

Scanning conference 0 - General email

From	: SCE SUPPORT (Support)	Number	: 8 of 674
To	: CRITERION PSX	Date	: 16/03/1995
1:28pm			
Subject	: DBUGPSX problems	Reference	: 162
Read	: 16/03/1995 6:20pm	Private	: NO
Conf	: 0 - General email		

-> I'm having a few problems with dbugpsx. When I type
->
-> DBUGPSX main

Ok, first things first, you want to put DBUGPSX main /e to actually load the executable (top hint there) which will make a difference - then you'll have some code to run ! :-)

-> a screen flashes up and then I get the error
-> Error- Data key not present on printer port
-> I used to get this error on the assembler but when I downloaded the new binaries the problem went away. This kind of indicates to me the dongle is ok.

Err, this is normally associated with a bad dongle, but I can't understand why you can assemble stuff ok, because this should fail with a bad dongle.

-> DBUGPSXX main
->
-> then I do get a debugging screen - but one on which I don't seem able to do anything.

Again, you need to do /e, maybe you can't do anything because there is no cpe file loaded ? DBUGPSXX as you probably know, is the beta version of the new debugger with proper C support; however, its hardly beta at all now, and it has some really nice features.

However, it may be that you have a bad dongle. Try stuff out with /e option and the beta debugger, and get back to me; we'll get you a new dongle couriered if you need it.

Allan.

From	: SCE SUPPORT (Support)	Number	: 9 of 674
To	: REBEL PSX	Date	: 21/03/1995
10:23am			
Subject	: Why does CCPSX crash?	Reference	: 166
Read	: 21/03/1995 11:31am	Private	: NO
Conf	: 0 - General email		

->
-> Sorry if this is a really dumb question, but we've just got an H2000 development system and haven't been able to get CCPSX to compile any of the demos. Does CCPSX have any special requirements: memory manage etc that aren't mentioned in the manuals? At the moment the system hangs whenever it is invoked. ju

Err, I don't know. Try this for me:

ccpsx -v <followed by all the stuff you normally have>
And tell me where it blows up.

Is this the latest compiler from the BBS, or the one from the
distribution disks ?

Allan.

From	: REBEL PSX	Number	: 10 of 674
To	: SCE SUPPORT (Support)	Date	: 21/03/1995
11:42am			
Subject	: Why does CCPSX hang?	Reference	: NONE
Read	: 21/03/1995 1:47pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

We are currently using a version of CCPSX that we downloaded on 20/3/95.
Prior to that we tried using the version that came with the distribution
disks.

If we type: CCPSX -v

we get the message: Error-no input file specified
if we try to pass a file name, the program simply locks up.

We are running it on a 486-DX4 100 and have the H2000 board set
to address=1340, DMA=5 and Interrupt=12. Will any of the above
cause us problems?

Rob

From	: SCE SUPPORT (Support)	Number	: 11 of 674
To	: REBEL PSX	Date	: 21/03/1995
2:13pm			
Subject	: Why does CCPSX hang?	Reference	: 169
Read	: 21/03/1995 4:36pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> We are currently using a version of CCPSX that we downloaded on 20/3/
-> Prior to that we tried using the version that came with the distribut
-> disks.

The version you've downloaded should be the correct one - just typing
'ccpsx' on its own should tell you that it is version 1.10.

->

-> If we type: CCPSX -v

->

-> we get the message: Error-no input file specified

That's OK, it's supposed to do that :-)

-> if we try to pass a file name, the program simply locks up.

->

-> We are running it on a 486-DX4 100 and have the H2000 board set

-> to address=1340, DMA=5 and Interrupt=12. Will any of the above

-> cause us problems?

No, the hardware settings on the board should not affect compilation in
any way. The only thing I can think of is that that you might not have
set (in your autoexec.bat file) the environment variables
set up properly.

These should include :

COMPILER_PATH (set to the directory with ccpsx etc in it)
PSYQ_PATH (with psyq executables in it)
C_INCLUDE_PATH (should be your include.26 directory)
LIBRARY_PATH (your lib.26 directory)

If you don't have the correct version of ccpsx, you'll find it in CODETOOL.ZIP in the PSYQ binaries file area.

Harry

From	: SCE SUPPORT (Support)	Number	: 12 of 674
To	: ALL	Date	: 21/03/1995
2:28pm			
Subject	: File limits on a CD	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

We have had a number of enquiries recently about how many files you can put in a directory on a CD. Japan have given us various answers about this, generally all different but around 30-35.

It now seems that the maximum number of files in a directory actually depends upon the length of the file names used, but generally the maximum is about 30.

Harry

From	: REBEL PSX	Number	: 13 of 674
To	: SCE SUPPORT (Support)	Date	: 21/03/1995
4:55pm			
Subject	: why does ccpsx crash?	Reference	: NONE
Read	: 21/03/1995 5:49pm	Private	: NO
Conf	: 0 - General email		

We have tested the ccpsx version which is 1.10.

The autoexec.bat file is correctly set up

From	: REBEL PSX	Number	: 14 of 674
To	: SCE SUPPORT (Support)	Date	: 21/03/1995
5:08pm			
Subject	: why does ccpsx crash?	Reference	: NONE
Read	: 21/03/1995 5:49pm	Private	: NO
Conf	: 0 - General email		

The ccpsx version that we are using is 1.10.

The autoexec.bat file is set up with the correct path specifications. However, we have lib25 and include25 rather than lib26 and include26 as per your last message.

We have tried the installation disks on other computers but still get a lock up when using ccpsx.

Where do we go from here? Do we have the correct library and header files?

