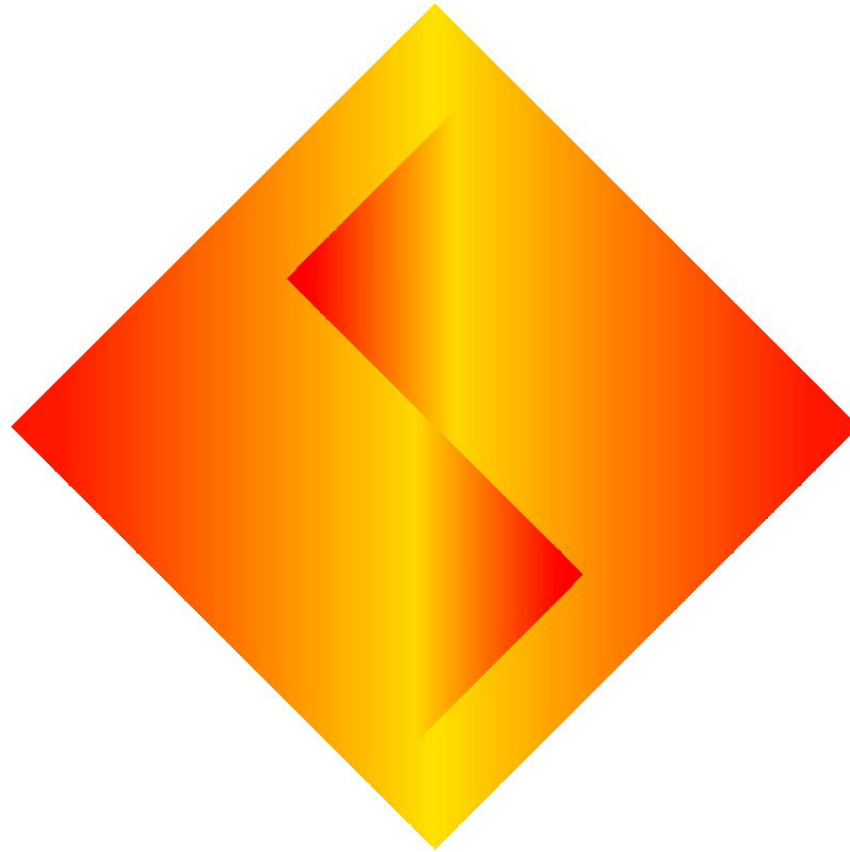


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Introducing Linux (for PlayStation®2)

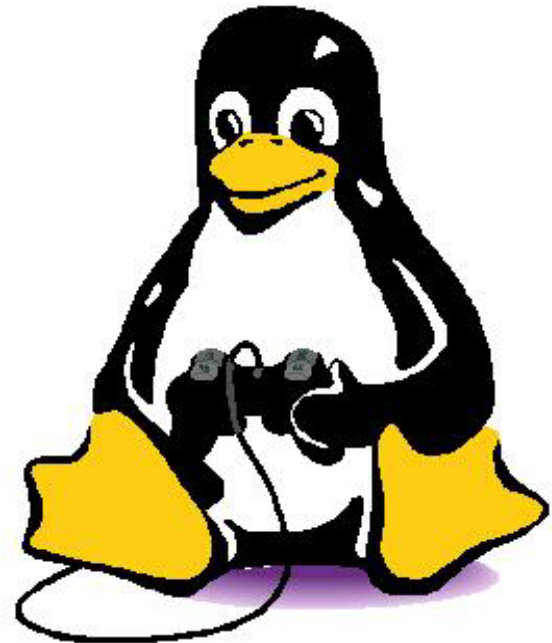
Dominic Mallinson

Director of Technology, R&D

Tyler Daniel

Software Engineer, R&D

Sony Computer Entertainment America



Overview of Presentation

- Key Facts about Linux for PS2
- Frequently Asked Questions
- Development Environment
- Demonstration
- Q&A

Key Facts

- Ships US/Europe 5/22/02 (expected)
- Price US \$199 / Europe 249 Euros
- Contents of kit for \$199
 - 40 GB Internal HDD
 - 10/100 Base-T Ethernet
 - USB Keyboard and Mouse
 - VESA Monitor Cable
 - Linux software on 2 DVDs

Pre-orders available now at www.us.playstation.com
(US only, other territories to follow)



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Required Items

- PlayStation®2 Computer Entertainment System (standard consumer model)
- Computer Monitor (sync on green)
- Memory Card (8M) (for PlayStation 2)

Why is Sony doing this?

