

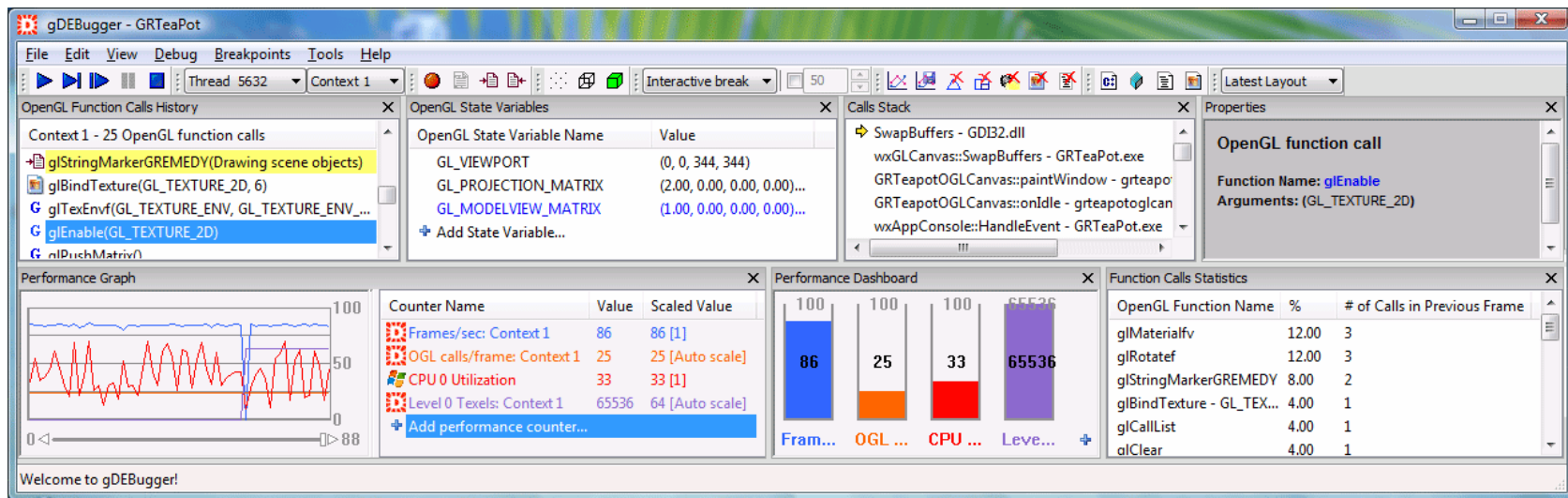
graphic **REMEDY**

gDEDebugger Linux

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Graphic Remedy**

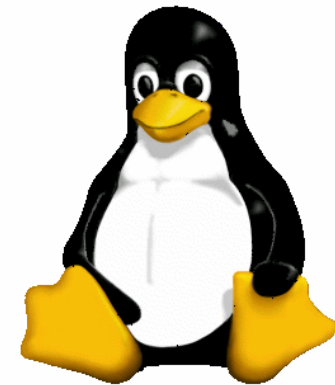
gDEBugger

gDEBugger is an OpenGL and OpenGL ES Debugger and Profiler. It provides the application behavior information a developer needs to find bugs and to optimize application performance



gDEBugger now also on Linux!

- Graphic Remedy will launch gDEBugger Linux at SIGGRAPH, San Diego, 5-9 August, 2007
- This will be the first public beta version. The official version will be released shortly after
- gDEBugger Linux brings all of gDEBugger's Debugging and Profiling abilities to the OpenGL Linux developer's world
- gDEBugger Linux
 - Shortens debugging and profiling time
 - Improves application quality
 - Optimizes application performance



gDEBugger Demo

Demo, in the BOF Party, coming next...