From : REBEL PSX
To : SCE SUPPORT (Support)
5:18pm
Subject : why does ccpsx crash?
Read : 21/03/1995 6:05pm
Conf : 0 - General email

Number : 15 of 674
Date : 21/03/1995
Reference : NONE
Private : NO

The ccpsx version that we are using is 1.10.

The autoexec.bat file is set up with the correct path specific

From : REBEL PSX
To : SCE SUPPORT (Support)
5:23pm
Subject : why does ccpsx crash?
Read : 21/03/1995 6:20pm
Conf : 0 - General email

Number : 16 of 674
Date : 21/03/1995
Reference : NONE
Private : NO

The ccpsx version that we are using is 1.10.

The autoexec.bat file is set up with the correct path specifications as stated in your last message.

We have tried the installation disks on other computers and still get an immediate lock up when using ccpsx.

Where do we go from here? Do we have the correct library and header files?

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
5:49pm
Subject : File limits on a CD
Read : 22/03/1995 7:13am (REPLIES)
Conf : 0 - General email

Number : 17 of 674
Date : 21/03/1995
Reference : 172
Private : NO

-> Am I right in the following.

No.

-> 1. The PSX CD format is ISO 9660

This is true. The PSX CD format is a subset of XA format, and is ISO 9660.

-> 2. There is no reason why a CD shouldn't hold many many many files in a directory when using ISO 9660.

Correct again.

-> 3. LIBCD is saying ' Wooooah! Only 1 sector of directory information, for me, please'.

True.

-> 4. LIBCD is therefore a bit on the cack side.

No (well, not in this respect at least).
Libcd does this so that it can load the contents of a directory quickly. By limiting the number of files per directory, the directory structures on CD will fit inside a single sector - thus libcd can load directory information quickly.

-> Would it not be possible for someone at SCEE (or SCEJ) to either fix
-> this, or knock up some routines that don't have the same restrictions
-> (by using the 'Read the TOC' functions)?

You can fix it by seeking to logical or physical positions on the disk directly (so you have to build the table of contents for yourself).

To explain this situation, libcd is a separate interface for CD access from the ISO 9660 CD driver you also have. As it happens, those two interfaces to CD won't work together unless you have patchx (and even then they aren't too happy).

ISO 9660 access is provided via the device ' cdrom:', so you can use open(), close() seek() (with no seek end) etc etc. To be honest I haven't had much luck with ISO 9660. Also, it looks fairly much like seek() will never get fixed, because they removed it from the manuals (oh lovely).

-> 30 files per directory is unacceptable in our current project.

Libcd finds your project unacceptable, more like it. If you want more files than around 30 per directory, then you're stuck with ISO 9660, open(), close(), and all, or building your own seeking system with logical/physical positions.

Allan.

From	: MILLENIUM PSX	Number	: 18 of 674
To	: SCE SUPPORT (Support)	Date	: 22/03/1995
	7:17am		
Subject	: File limits on a CD	Reference	: 177
Read	: 22/03/1995 11:55am	Private	: NO
Conf	: 0 - General email		

Hokeydokey... time to write my own ISO routines that cache the directory then... :)

Ta for the info tho'... I'd not realised that open() on cdrom: was an ISO 9660 thing, I assumed (wrongly) that it went through libcd..

Cheerio!
Dean

From	: DID PSX	Number	: 20 of 674
To	: SCE SUPPORT (Support)	Date	: 22/03/1995
	9:53am		
Subject	: Why does CCPSX hang?	Reference	: 170
Read	: 22/03/1995 11:56am	Private	: NO
Conf	: 0 - General email		

Have you set the tmp env var, and if so does the directory it points to exist ?

Rob

From	: DID PSX	Number	: 21 of 674
To	: ALL	Date	: 22/03/1995
10:10am			
Subject	: SN's BBS# / degubber wish	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi Allan/all

Do you have SN's bbs number and/or Andy Beveridges email addr?
I want to send a wish list for improvements to the debugger, which I compiled just after the conference, but never got around to sending.

if anyone else has any thoughts on improvements then maybe they could post them and I'll add them to my list

I've attached my list to this message (I hope)

Thank you
Rob

From	: DID PSX	Number	: 22 of 674
To	: DID PSX	Date	: 22/03/1995
10:13am			
Subject	: SN's BBS# / degubber wish	Reference	: 181
Read	: 22/03/1995 10:13am	Private	: NO
Conf	: 0 - General email		

This should have been attached to my previous mail
Rob

DEBUGGER wish list

- o structures should remain expanded when switching from one virtual screen to another
- o virtual screen number displayed
- o 'C' syntax support in Hex window -
i.e. char *p = " foo";
alt-g => *p moves to where foo points in hex window
- o modify values in watch window
- o list of functions in current module/program
- o 'brief'-like bookmarks in source files

- o redirection of message window to serial port, file or terminal
- o break points should remain after a reload
- o list of break points
- o enable/disable break points
- o navigate to source from break point list
- o unwatch global variables
- o anything to alleviate slowdown when watching large number of symbols
- o backtrace - how does it work ?
- o shell to DOS (or other OS - linux ??)
- o Alt-P in any window appears to crash *8'('
- o key-stroke macros

From	: DID PSX	Number	: 29 of 674
To	: ALL	Date	: 31/03/1995
2:14pm			
Subject	: zip of this BBS	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi Allen

Is there a chance that you could zip up the BBS messages and stick it in the file area ? There's stuff that I'd like to read at a more leisurely (sp?) pace. Ta very much.

Rob

ps when do you start the new job ?

