

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

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1. GENERAL TOPICS  
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1.1 Release Description
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This release is the Graphic Artist Tools (DTL-S220) CD. This CD contains the tools for graphical data conversion, animation and assignment of textures to polygons: 3D Studio Plug-in, Material Editor, MIME utilities, ANIM, Sprite Editor, and 2D/3D graphical conversion utilities.

Also included on this CD are the tutorial files and an online version of the Developer Reference Series. The Developer Reference Series and miscellaneous documentation such as the FAQs can be viewed on the CD under the PSXDREFS directory in the Technical Reference CD. Please read the readme.txt in the PSXDREFS of the Technical Reference CD for additional details.

1.2 Installation  
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The following are steps to help setup your Graphic Artist Tools program area. Please follow the instructions carefully so that we may develop a consistent development environment to help in installation of future releases.

WINDOWS 95 users can optionally run the "setup.bat" file located in the root directory of the Graphic Artist Tools CD. This will install the files into the appropriate directories and set up the correct paths.

Note: For this installation procedure we are assuming that the local hard drive is your c:\ drive and your PC CD-ROM drive is d:\.

- a. If applicable, backup or delete your previous "c:\psxgraph" directory.
- b. Copy the "psxgraph" directory, d:\psxgraph, from the CD to your local hard drive c:\ps\psxgraph.
- c. Make sure your PATH variable in your autoexec.bat file to contain the path "c:\ps\psxgraph\bin"
- d. Copy the all files located in the "system" directory, d:\psxgraph\system, to the window's system directory, i.e

- c:\windows\system. These files are used by ANIM, Materials Editor and the Movie Converter.
- e. Create a Graphic Artist Tools program group in the Windows environment.
1. Under the Program manager "File" pulldown click on the "File->New" button.
 2. Select Program Group; press OK
 3. Fill in the Description "Graphic Artist Tools"
You may leave the "Group File" field blank.
A new group will be displayed.
 4. You are now ready to add the individual tool icons. Please follow the individual program install instruction listed below.

ABOARD

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This release is for the windows utility to set the I/O address to the Graphics Artist board, DTL-H201A. This is needed to use the board with the Graphic Artist Tools (i.e Materials Editor).

- a. With the "Graphic Artist Tools" program group selected, create program icon for aboard.
1. Under the Program manager "File" pulldown click on "File->New" button.
  2. Select Program Item; press OK
  3. A Program Item Properties dialog will pop up. Fill in the Description field with "Aboard Utility"
  4. Use the Browse, to identify the name of the executable to be placed in the "Command Line" field  
(i.e. c:\ps\psxgraph\bin\aboard.exe)
  5. Click Ok.

Note: For additional detail for setting up program icons, please refer to your Windows manual.

#### ADOBE

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This release is for the Adobe plug-in modules. It allows you to output an image which have been created and amended with Adobe Photoshop to the DTL-H201A.

- a. Copy TIMFMTE.8BI and TIMEXPE.8BE from the "d:\psxgraph\adobe" directory into the PHOTOSHOP "PLUGINS" sub-directory. The plug-in directory can be found where PHOTOSHOP has been installed.

If additional detail is needed, please refer to the PHOTOSHOP manual on installing plug-ins.

ANIMATION TOOL

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This release is for the Animation Tool of the 3D Graphic Artist Tools.

- a. With the "Graphic Artist Tools" program group selected, create program icon for the animation tool.
1. Under the Program manager "File" pulldown click on "File->New" button.
  2. Select Program Item; press OK
  3. A Program Item Properties dialog will pop up. Fill in the Description field with "Animation Tool"
  4. Use the Browse, to identify the name of the executable to be placed in the "Command Line" field

- (i.e. c:\ps\psxgraph\bin\animatio.exe)  
5. Click Ok.

Note: For additional detail for setting up program icons, please refer to your Windows manual.

#### DXF2RSDW

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This release is for the windows application dxf2rsd, which converts DXF format files by various modelers into RSD format for the PlayStation.

- a. With the "Graphic Artist Tools" program group selected, create program icon for the DXF to RSD windows tool.
 1. Under the Program manager "File" pulldown click on "File->New" button.
 2. Select Program Item; press OK
 3. A Program Item Properties dialog will pop up. Fill in the Description field with "DXF2RSDW"
 4. Use the Browse, to identify the name of the executable to be placed in the "Command Line" field
(i.e. c:\ps\psxgraph\bin\dxf2rsdw.exe)
Remember to make sure you select the windows version of the translator.
 5. Click Ok.

