



# Replay Solutions, Inc. "TiVo<sup>TM</sup> for Software"

#### **About Replay Solutions**

- Founded 2004, a team of 25 in Redwood City, CA
- Unique, patent-pending technology
- Key Investors: Hummer Winblad, Partech International



• Partners: Microsoft, NVIDIA, Electronic Arts









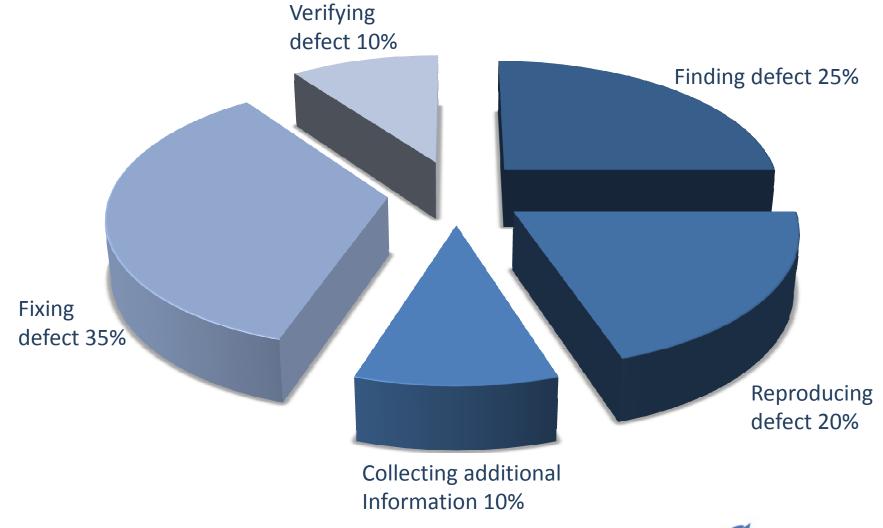








## 65% of MTTR spent NOT fixing issues



#### Fixing bugs is time consuming and error prone

- Recreating complex, intermittent bugs is challenging
- Application lifecycle workflows are repetitive and time consuming
- Reproducing staging and production environments is costly



## Maximize Quality With ReplayDIRECTOR™ ...

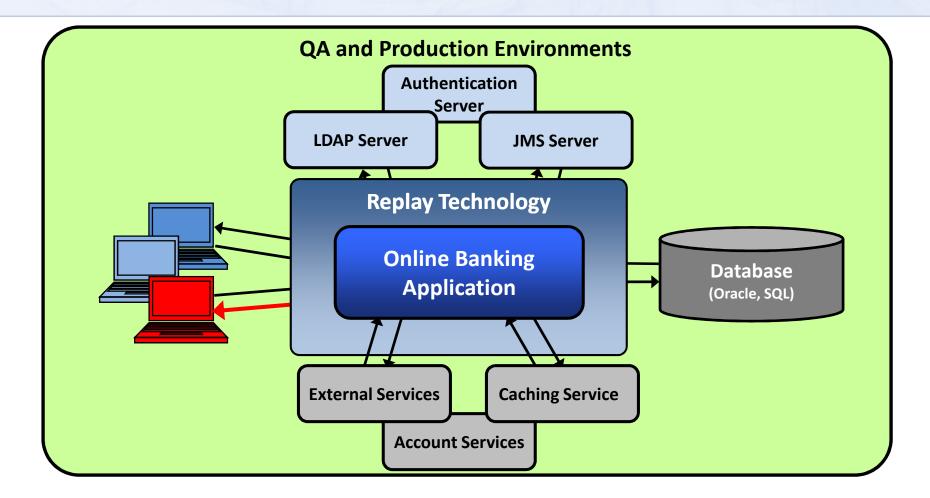
#### Reproduce any bug, any time!