From	: SCE SUPPORT (Support)	Number	: 34 of 674
To	: DID PSX	Date	: 04/04/1995
9:05am			
Subject	: zip of this BBS	Reference	: 166
Read	: 04/04/1995 9:52am (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> Hi Allen

I'd go for Allan, but hey, what's a vowel between colleagues....

-> Is there a chance that you could zip up the BBS messages and stic
-> it in the file area ? There's stuff that I'd like to read at a more
-> leisurely (sp?) pace. Ta very much.

Err, there isn't actually a way for me to do this, but you can do it in

two ways :

1) Get your comms software to capture the text from our BBS and then get the BBS to list the messages non-stop - you'll get something like the full data rate and your coms software should catch all of the text for you (a lot of comms packages can capture the text).

2) There's a thing called QWK (or something - I don't understand it) which can zip up all the messages you haven't read and then download them to you - I've never used it, but I know a couple of people do.

-> ps when do you start the new job ?

Two weeks - April 18 or something like that. No more front line support - time for some coding.

Get back to me if you have problems with the message download...

Cheers,

Allan.

From	: SCE SUPPORT (Support)	Number	: 41 of 674
To	: MILLENIUM PSX	Date	: 04/04/1995
	4:21pm		
Subject	: Gs	Reference	: 178
Read	: 04/04/1995 7:17pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> One of the guys here is prototyping something using GS. He's using it
-> for 3d models, and for sprites/ polys.

->

-> The display is set up pretty much the same as in all the Japanese GS
-> demos, on a 320x240 screen. 3d models appear where you'd expect, but
-> when he adds a GsSPRITE (or poly) at (x,y) of (0,0) it appears at
-> 160,120 (which happens to be the center of the screen, used as a Geom
-> Offset with LIBGTE).

->

-> Is there a GS-friendly way of getting round this, so GsSPRITES appear
-> (0,0) when they're told to? Or do we have to subtract 160 from x, and
-> 120 from y... (ie bodge it to hell).

I think you're going to have to bodge it... I had the same problem myself.

Also worth bearing in mind - GsSortFastSprite uses SPRT internally, and so draws the sprite with its centre at the specified position. On the other hand, GsSortSprite, which uses POLY_FT4, uses the specified position as the top left hand corner.

Harry

From	: SCE SUPPORT (Support)	Number	: 42 of 674
To	: MILLENIUM PSX	Date	: 04/04/1995
	9:26pm		
Subject	: Gs	Reference	: 181
Read	: 04/04/1995 10:23pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> Dunno what you mean about SPRT's positions being the centre of the

-> object though... the docs (and stuff I did with sprites many months ago), imply that (x,y) is, to quote, 'Display position of point at le
-> top'...
->
-> Is this just a GsSortFastSprite thing then?
Yes, it is -if you plot the same GsSprite with GsSortSprite and then with GsSortFastSprite, they appear in different positions.

Later

Harry

From	: SCE SUPPORT (Support)	Number	: 44 of 674
To	: ALL	Date	: 04/04/1995
10:02pm			
Subject	: File Areas	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

At ECTS, it was suggested to me that some people would like to upload code to other people's file access areas so that they can easily exchange code.

If any of you would like to give another upload access, mail me and I'll sort it out for you.

Harry

From	: IGUANA PSX	Number	: 47 of 674
To	: SCE SUPPORT (Support)	Date	: 07/04/1995
1:56pm			
Subject	: Psx Questions	Reference	: NONE
Read	: 07/04/1995 3:05pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

Q1) What is the correct way to use both Gs and Gpu operations on the same screen?
Q2) Why does ridge racer not work with my dtl-2000 and dtl-2010 i just get a blank screen!
Q3) I can only read both pads by doing PadRead(0) into a long, i get the top 16 bits as pad 2 and the bottom 16 bits as pad one! is the correct?
Q4) Are the save game cart operations useable on the dtl-2000 system? the demos i have don't work!
Thanks Chris Kirby (IGUANA ENTERTAINMENT LTD, ENGLAND)

From	: SCE SUPPORT (Support)	Number	: 48 of 674
To	: IGUANA PSX	Date	: 07/04/1995
3:21pm			
Subject	: Psx Questions	Reference	: 183
Read	: 08/04/1995 8:33am (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> Q1) What is the correct way to use both Gs and Gpu operations on the same screen?

Mein Gott ! Frankensteins monster returns. I only know of one other

developer working in a combination of gte+gpu / gs, and its not very pleasant. libgs doesn't really work in the way you might expect (ie everything done in terms of gpu), so if you do, say, GetDrawEnv() while GS is running the show, you get nothing back. However, you can get away with building GPU polygons and adding them into the GsOT by just doing an AddPrim() with the tag field of the GsOT used as the ordering table you would normally use in libgpu....

Also, GS uses VRAM coordinates not drawing area coordinates (If I remember correctly..) and so you have to double buffer your GPU prims and bodge them into the correct relationship with the drawing area.

-> Q2) Why does ridge racer not work with my dtl-2000 and dtl-2010 i jus
-> get a blank screen!

Your development system has an old kernel. Ridge Racer would work if you patched the kernel and then ran it, which you can do using the cdexec example on this very BBS - in the CD emulator area. All this code does is pick up PSX.EXE off the disk and run it, but it gives you the chance to patch the kernel with patchx or snpatch (better) before you do cdexec....

-> Q3) I can only read both pads by doing PadRead(0) into a long, i get
-> the top 16 bits as pad 2 and the bottom 16 bits as pad one! is the
-> correct?

Yep, but there is a better / tidier / more generic way to handle the pad returns - have a look at the method in ctrller.zip on this BBS which has some handy macros for handling the packets returned by the controller ports. (You are right though).