Note: For additional detail for setting up program icons, please refer to your Windows manual.

MEDITOR

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This release is for the Materials Editor tool. The Material Editor is a tool that edits surface attributes (materials) of polygons, such as colors, textures (patterns), and method of shading of 3D models.

- a. With the "Graphic Artist Tools" program group selected, create program icon for the Materials Editor tool.
  1. Under the Program manager "File" pulldown click on "File->New" button.
  2. Select Program Item; press OK
  3. A Program Item Properties dialog will pop up. Fill in the Description field with "Materials Editor"
  4. Use the Browse, to identify the name of the executable to be placed in the "Command Line" field  
(i.e. c:\ps\psxgraph\bin\meditor.exe)
  5. Click Ok.

Note: For additional detail for setting up program icons, please refer to your Windows manual.

#### MIMEWAVE

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This release is for the MIMewave. The MIMewave Editor is a tool used create waveform data for MIME animation. The tool is specific for the PlayStation system. The PlayStation development board is only needed for previewing, but not needed for editing.

- a. With the "Graphic Artist Tools" program group selected, create program icon for the MIMewave Editor tool.
 1. Under the Program manager "File" pulldown click on "File->New"

- button.
2. Select Program Item; press OK
3. A Program Item Properties dialog will pop up. Fill in the Description field with "MIMewave Editor"
4. Use the Browse, to identify the name of the executable to be placed in the "Command Line" field
(i.e. c:\ps\psxgraph\bin\mimewave.exe)
5. Click Ok.

Note: For additional detail for setting up program icons, please refer to your Windows manual.

Unfortunately, the only adequate documentation for MIMewave Editor is online under the corresponding program's windows help file, mimewave.hlp. This information can be accessed via the program under the Help button or by opening the file itself which is located in the BIN directory.

The Windows Help file contains instructions on how to run through the sample contained in the tutorial directory "psxgraph/tutorial/mimew".

SPRITE

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This release is for the Sprite Editor which is the image data editing tool dedicated to the PlayStation unit.

- a. With the "Graphic Artist Tools" program group selected, create program icon for the Sprite Editor tool.
  1. Under the Program manager "File" pulldown click on "File->New" button.
  2. Select Program Item; press OK
  3. A Program Item Properties dialog will pop up. Fill in the Description field with "Sprite Editor"
  4. Use the Browse, to identify the name of the executable to be placed in the "Command Line" field  
(i.e. c:\ps\psxgraph\bin\sprite.exe)
  5. Click Ok.

Note: For additional detail for setting up program icons, please refer to your Windows manual.

#### TIMUTIL

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This release is for the Timutil windows application which mutually converts bit map formats for PlayStation TIM, Windows BMP, and general purpose RGB.

- a. With the "Graphic Artist Tools" program group selected, create program icon for the TIM Utility tool.
 1. Under the Program manager "File" pulldown click on "File->New" button.
 2. Select Program Item; press OK
 3. A Program Item Properties dialog will pop up. Fill in the Description field with "TIM Utility"
 4. Use the Browse, to identify the name of the executable to be placed in the "Command Line" field
(i.e. c:\ps\psxgraph\bin\timutil.exe)
 5. Click Ok.

Note: For additional detail for setting up program icons, please

refer to your Windows manual.

Additional detailed information for TIMUTIL can be found online under the corresponding program's windows help file, timutil.hlp. This information can be accessed via the program under the Help button or by opening the file itself which is located in the BIN directory.

MOVIE CONVERTER

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This release is for the Movie Converter Tool.

- a. With the "Graphic Artist Tools" program group selected, create program icon for the Movie Converter tool.
  1. Under the Program manager "File" pulldown click on "File->New" button.
  2. Select Program Item; press OK
  3. A Program Item Properties dialog will pop up. Fill in the Description field with "Movie Converter"
  4. Use the Browse, to identify the name of the executable to be placed in the "Command Line" field (i.e. c:\ps\psxgraph\bin\movconv.exe)
  5. Click Ok.

Note: For additional detail for setting up program icons, please refer to your Windows manual.

#### MOVIE PACK

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This release is for the Movie Pack tool.

- a. With the "Graphic Artist Tools" program group selected, create program icon for the Movie Pack tool.
 1. Under the Program manager "File" pulldown click on "File->New" button.
 2. Select Program Item; press OK
 3. A Program Item Properties dialog will pop up. Fill in the Description field with "Movie Pack"
 4. Use the Browse, to identify the name of the executable to be placed in the "Command Line" field (i.e. c:\ps\psxgraph\bin\movpack.exe)
 5. Click Ok.