Application code re-executed on Replay, No source code changes. 5

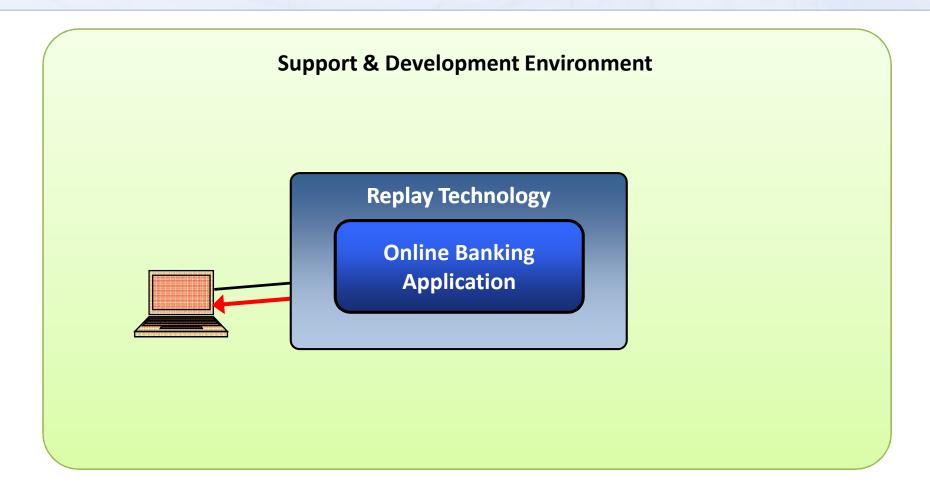


## Reduce Costs With ReplayDIRECTOR™ ...





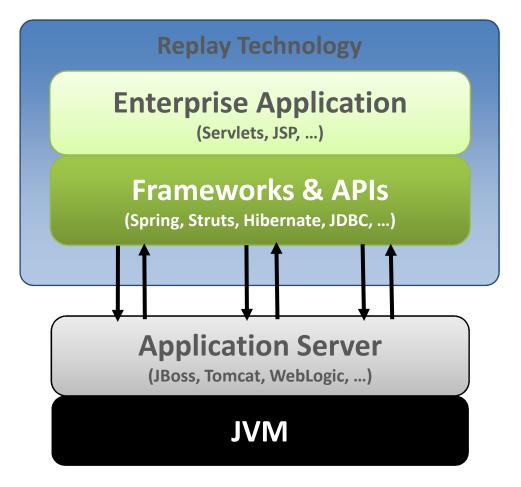
## Reduce Costs With ReplayDIRECTOR™ ...



Reproduce application execution without original environment

CREPLAY SOLUTIONS

## **How ReplayDIRECTOR™ Works**



Lightweight Byte-code Instrumentation, Minimal Performance Impact

REPLAY SOLUTIONS

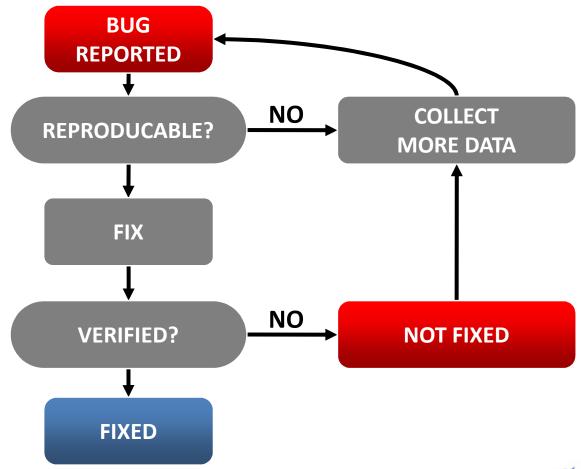
## ReplayDIRECTOR™ for Java EE

#### **Demonstration**



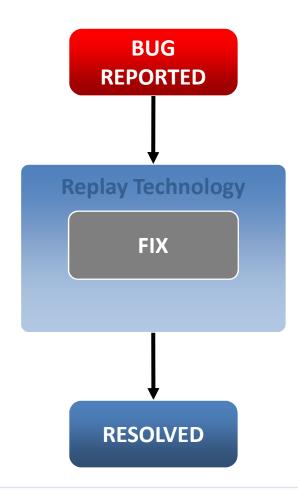
## Without ReplayDIRECTOR™ ...

#### Iterative, time consuming application lifecycle workflow



## Optimize Timelines With ReplayDIRECTOR™ ...

#### Eliminate 80% of the application lifecycle workflow





## ReplayDIRECTOR™ is Innovative Technology

- No source code changes required
- Replay actual application code execution
- Recordings can be replayed anywhere
- Root-cause analysis with standard debugging tools
- Light-weight, minimal performance impact



#### Real, Measureable Return on Investment

\$11M Application Project	Savings
Average Hours Saved / Bug	8 Hours
Cost Savings / Bug	\$ 265.43
Total Project Savings	\$ 1.2 M
Total Project Savings (%)	11%

Real customer case-study of a AAA-project

"...you really recognize the value of [Replay] when you're in crunch... we were able to get the turn-around time down from days, to minutes."

John Chowanec, Lead Producer, Eidos



### Optimize issue resolution across the lifecycle

#### Maximize application quality

Always replicate bugs, easily identify root cause



#### Increase productivity and collaboration

Tighten development workflow, simplify communication



#### **Reduce costs**

Collapse Mean Time To Resolution and curtail downtime























Thank you for your time!