-> Q4) Are the save game cart operations useable on the dtl-2000 system
-> the demos i have don't work!

No, not yet - you need DTL-2080 which is an adapter box which connects to the development kit, and allows you to slot in cards and work with them, and also attach consumer controllers (eg Negcon or multi-tap or a mouse).

Allan.

From	: MILLENIUM PSX	Number	: 49 of 674
To	: SCE SUPPORT (Support)	Date	: 07/04/1995
4:25pm			
Subject	: Psx Questions	Reference	: 184
Read	: 11/04/1995 10:51am	Private	: NO
Conf	: 0 - General email		

Frankensteins Monster? Cheeky sod.....

If you're careful about your GPU primitives, it's fine..

... but that said, I'll never use the combination again. Too much hassle, guv.

Dean

From : IGUANA PSX
To : SCE SUPPORT (Support)
2:16pm
Subject : QUESTIONS
Read : 11/04/1995 3:39pm (REPLIES)
Conf : 0 - General email

Number : 55 of 674
Date : 11/04/1995
Reference : NONE
Private : NO

Cheers for the help!
I am using gs and gpu together and they seem fine but is this legal?
Chris Kirby

From : SCE SUPPORT (Support)
To : IGUANA PSX
3:40pm
Subject : QUESTIONS
Read : 13/04/1995 12:17pm
Conf : 0 - General email

Number : 57 of 674
Date : 11/04/1995
Reference : 191
Private : NO

-> Cheers for the help!
-> I am using gs and gpu together and they seem fine but is this legal?
-> Chris Kirby

Yes...
Why would it not be ?
Its just that you have to watch for weird things like GS not setting up
structures that GPU expects to have around (eg DRAWENV or whatever).

Allan.

From : TELSTAR PSX
To : SCE SUPPORT
2:25pm
Subject : AV Drives
Read : 18/04/1995 9:41am (REPLIES)
Conf : 0 - General email

Number : 62 of 674
Date : 13/04/1995
Reference : NONE
Private : NO

Hi,
While i'm waiting for our CD-emulator board (or L2000 SCSI card) to
arrive,
can you tell me which hard drive is the most bestest to use with it.
Also,
when is seek going to be fixed when using sim: ?

Cheers

Bill.

P.S. Anoraks on!! Can anyone beat 1'3.118 seconds on Ridge Racer time
trials
(without using the black car). BTW that was with Galaga carrot.

--- Blue Wave/QWK v2.10

From : MILLENIUM PSX
To : TELSTAR PSX
2:32pm
Subject : AV Drives
Read : 13/04/1995 6:13pm
Conf : 0 - General email
Number : 63 of 674
Date : 13/04/1995
Reference : 198
Private : NO

How do you actually _beat_ the black car? I dunno what to do to win, I'm racing with Galaga RT Carrott too...

Although I've just received Tekken... _most_ excellent... Cool MDEC streams too... :)

Dean

From : SCE SUPPORT (Support)
To : ALL
4:29pm
Subject : New BBS and phone/fax nos
Read : NO
Conf : 0 - General email
Number : 72 of 674
Date : 20/04/1995
Reference : NONE
Private : NO

As you probably know, we have moved offices, and are currently using temporary lines for the phone, and have left the BBS in the other SCE building down the road (that's why the BBS numbers haven't changes).

However, I have now got a list of the new telephone numbers which we will be using from Monday 24th April :

Fax line 1 : 0171 390 4325
Fax line 2 : 0171 390 4326
BBS line 1 : 0171 390 4327
BBS line 2 : 0171 390 4328
BBS line 3 : 0171 390 4329

Assuming the phone company sorts out these lines when promised, the fax lines should be up and working on Monday morning. Once we are sure they're OK, we'll move the BBS to the new building - we'll do this on Tuesday, so the new BBS numbers will apply then.

Your account manager will be contacting you with details of these changes).

Harry

From : TELSTAR PSX
To : SCE SUPPORT
1:22pm
Subject : Visit!
Read : 01/05/1995 1:50pm (REPLIES)
Conf : 0 - General email
Number : 88 of 674
Date : 01/05/1995
Reference : NONE
Private : NO

Hi,

Is it still ok to come down on Wednesday? We had lots of problems with the CD emulator, getting files written to it proved more of a match for our

feeble brains. I think we've sussed it now but we haven't got time to work out all the libcd calls to read files off (cos lseek is broken). So we've made the demo work from ram and it's just one executable file. Is that Ok??

Cheers,

Bill.

P.S. If it is OK to come down, where do I go and who do I ask for??

--- Blue Wave/QWK v2.10

From	: SCE SUPPORT (Support)	Number	: 91 of 674
To	: ALL	Date	: 02/05/1995
5:58pm			
Subject	: CD Burner success ????	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Has anyone had any success with burning a CD for the debugging station on a burner which is not the Sony CDW900E ?

We only have a CDW-900E here - I know that ours is comically expensive compared to others, and that a lot of people don't want one.

If anyone has tried using another burner, I'd be extremely grateful for any information (positive or otherwise) anyone could share

Thanks

Harry

From	: MINDSCAPE PSX	Number	: 94 of 674
To	: SCE SUPPORT (Support)	Date	: 03/05/1995
10:42am			
Subject	: CD Burner success ????	Reference	: 237
Read	: 03/05/1995 1:03pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

Yeah, I had a quick play with it and managed to get part of my code working.... I couldn't debug it cos I didn't have a CD hanging off my development sys... The powers that be over here have now bought the Sony blower so I wont pursue it. Heres what I did...