Note: For additional detail for setting up program icons, please refer to your Windows manual.

3D Studio Plug-In

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This release is for 3D Studio plug-in utilities (found in "\3rdparty\3ds").

We highly recommend the following: Please remove the SN-Dongle, and attach the 3DStudio dongle before progressing with a modeling session utilizing the 3DStudio plug in. Do not remove or add dongles while the PC is powered ON.

Please do not start a 3DStudio plug in session before accomplishing the following:

- a) remove dextbios (only if dextbios installed)
- b) remove mess1.com (only if mess1 installed)
- c) remove cdbios (only if CDBIOS installed)

Please read the files \*.doc and \*.txt in the "\3rdParty\3ds"

directory. Specific installation instructions are included in the 3dstod\_e.txt file.

### 1.3 New and Enhanced Features

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This section list the changes that has occured since previous release.

- o Several software programs have been updated since the last release of the Graphic Artist Tool CD. They are indicated below in "Section 6 - Contents" with the "*" marked next to the filename. For further details of the changes that had occured please refer to their respective doc directories. (i.e. 3rdparty\3ds, in the Documentation CD-ROM)

1.4 Release History

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Please read file relhist.txt for additional details of releases between 1.6 and 1.8. (Note: In order to synchronize the releases of the Programmer Tools and the Graphic Artist Tools CD-ROMs, the Graphic Artist Tools version number is now "1.8". There was no "1.7".

## 2. DOCUMENTATION TOPICS

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All documentation is now released in Adobe's PDF format on the Technical Reference CD-ROM, which contains a comprehensive search engine.

Please refer to the 3D Graphic Artist Tool User's Manual of the Developer Reference Series for additional information on the following:

- aboard.exe
- timexpe.txt
- timfmt.e.txt
- Animation Tool (animatio.exe)
- dx2rsdw.exe
- Materials Editor (meditor.exe)
- Mime Utilities (Also, please check the mimesort.txt in c:\ps\psxgraph\doc\mime)

Please refer to the Sprite Editor User's Manual of the Developer Reference Series for additional detailed information on the Sprite Editor.

For detailed information about the tutorial files please refer to the Developer Reference Series, 3D Graphics Artist and the Sprite Editor Tool's user manual.

Please refer to the Developer Reference Series, 3D Graphic Tool User's Manual and Chapter 18 of the Library Overview for detailed information of the conversion utilites.

Please refer to the release.txt and 3dstod_e.txt for detailed information on the 3D Studio Plug-in.

3. TECHNICAL NOTES

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### 3.1 Graphics Board Setup

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In order to use the Materials Editor, set the I/O address to access the artist board (DTL-H201A). The utility to set the port address is "aboard.exe" This program when executed under windows allows you to set the address to the one physically set on the graphics board.

Refer to the Developer Reference Series, 3D Graphics Tool User's Manual, for additional information on "aboard.exe"

3.2 Display Driver Setting

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In order to use the Sprite Editor the user must set their windows display drivers to 256.

### 4. KNOWN PROBLEMS

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aboard.exe

The address settings in the program does not allow you to set the address to be x1360 even though the board may be set to that.

5. CONCLUSION

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We appreciate any comments and or suggestions on the data released. Any information regarding this release should be communicated via BBS and or developer support hotline.

### 6. CD-ROM CONTENTS

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The entire contents of the CD-ROM and associated version numbers are listed below. Please note the following notation:

* indicates a new release since CD-ROM release 1.6
==> indicates directory structure

Users of the 3rd party-plugins for 3D-Studio, Lightwave3D, Adobe Photoshop can find the plugins in the "3rdparty" folder.

