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T H E " U N - O F F I C I A L"
PLAYSTATION DEVELOPMENT FAQ

LIBGS 8
CONFERENCE

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Release v1.2
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HISTORY:
07/18/95 - Initial release
07/28/95 - Update 8-1 to 8-2

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TRADEMARK INFORMATION

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[1.] Library GS (LIBGS)

[1.1.]: What are the size requirments of the work buffer?

The size of the work buffer is

```
size(unit is long) = (((ScreenW/CellW+1)*(ScreenH/CellH+1+1)*6+4)*2+2)

ScreenH : The number of the vertical pixels on the screen (240/480)
ScreenW : The number of the horizontal pixels on the screen
           (256/320/384/512/640)
CellH   : Height of the cell(the number of pixels)
CellW   : Width of the cell(the number of pixels)
```

[1.2.]: What are the advantages and disadvantages compared to GsSortBG?

As compared with the GsSortFastBG(), this function reduces the load on the CPU. However, it has the following limitation.

```
-BG rotation/scale-up/scale-down are not permitted.
-Cell size is fixed. (GsSortFastBG16 is 16*16,
                      GsSortFastBG32 is 32*32)
-Color mode of a texture pattern is only 4-bit/8-bit mode.
-Any map size is available.
-Scrolling is permitted. (by 1 pixel unit) [8-2]:
-Only full screen is permitted.
```

[1.3.]: Why does the GsSortFlipSprite() function not work properly even when setting 'bit 23' of attribute of GsSPRITE member?

GsSPRITE members 'mx' and 'my' seem not to be set. When the coordinatesdesignated by (x, y) refers to the upper-left corner of a sprite, (mx, my)will be (0, 0). Also, in the related functions, the following of the structure members will be valid.

GsSortSprite GsSortFlipSprite GsSortFastSprite

[1.4.]: Why is a program sometimes suspended during the GsSortObject2() function processing?

The program area and data area may be overlapped. Check up to where the packet area is consumed by the GsGetWorkBase() function.

[1.5.]: What is the difference between the GsSetProjection() function and the

SetGeomOffset() function?

The GsSetProjection() sets 3D projection, and the SetGeomOffset() sets 2D offsets.

[1.6.]: How can a double-sided polygon be displayed with GsDOBJ5?

Unfortunately, the double-sided polygon is not available in GsDOBJ5. Solve this problem, for example, by preparing 2 polygons, back-facing and front-facing polygons.

[1.7.]: How can the reverse playback of TOD data be performed with the GsSetTodFrame2() function?

Since TOD doesn't contain any pointer tables, only the following ways are left for the reverse playback.

* After executing the GsSetTodFrame2() function once with no settings, recording the pointer table from the return value and using it.

* Creating the original routine to record the pointer table from TOD. In consideration of the CPU load, the second way will be better, (depending on the condition, though).

[1.8.]: How should Z-sort be performed in order to register a polygon by model units to display?

When sorting by model units, a OT must be prepared for each model, and the OT's must be sorted by the GsSortOt() function. Refer to the sample in "\psx\sample\graphics\tmdview\tmdview5\tuto2.c"