We have s/w called WinOnCD which takes ISO9660 track files and makes the CD from that

I'm not sure which version of builcd is currently on the bbs, but the last one I downloaded did not generate track files properly.. SN fixed this so you may have the new one.

I also had problems with LICENSEJ.DAT.. it had 8 bytes of garbage (this

may be from the download or something

From	: MINDSCAPE PSX	Number	: 95 of 674
To	: MINDSCAPE PSX	Date	: 03/05/1995
10:44am			
Subject	: CD Burner success ????	Reference	: 240
Read	: 03/05/1995 10:44am	Private	: NO
Conf	: 0 - General email		

cont....

The modem dropped the line, sorry....

Anyway, yes we had partial success

Harry, if you want more details, give me a call (I presume you have my number!)

Andy K

From	: SCE SUPPORT (Support)	Number	: 104 of 674
To	: TWOK PSX	Date	: 04/05/1995
11:07am			
Subject	: CD ROM BURNER	Reference	: 245
Read	: 04/05/1995 1:47pm	Private	: NO
Conf	: 0 - General email		

-> The number is : +49-4521-800459 (Michael)

Sorry we tried phoning this number and could not get through??
Our number phone number here is 0171 390 4319

Does the CD work ok in your emulator, but not in the debugging station.
If this is the case then you may have one of two problems.

1) The CDs must be 71 minutes in length else they may not work on the debugging station

2) If the sony logo comes up, but the following playstation logo does not then you may not have loaded the licence file onto the CD.

licensej.dat file must be included in the system area (reached through the additional information button).
This file is on the BBS in the licence.zip file.

Other Notes:

Unless you are using a system.cnf file the exe file will need to be called PSX.EXE

This EXE must not contain any calls which send data to a host PC such as

pollhost, printf, PCopen, SIM: etc

Also a program for the debugging station must not access mem over 2Mb or below 64kb.

Hope this Helps, please call if you still have problems.

Dave

From	: SCE SUPPORT (Support)	Number	: 108 of 674
To	: ALL	Date	: 05/05/1995
1:03pm			
Subject	: cd emulator / cd fs	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

I was mucking around with the emulator and the length of filenames does seem to be significant.

I seem to be able to get away with having greater than 30 files in the root dir of the cd if they have reasonably short file names, however with 8 char file names I cannot locate some of them using CdSearchFile()

CdSearchfile() does seem to be totally consistent though. It either works or fails everytime for a given file?

dave.

From	: MILLENIUM PSX	Number	: 109 of 674
To	: SCE SUPPORT (Support)	Date	: 05/05/1995
3:13pm			
Subject	: cd emulator / cd fs	Reference	: 255
Read	: 09/05/1995 9:43am	Private	: NO
Conf	: 0 - General email		

Nononono. It's not consistent here.

I've a file called 'FNTIMAGE.TIM' in my root directory. Sometimes (rarely) this fails to be found. Likewise I have files like 'BM_MAPS.BIN' and 'BM_DOORS.BIN' in the root directory, and sometimes they fail to load too..

Do the Japs know anything about these probs? Or are they still all on holiday... :)

Cheerio!

Dean

From	: SCE SUPPORT (Support)	Number	: 118 of 674
To	: MILLENIUM PSX	Date	: 18/05/1995
3:41pm			
Subject	: CdSearchFile()	Reference	: 279
Read	: 18/05/1995 4:33pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

Dean,

-> I'm still finding that CdSearchFile() occasionally fails to find a fi
-> even though it may have found it succesfully several seconds earlier.

I've been reliably informed that doing a cdinit (which is a
pretty fast operation) before each cdsearchfile will cut down on failure
rate, but I don't know why it happens. I have no problems with this.

It may be something to do with the emulator, rather than something wrong
with the lib

Hope this helps.

Dave

From	: SCE SUPPORT (Support)	Number	: 122 of 674
To	: FACTOR PSX	Date	: 25/05/1995
	3:10pm		
Subject	: Interrupts	Reference	: NONE
Read	: 25/05/1995 4:46pm	Private	: NO
Conf	: 0 - General email		

Hi Thomas

Well, I've got an answer from Japan about interrupts - the problem is it
is very very hard to understand what they are trying to say (very
confusing English). I'll tell you what we think they mean :

1) The PlayStation can store 1 interrupt for each interrupt source (eg
sound system).

2) If an interrupt source causes an interrupt while another interrupt
is taking place, that interrupt is stored as above. However, if the
store already contains an interrupt (eg if there is a sound interrupt
stored, and the sound system generates another interrupt), then the
newer interrupt is ignored.

3) When an interrupt source causes an interrupt while a previous
interrupt from the same interrupt source is being processed, the
behaviour of the system depends upon the interrupt handling software
(ie whether you have written it to deal with another interrupt).

Basically, you can queue interrupts, but you can only queue one of
each type of interrupt.

They also pointed out that using VSyncCallback() is more stable, though
this makes the sound resolution 1/50s (PAL) or 1/60s (NTSC).

I hope this is of some use.

Harry

From	: CTA PSX	Number	: 129 of 674
To	: SCE SUPPORT (Support)	Date	: 01/06/1995
	12:10am		
Subject	: 3ds2rsd and rsdlink	Reference	: NONE

Read : 01/06/1995 9:34am
Conf : 0 - General email

Private : NO

Just a couple of questions

1. How can I link multiple TMD files into one file with lots of objects?
(rsdcat just seems to merge all the files into one object)
2. How can I create 16 bit BMPs, or override 3ds2rsd's automatic
conversion to the depth of the BMP ? Using timutil in Windows is right
hassly.
3. Why is printf to the debugger so slow ?

