

TTYP Specification

© 2001 Sony Computer Entertainment Inc.

Publication date: October 2001

Sony Computer Entertainment Inc.
1-1, Akasaka 7-chome, Minato-ku
Tokyo 107-0052, Japan

Sony Computer Entertainment America
919 E. Hillsdale Blvd.
Foster City, CA 94404, U.S.A.

Sony Computer Entertainment Europe
30 Golden Square
London W1F 9LD, U.K.

The *TTYF Specification* manual is supplied pursuant to and subject to the terms of the Sony Computer Entertainment PlayStation® license agreements.

The *TTYF Specification* manual is intended for distribution to and use by only Sony Computer Entertainment licensed Developers and Publishers in accordance with the PlayStation® license agreements.

Unauthorized reproduction, distribution, lending, rental or disclosure to any third party, in whole or in part, of this book is expressly prohibited by law and by the terms of the Sony Computer Entertainment PlayStation® license agreements.

Ownership of the physical property of the book is retained by and reserved by Sony Computer Entertainment. Alteration to or deletion, in whole or in part, of the book, its presentation, or its contents is prohibited.

The information in the *TTYF Specification* manual is subject to change without notice. The content of this book is Confidential Information of Sony Computer Entertainment.

 and PlayStation are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners and/or their licensors.

Table of Contents

| | |
|----------------------------|----------|
| About This Manual | v |
| Changes Since Last Release | v |
| Related Documentation | v |
| Typographic Conventions | v |
| Developer Support | v |
| Overview | 1 |
| Message Format | 1 |

About This Manual

This is the Runtime Library Release 2.4 version of the *TTYT Specification* manual.

It describes TTYT, which is a protocol used to send and receive a target program's stdin and stdout data, between the target and host.

Changes Since Last Release

None

Related Documentation

Note: the Developer Support Web site posts current developments regarding the Libraries and also provides notice of future documentation releases and upgrades.

Typographic Conventions

Certain Typographic Conventions are used throughout this manual to clarify the meaning of the text:

| Convention | Meaning |
|----------------------|--|
| <code>courier</code> | Indicates literal program code. |
| <i>italic</i> | Indicates names of arguments and structure members (in structure/function definitions only). |
| medium bold | Indicates data types and structure/function names (in structure/function definitions only). |
| blue | Indicates a hyperlink. |

Developer Support

Sony Computer Entertainment America (SCEA)

SCEA developer support is available to licensees in North America only. You may obtain developer support or additional copies of this documentation by contacting the following addresses:

| Order Information | Developer Support |
|-------------------------------------|--|
| <i>In North America:</i> | <i>In North America:</i> |
| Attn: Developer Tools Coordinator | E-mail: PS2_Support@playstation.sony.com |
| Sony Computer Entertainment America | Web: http://www.devnet.scea.com/ |
| 919 East Hillsdale Blvd. | Developer Support Hotline: (650) 655-5566 |
| Foster City, CA 94404, U.S.A. | (Call Monday through Friday, |
| Tel: (650) 655-8000 | 8 a.m. to 5 p.m., PST/PDT) |

Sony Computer Entertainment Europe (SCEE)

SCEE developer support is available to licensees in Europe only. You may obtain developer support or additional copies of this documentation by contacting the following addresses:

| Order Information | Developer Support |
|--|---|
| <i>In Europe:</i> Attn: Production Coordinator Sony Computer Entertainment Europe 30 Golden Square London W1F 9LD, U.K. Tel: +44 (0) 20 7859-5000 | <i>In Europe:</i> E-mail: ps2_support@scee.net Web: https://www.ps2-pro.com/ Developer Support Hotline: +44 (0) 20 7859-5777 (Call Monday through Friday, 9 a.m. to 6 p.m., GMT) |

Overview

TTYTYP is a protocol used to send and receive a target program's stdin and stdout data, between the target and host.

The protocol numbers for TTYTYP are shown below. These protocols are collectively referred to as TTYTYP.

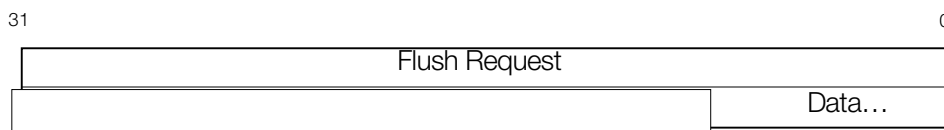
IOP TTY: I0TTYTYP=0x0110 ... I9TTYTYP=0x0119
IKTTYTYP=0x011f
EE TTY: E0TTYTYP=0x0210 ... E9TTYTYP=0x0219
EKTTYTYP=0x021f

Message Format

TTYTYP messages are sent using basic DECi2 headers.

TTYTYP messages do not have special headers. They contain only a 4-byte reserved area and data.

Figure 1: The TTYTYP message



Flush Request

For normal stdin and stdout data, always set this field to 0.

When set to 1, stdout packets sent from the target to dsnetm that have not yet been sent to the application will be deleted. The Destination field in the DECi2 header must also be set to 'H' at this time.

If a connection to the host cannot be established, all stdout data from the target program will be lost.