==>\

*readme.txt Version 1.8 11/26/96

==>3rdparty\3DS (3D Studio Plug-in)

3dsinfo.txt - Release information.
3dstod_e.txt - Installation instructions
tod_i.kxp 4.0f Plug-in module.
tod.ini - Configuration file sample.
todview5.c - TOD previewer source code

Note: The following 3DS-related binaries are located in
in the "\ps\psxgraph\bin" directory of the Graphic Artist
Tools CD:

todvj.bat ... TOD previewer batch file (Japanese version)
todvw.bat ... TOD previewer batch file (non-Japanese version)

todview5.exe ... TOD previewer

==>3rdparty\Adobe

FILES TO BE USED WITH ADOBE PHOTOSHOP:
*readme.txt - Overview of Adobe directory contents.
*TIMEXPE.8BE 1.2E Export module for the DTL-H201. This allows you to create or edit files in Photoshop, and output the image directly to the DTL-H201 (Artist Board) for viewing on the screen. Indexed color and RGB color files may be output.
*TIMEXPE.PDF - Installation instructions for TIMEXPE.8BE in Adobe Acrobat.
*TIMEXPE.TXT - Installation instructions for TIMEXPE.8BE.
*TIMFMTE.8BI 1.2E TIM format module. Allows importing files with a ".TIM" file extension. Compatible only with Adobe Photoshop 2.5
*TIMFMTE.TXT - Installation instructions for TIMFMTE.8BI.
*TIMformatE.8BI 1.3E TIM format module. Allows importing files with a ".TIM" file extension. Compatible only with Adobe Photoshop 3.0

==>3rdparty\Aliaswav

*Alias.lzh - LZH compressed file for Alias\Wavefront plug-in
*GET_DOC.pdf - Installation instructions.
*PlayStation_GET.lzh LZH compressed file for Alias\Wavefront plug-in

==>3rdParty\LightWav*

This directory contains conversion utilities for Lightwave users. Refer to the readme.(txt/pdf) for more details.

==>3rdParty\SGI\

This directory contains conversion utilities ported to the SGI platform. Please refer to the readme.(txt/pdf) in the directory for more details.

New files are as follows:

mvcnvSGI2tar.z
ver11.Z
rlnk_tar.z 3.7.2

==>PSXGRAPH\ GRAPHIC ARTIST TOOL ROOT DIRECTORY

==>BETA\MOVCONV

Gauge.vbx Put this is your WINDOWS\SYSTEM or WIN 95\SYSTEM folder.
Movconv.exe 2.1ebetal Beta version of movconv.
Movcon.hlp - Movconv help file (slightly obsolete)

Movcon.scr	-	Sample script file for movconv
Movpack.exe	1.5ebeta1	Beta version of movpack
Movpack.hlp	-	Movpack help file (slightly obsolete)
Movpack.scr	-	Sample script file for movpack
Readme.txt	-	Up-to-date information on movconv and movpack features.
Three.vbx	-	Put this is your WINDOWS\SYSTEM or WIN 95\SYSTEM folder.

==>BIN\

		AIFF2VAG
*aiff2vag.exe	2.0	AIFF to VAG sound format
		ABOARD
aboard.exe	1.00e	Sets I/O address to access Graphic Artist Board DTL-H201A
		ANIMATION TOOL
animatio.exe	1.1.5	Animation tool.
between.dll	1.0.3	Animation tool library DLL
lib3d.dll	1.1.2	Animation tool library DLL
libdata.dll	1.1.5	Animation tool library DLL
todexp.dll	1.0.2	DLL for TOD export
		DXF2RSD for WINDOWS
dx2f2rsdw.exe	1.10e	Windows application to convert DXF format file to PlayStation RSD format.
dx2f2rsdw.hlp	-	Windows Help file for dx2f2rsd.
		MATERIAL EDITOR
meditor.exe	1.71ae	Materials Editor Tool.
meditor.hlp	-	Windows help for Material Editor.
		MIME UTILITIES
*mimefilt.exe	1.51	Creates Mime difference files.
*mimesort.exe	2.1	Interleaving tool.
mimewave.exe	1.0e	MIME Wave Form Editor
mimewave.hlp	Sept.	Windows help for MIMewave editor.
mimewave.cpe	Sept.	MIMewave previewer program.
wavelink.exe	June	Converts waveform *.wvf file output by MIMewave into a corresponding binary data for execution on the PlayStation.
		SPRITE EDITOR
sprite.exe	1.7e	Windows Sprite Editor tool
		TIM UTILITY
timutil.exe	1.36e	Converts bit map formats for PlayStation TIM, Windows BMP and general-purpose RGB.
timutil.hlp	-	Windows Help file.
		2D UTILITIES
bmp2tim.exe	2.2	Converts windows image data (BMP) to a PlayStation image data file (TIM).
pict2tim.exe	3.1	Converts Mac. image data (PICT) to a PlayStation image data file (TIM).
*rgb2tim.exe	2.1	Converts RGB image data to a PlayStation image data file (TIM).
tim2bmp.exe	1.1	Converts PlayStation image data files to Windows image data (BMP).
*timpos.exe	1.1	Changes the VRAM addresses of images and