Cheers
John.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
11:32am
Subject : ??
Read : 20/06/1995 2:29pm (REPLIES)
Conf : 0 - General email

Number : 147 of 674
Date : 20/06/1995
Reference : NONE
Private : NO

Harry,

What are the chances of you being able to get us the new LIBGTE.LIB from
SCEJ before Thursday. We need to produce some CD's for our licencees,
and we don't want them to see that there are horrid model-related bugs..

Thanks a lot,

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
2:31pm
Subject : ??
Read : 20/06/1995 3:05pm (REPLIES)
Conf : 0 - General email

Number : 149 of 674
Date : 20/06/1995
Reference : 160
Private : NO

To Dean,

-> What are the chances of you being able to get us the new LIBGTE.LIB f
-> SCEJ before Thursday. We need to produce some CD's for our licencees,
-> and we don't want them to see that there are horrid model-related bug

Sorry, not a hope.

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
3:06pm
Subject : ??
Read : 20/06/1995 5:01pm
Conf : 0 - General email

Number : 150 of 674
Date : 20/06/1995
Reference : 162
Private : NO

Why?

When?

Dean

From	: SCE SUPPORT (Support)	Number	: 160 of 674
To	: ALL	Date	: 07/07/1995
9:36am			
Subject	: New MOVCONV 1.93e	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

Hello everyone

There is a new version of MOVCONV, which does 12.5 and 16.7 frames per second for PAL.

It's in the PSX tools area, called MOV193e.zip

Harry

From	: CTA PSX	Number	: 162 of 674
To	: ALL	Date	: 07/07/1995
4:37pm			
Subject	: GsSetFarClip	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

Just a simple question

I am playing around with GsSetFarClip, and it seems that the max value is 32768 (ie. signed short). Is this correct ?

Cheers
John

From	: CTA PSX	Number	: 163 of 674
To	: DMA PSX	Date	: 14/07/1995
6:18pm			
Subject	: libs3.1	Reference	: NONE
Read	: 17/07/1995 9:58am	Private	: NO
Conf	: 0 - General email		

re: printf/setjmp

Are you inclining libc.lib in your link file / libc.lib in psyq.ini?

re: RotTransPers

Parameters have changed for these routines from 2.x to 3.x

Also, if you are changeing from 2.x, you need to include libgpu.h, libgte.h and libetc.h (and maybe a few more) in your source, as these were included in libgs.h, but are not anymore.

Hope this helps.

Cheers
John

From	: SCE SUPPORT (Support)	Number	: 188 of 674
To	: ALL	Date	: 03/08/1995
	8:57am		
Subject	: BBS	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

We seem to be experiencing "technical" difficulties with the BBS.

Please bear with us. Normal service resume as soon as possible.

In the mean time, here is a picture of some cats and some rubbish music

^-----^
| 0 0 |
| \ / |
|_____| Beep Beep Beep

From	: MILLENIUM PSX	Number	: 189 of 674
To	: SCE SUPPORT (Support)	Date	: 03/08/1995
	9:38am		
Subject	: BBS	Reference	: 196
Read	: 03/08/1995 9:45am	Private	: NO
Conf	: 0 - General email		

Ummm... you're mad, chum...

No doubt about it.

Dean

From	: ARGONAUT PSX	Number	: 190 of 674
To	: SCE SUPPORT (Support)	Date	: 03/08/1995
	10:15am		
Subject	: Depth queuing	Reference	: NONE
Read	: 03/08/1995 10:17am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Dave,

Is there any reason why the depth queuing is performed by the GTE, not the GPU. I know it's faster doing it on a per vertex/per triangle basis rather than per pixel, but from what I can gather there is no method of depth queuing textured polys correctly (unless you are depth queuing to 0,0,0).

BTW, the inline GTE macros are much more useful...

Cheers,

Simon.

From : SCE SUPPORT (Support) Number : 191 of 674
To : ARGONAUT PSX Date : 03/08/1995
10:39am
Subject : Depth queuing Reference : 198
Read : 03/08/1995 2:21pm (REPLIES) Private : NO
Conf : 0 - General email

-> Is there any reason why the depth queuing is performed by the GTE, no
-> the GPU. I know it's faster doing it on a per vertex/per triangle
-> basis rather than per pixel, but from what I can gather there is no
-> method of depth queuing textured polys correctly (unless you are dept
-> queuing to 0,0,0).

Thats right, and as usual its a speed/manufacturing cost thing.

Just try to avoid having big polys retreating a long way into the
distance and the effect is not too bad.

Dave

From : VISUAL PSX Number : 193 of 674
To : SCE SUPPORT (Support) Date : 03/08/1995
1:41pm
Subject : Re: Exception handler... Reference : NONE
Read : 03/08/1995 1:44pm (REPLIES) Private : NO
Conf : 0 - General email

Dave,

Have you any ideas on the exception handler questions I posted a
few days ago? (Or are they lost?)

I could really do with some kind of answer... (Even we don't know :
at least I can tell the publisher that I can't find out how to install
an exception handler correctly for the debugging station correctly which
is making debugging impossible...!)

BTW are you going to change the music soon :)
Brian.

From : SCE SUPPORT (Support) Number : 194 of 674
To : VISUAL PSX Date : 03/08/1995
1:46pm
Subject : Re: Exception handler... Reference : 201
Read : 03/08/1995 4:41pm Private : NO
Conf : 0 - General email

-> Have you any ideas on the exception handler questions I posted a
-> few days ago? (Or are they lost?)
-> I could really do with some kind of answer... (Even we don't know
-> at least I can tell the publisher that I can't find out how to instal
-> an exception handler correctly for the debugging station correctly wh
-> is making debugging impossible...!)

