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 ~~~~ GRAPHIC ARTIST TOOLS CD : DTL-S220 ~~~~

    Release History
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    11/19/96 - Release 1.8
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            o Release of version 3.7.2 of rsdlink.exe
            o Release of timposw 1.01
            o Release of wingpu library

    01/19/96 - Release 1.5.8
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    o   Release of version 1.4e of movpack.exe

        ENHANCEMENT

        Termination data can be specified for each channel.

    o   Release of the missing sprite tutorial samples.

    01/19/96 - Release 1.5.7
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    o   Release of version 2.2 of bmp2tim.

        ENHANCEMENT

            This version allows to create a no-CLUT TIM from a Windows
        BMP file.

        To do this, use the "-plt x y" option with a negative x or y:
        for example,

                bmp2tim -plt -1 -1 a.bmp

    01/05/96 - Release 1.5.6
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    o   Release of new 4.0f of the 3D Studio Plug-in

        1) Texture map UV value had been incorrect.

For additional details please refer to the files
release.txt and 3dstod_e.txt under the directory
c:\psxgraph\doc\3ds (doc156.zip).

12/14/95 - Release 1.5.5
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o   Release of new 4.0e of the 3D Studio Plug-in

Following bug fixes.

1) Dummy object's parent was not correctly saved into
   TOD file.

2) Texture UV was incorrect in some cases.

   For instance, if a texture pixel size is w * h,
      the correct UV range is,   (0,0) to (h-1, w-1),
      but, it the UV range had been (0,0) to (h,w).

3) TOD preview is now compiled with latest (version 3.*)
   library. You have to re-install the previewer.
   Please read the installation section.

   For additional details please refer to the files
release.txt and 3dstod_e.txt under the directory
c:\psxgraph\doc\3ds (doc155.zip).

o   Release of new 1.98e of the Movie Converter

1) Capability to change quantization matrices is added.
    Users can change them from MDEC params dialog box.

2) Capability to output warning to a log file while script
    execution is added.

3) MovConv has been enhanced to run under Windows95.

4) MovConv has been enhanced to recognize '_' as a part of
    file name in the script capability.

12/07/95 - Release 1.5.4
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o   Release of new 4.0d of the 3D Studio Plug-in

1) You can save hierarchy data into TOD file.

2) You can select RST (Rotation, Scale, Translation)
   packet type.

3) Load object from TOD plug-in dialog.

4) Save (and load) plug TOD plug-in parameters into

TOD.INI file.

For additional details please refer to the files
release.txt and 3dstod_e.txt under the directory
c:\psxgraph\doc\3ds (doc154.zip).

11/10/95 - Release 1.5.3
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o   Release of new 1.36e of the TIMUTIL utility

A bug has been fixed with a BMP file using fewer colors
than calculated by the bit depth could not be read in.

For additional details please refer to the files
release.txt and timutil.txt under the directory
c:\psxgraph\doc\timutil (doc153.zip).

10/12/95 - Release 1.5.2
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o   New tool MIMewave. MIMewave is a tool used to create
waveform data for MIMe animation.

Please refer to the programs Windows Help file for
additional information.

o   Version 1.5 of the program mimefilt.exe

Changes:
- A new feature was added so that all the arguments can be
  stored in a file.

- Despite the difference of primitive types a difference
  can be calculated. Prior versions did not support this
  feature.

- The return code is now 0.