- Demand (over 20,000 people)
- Hobbyist Programming (Net Yaroze 2)
- Experiment with full OS on console
- Grow the base of developers
- More Open Stance

What will people do with it?

- Surprise us!
- Home Entertainment Apps
 - MP3, digital photo, movie, games
- Break into game development
 - In the past its been hard to do

More FAQs

- Is the HDD compatible with PS2 Games?
- Can I play PS2 Games under Linux?
- Can I develop PS2 Apps?
- Is the PS2 hardware accessible ?
- Can I use a TV as my display ?
- Can I connect to the Internet ?

More FAQs

- What about modems ?
- Can I use the Controller / Memory Card?
- Can I upgrade the RAM ?
- Can I read my own CD-R discs ?
- Can I play DVD Video under Linux ?
- Can I play my MP3s using Linux ?
- Can I "rip" CD Audio using Linux ?

More FAQs

- Can I upgrade the kernel ?
- What is "sync on green" ?
- I thought Linux was free - so why are you selling it ?

- More Info:
 - <http://www.playstation2-linux.com>

Development Environment

- over to Tyler...

Q&A

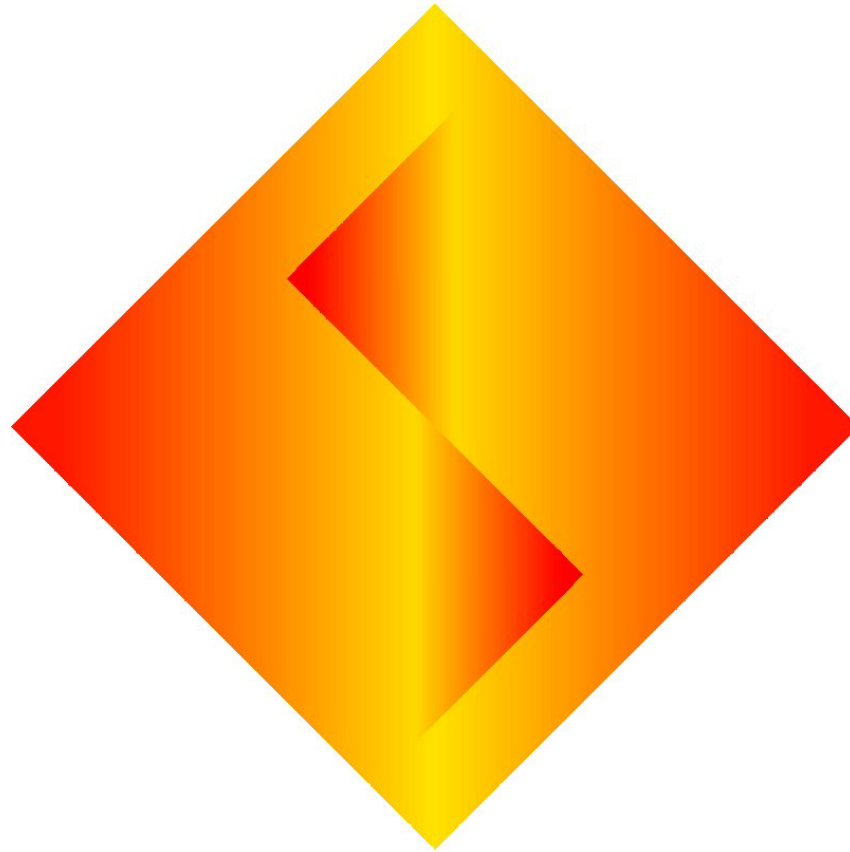
- Ask us some questions...

Dominic_Mallinson@playstation.sony.com

Tyler_Daniel@playstation.sony.com

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