Allan will get on the case this afternoon, once he has finished his
current project.....

Dave.

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
2:28pm
Subject : GTE depth queuing
Read : 03/08/1995 3:20pm
Conf : 0 - General email

Number : 195 of 674
Date : 03/08/1995
Reference : NONE
Private : NO

Dave,

Currently the GTE SetFogNear sets the far fog to 5 times the near, and the SetFogFar sets fog near to 1/5 the far. This means there is no point having a SetFogFar AND SetFogNear. As the GTE inline macros do not have any facility to set the near or far limits of the depth queuing, will there be a set of calls/macros to set the near and far values independently? And who decided on 5 times anyway??

Cheers,

Simon.

From : MILLENIUM PSX
To : VISUAL PSX
2:56pm
Subject : Re: Exception handler...
Read : 03/08/1995 4:42pm
Conf : 0 - General email

Number : 196 of 674
Date : 03/08/1995
Reference : 201
Private : NO

Sniff.... I could really do with an exception handler if anyone can donate one. I've got a crash bug that bombs the machine so badly that the debugger can't get a look in....

If anyone can help, I'll promise to buy them lots of beer.... and also to help them in return in whatever way possible.

Dean

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
3:10pm
Subject : Depth queuing
Read : 03/08/1995 4:05pm (REPLIES)
Conf : 0 - General email

Number : 197 of 674
Date : 03/08/1995
Reference : 199
Private : NO

Dave,

> Just try to avoid having big polys retreating a long way into the
> distance and the effect is not too bad.

Actually, it's worse than this. It means fogging textured polys does not work at all unless you are fogging to black. If you are fogging to white, instead of getting a saturated texture (going white), all you will end up with is a bright texture. Try fogging to textured polys to red. All you get is a bright red textured poly, not a red poly with no texture visible. It doesn't matter about the size of the polys.

So, no depth queued flight sims, unless they're at night...

Simon.

From	: SCE SUPPORT (Support)	Number	: 198 of 674
To	: ARGONAUT PSX	Date	: 03/08/1995
4:23pm			
Subject	: Depth queuing	Reference	: 205
Read	: 03/08/1995 5:38pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> Dave,
->
-> > Just try to avoid having big polys retreating a long way into the
-> > distance and the effect is not too bad.
->
-> Actually, it's worse than this. It means fogging textured polys does
-> not work _at all_ unless you are fogging to black. If you are foggin
-> to white, instead of getting a saturated texture (going white), all y
-> will end up with is a bright texture. Try fogging to textured polys t
-> red. All you get is a bright red textured poly, not a red poly with
-> texture visible. It doesn't matter about the size of the polys.
->
-> So, no depth queued flight sims, unless they're at night...
->
-> Simon.

Have you seen actually seen Jumping Flash?

Dave

From	: VISUAL PSX	Number	: 199 of 674
To	: MILLENIUM PSX	Date	: 03/08/1995
4:45pm			
Subject	: Re: Exception handler	Reference	: NONE
Read	: 03/08/1995 6:03pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

Dean,

With the trouble that I am having with the debug station I ran the idea of realeaing the exception handler to everyone past my boss and he said YES! So as soon as it works fully I'll upload it... The only caveat will be that it will have Visual Sciences splatted all over the exception screen :)

Brian.

From	: SCE SUPPORT (Support)	Number	: 200 of 674
To	: ALL	Date	: 03/08/1995
4:55pm			
Subject	: Looping DA track	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

All,

Jim Tebbutt from Gremlin has notified us of a reliable method to loop a CD-DA track which uses an event handler (callback). This is a reliable method (or so I'm told !!!). Anyway, I've written a little demo program which utilises this method. Its in PSXDEMOS area

which you can download at your pleasure. Please read the readme.txt and the program comments because I wrote them just for YOU !!!

Ben

From	: ARGONAUT PSX	Number	: 201 of 674
To	: ARGONAUT PSX	Date	: 03/08/1995
	5:39pm		
Subject	: Depth queuing	Reference	: 205
Read	: 03/08/1995 5:40pm	Private	: NO
Conf	: 0 - General email		

Dave,

Just working off the hardware specs.. I know about Jumping Flash, and I'm a bit curious...

Simon.

From	: MILLENIUM PSX	Number	: 202 of 674
To	: VISUAL PSX	Date	: 03/08/1995
	6:05pm		
Subject	: Re: Exception handler	Reference	: 207
Read	: 04/08/1995 9:00am	Private	: NO
Conf	: 0 - General email		

Brian,

You could have just about saved my life....

Thanks a lot (and say thanks to your boss too, will you!)

Cheers,

Dean

From	: MILLENIUM PSX	Number	: 203 of 674
To	: SCE SUPPORT (Support)	Date	: 03/08/1995
	6:07pm		
Subject	: Depth queuing	Reference	: 206
Read	: 04/08/1995 9:18am	Private	: NO
Conf	: 0 - General email		

A long while ago (8 months?) we had some landscape fading to odd colours (for test purposes). Looked fine...

Dean

From	: VISUAL PSX	Number	: 204 of 674
To	: MILLENIUM PSX	Date	: 04/08/1995
	9:05am		
Subject	: Re: Exception handler	Reference	: NONE
Read	: 04/08/1995 9:19am	Private	: NO
Conf	: 0 - General email		

Dean,

I spoke to Allan last night and he had the answers (or at least places to look for the answers :) to the 2 problems I have left with the exception handler : The debug stub stealing exceptions and the whereabouts of the SysTot since it moved out of the libraries...

