flat file. You can even filter the types of entries in the log to look for specific types of error conditions.

For more information, visit www.thisishddvd.com/emulator.



Running an emulation session using content stored on a network shared drive saves time and space when making changes to your title and testing your changes.



The Xbox 360 HD DVD Emulator lets you easily navigate and choose your selections using either an Xbox 360 Controller or the Xbox 360 Universal Media Remote.



The emulator supports running titles three ways: from a network connection using content stored on a shared drive, from a USB drive, or from an optical disc in the Xbox 360 HD DVD Player.