		color tables given the image data and TIM files for the PlayStation.
*timposw.exe	1.01	Interactive Windows program for changing the VRAM address of images and color tables (similar to the "TIM layout" feature of the "timutil.exe" application).
timposw.hlp	-	Windows Help file.
timview.exe	1.2	TIM viewer.
		3D UTILITIES
*dxf2rsd.exe	2.81	Converts DXF file to a PlayStation 3D Model
*mktod.exe	1.4	Reads project files and creates layout files.
rsd2dxf.exe	1.00	Converts RSD file to DXF format.
*rsdcat.exe	1.04	Links multiple RSD files into one.
*rsdform.exe	1.81	Changes and moves 3D modeling data.
*rsdlink.exe	3.72	Converts 3D model data (RSD) to 3D model format (TMD).
tmd2pmd.exe	1.14	Converts TMD file to a PMD format.
tmdinfo.exe	1.25	Displays contents of the 3D model data TMD file.
tmdsort.exe	1.25	Sorts 3D model data file (TMD) by packet type.
		MOVIE CONVERTER
movconv.exe	1.98e	Movie Converter Program
movconv.hlp	-	Windows help file for Movie Conv.
sample.scr	-	Sample script for Movie Converter
movpack.exe	1.4e	Interleaving tool
movpack.hlp	-	Windows help file for Movie Pack.
		SOUND CONVERSION UTILITIES
*aiff2vag.exe	2.0	-AIFF to VAG sound format conversion utility
*mkvab.exe	2.0	-Utility to build sound source bank
*seq2sep.exe	-	-Conversion utility for SEQ to SEP -
*smf2seq.exe	2.0	-Conversion utility for SMF to SEQ
*vabsplit.exe	2.0	-Utility to split VAB into a attribute and wave data section.
		3D STUDIO PLUG IN
psbload.exe	-	Communication program between DTL-H2000 and PC (data transfer)
psreset.exe	-	Communication program between DTL-H2000 and PC (reset DTL-H2000)
psrun.exe	-	Communication program between DTL-H2000 and PC (run program)
todvj.bat	-	TOD previewer batch file (Japanese version)
todvw.bat	-	TOD previewer batch file (non-Japanese version)
todview5.exe	-	TOD previewer.
patchj.exe	-	DTL-H2000 patch program (Japanese version)
patchw.exe	-	DTL-H2000 patch program (non-Japanese version)
		Utilities
patch.bat	-	Patch batch file (calls patchw for sample)
==>*develop\wingpu		Dynamic link library files used to access the PlayStation Artist Board from Windows applications. The version

corresponds to Microsoft Visual C++ 1.5.

*wingpu.zip	1.0	Contains the necessary dlls and files in Zipped format.
*readme.txt	-	Full installation instructions for installing the files.
*readme.pdf	-	Full installation instructions for installing the files (PDF format).

==>DOC\ANIM On-line help files for Animatio.exe

==>SRC\
==>SRC\PREVIEW\ - Source files for the preview program for
 MIMewave.
==>SRC\WAVELINK\ - Source files for the waveform data converter

==>SYSTEM\ (Put these in your Windows\System or Win 95\system folder)
grid.vbx - Visual Basic runtime library (anim)
vbrijp200.dll - Visual Basic runtime library (anim)
vbrun200.dll - Visual Basic runtime library (anim)
spin.vbx - Visual Basic file. (meditor, timutil)
threed.vbx - Visual Basic file. (meditor & Movie Converter)
gauge.vbx - Visual Basic file. (Movie Converter)

==>TUTORIAL\
anim - TUTORIALS USED WITH THE GRAPHIC ARTIST TOOLS
cube - ANIM tutorial files
helimake - Tutorial files.
heliview - Graphic tools helicopter tutorial files.
meditor - Graphic tools helicopter tutorial files.
mime - Materials Editor tutorial files.
mimew - Mime utilities tutorial files.
sprite - MIMewave tutorial sample files.
timutil - Sprite tutorial sample files.
 - Timutil tutorial files.

HISTORY:

- 10/17/96: CD Release 1.8 (Note: There was no 1.7 release.)
- 02/25/96: CD Release 1.6
- 09/05/95: Graphic Artist Tool CD Release 1.5

INFO:

- IMPORTANT: Please read the installation instructions carefully.

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