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# Tools News

## Havok PC goes free

Havok has announced that, starting from May 2008, Havok Complete – which comprises the popular Havok Physics and Animation packages – will be available free of charge for the PC.



The move 'seeks to propel innovative game development' by making technology found in over 200 games available to a wider userbase, specifically 'independent developers, academic institutions and enthusiasts in the PC space.'

"This enables us to make an industry-changing move and opens up a much broader market for products such as Havok Behavior – and our new products Havok Cloth and Havok Destruction – that really come alive when adopted on top of our core platform, Havok Complete," commented David O'Meara, MD at Havok.

The PC version of Havok will be freely available for non-commercial use as a downloadable package from May 2008. Havok has also arranged a deal with its new parent company Intel to offer free commercial licenses to approved game developers.

Havok added that its overall focus is still cross-platform, with its tools for consoles only available commercially, and that the offer is only applicable to PC games.

[www.havok.com](http://www.havok.com)

### HANSOFT WITH GUSTO

Bloxham, Oxfordshire-based independent developer Gusto Games has chosen Hansoft's project management system to standardise and strengthen their existing development process.

"Moving to Hansoft from our previous project management system has been a quiet revolution," commented Struan Robertson, producer at Gusto Games. "Rather than using separate programs for waterfall and agile development, it's allowed us to bring all of our production methodologies under one roof with minimum disruption and learning; if you know about agile development, then you already know how to use Hansoft because it does everything you'd expect and more."

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