Anyway it should only be a day or so before I can upload it...

Brian.

From	: TELSTAR PSX	Number	: 206 of 674
To	: ARGONAUT PSX	Date	: 04/08/1995
6:22pm			
Subject	: Re: depth queuing	Reference	: NONE
Read	: 07/08/1995 10:27am (REPLIES)	Private	: NO
Conf	: 0 - General email		

--> Quoting Argonaut Psx to Argonaut Psx <==

AP> Just working off the hardware specs.. I know about Jumping Flash, and

AP> I'm a bit curious...

AP> Simon.

Same here.....maybe they have 32 different cluts for each texture which
fade out to that mucky brown colour?

Bill.

--- Blue Wave/QWK v2.10

From	: ARGONAUT PSX	Number	: 208 of 674
To	: TELSTAR PSX	Date	: 07/08/1995
10:36am			
Subject	: Re: depth queuing	Reference	: 216
Read	: 08/08/1995 12:31pm	Private	: NO
Conf	: 0 - General email		

Bill,

There is a much easier method than playing around with CLUTs. If you want to know, I'll tell you... but if anyone has had a look at Sony's rcube demo to see what I've been talking about, any comments would be appreciated..

Simon.

From	: RAGE PSX	Number	: 212 of 674
To	: SCE SUPPORT (Support)	Date	: 07/08/1995
2:40pm			
Subject	: Sound Board	Reference	: NONE
Read	: 07/08/1995 3:37pm	Private	: NO
Conf	: 0 - General email		

Hi,

is there an area for the sound board?- we have got one via Time Warner

in the US, can we be enabled for support via this BBS?

Peter Johnson
Rage Software, Newcastle

From	: EI PSX	Number	: 214 of 674
To	: SCE SUPPORT (Support)	Date	: 11/08/1995
12:04pm			
Subject	: GTE macros	Reference	: NONE
Read	: 11/08/1995 12:12pm	Private	: NO
Conf	: 0 - General email		

HI!

Its great to see inline-assembly GTE macros at last! But it's a bit strange they're only available for C... my speed-critical routines are in assembly. Any chance of some assembler macros? Are we allowed to write identical macros for the assembler?

Cheers,

Jon.

From	: MIRAGE PSX	Number	: 223 of 674
To	: SCE SUPPORT (Support)	Date	: 21/08/1995
12:02pm			
Subject	: Sound Artist Tool	Reference	: NONE
Read	: 21/08/1995 2:15pm	Private	: NO
Conf	: 0 - General email		

Hi,

Please can you tell me where I might find the Sound Artist Tool, I have created VAG files but have no software to make VAB's.

Cheers.

Andy

From	: INTERACTIVE PSX	Number	: 224 of 674
To	: ALL	Date	: 23/08/1995
2:38pm			
Subject	: Ohhh, scary stuff...	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi,

I am doing a conversion of a PC product to the PSX and am having a few problems. We are not using the MDEC player but are using a converted PC fmv player. The sound is interleaved as raw data into each frame and i've tried to find a way to play just raw sound. Is there any way of doing this or does it have to be converted live into the VAB format?

Also, lots of people seem to be having trouble with the memory cards. I haven't got this yet but if it's not straight forward i'm going to be in trouble because my schedule doesn't even account for this. Any info

which will make my life easier would be appreciated.....

Are there any decent demos of the mouse driver floating about because all of the ones i've got seem to be written by monkeys?

Oh, well i suppose i'd better get back now, see ya...

Paul at ISL

From	: SCE SUPPORT (Support)	Number	: 226 of 674
To	: INTERACTIVE PSX	Date	: 23/08/1995
	3:02pm		
Subject	: Ohhh, scary stuff...	Reference	: 230
Read	: 23/08/1995 3:29pm	Private	: NO
Conf	: 0 - General email		

-> I am doing a conversion of a PC product to the PSX and am having
-> few problems. We are not using the MDEC player but are using a conver
-> PC fmv player. The sound is interleaved as raw data into each frame a
-> i've tried to find a way to play just raw sound. Is there any way of
-> doing this or does it have to be converted live into the VAB format?

Why don't you use interleave the sound as XA ADPCM format.
This way the cd subsystem strips the sound out and plays it for you,
straight off the cd.
There are tools for interleaving such as MovConv.

-> Also, lots of people seem to be having trouble with the memory cards.
-> haven't got this yet but if it's not straight forward i'm going to be
-> trouble because my schedule doesn't even account for this. Any info
-> which will make my life easier would be appreciated.....

If you follow the carddemo.zip example on the bbs in the psxdemo file
area, you should avoid most of the major pitfalls. However, we are
learning more about this all of the time. So keep looking at the BBS for
updates..

-> Are there any decent demos of the mouse driver floating about because
-> all of the ones i've got seem to be written by monkeys?

What mouse driver ? Have you looked at ctrller.zip in psx lib. Don't
use mouse.obj. Wot monkeys?

Dave

From	: SCE SUPPORT (Support)	Number	: 238 of 674
To	: MIRAGE PSX	Date	: 31/08/1995
	12:02pm		
Subject	: VAG to VAB	Reference	: 243
Read	: 31/08/1995 12:12pm	Private	: NO
Conf	: 0 - General email		

-> Hi all, can anyone please help me. I have the AIFF2VAG converter but
-> have no way of creating VAB's rfrom the VAG's. I have read about the
-> Sound Artist Tool but have no idea where it can be found/purchased.
Phone Sarah Bennett and she will sell you one. Her number is 0171 390
4322.

Harry

From	: SCE SUPPORT (Support)	Number	: 249 of 674
To	: ALL	Date	: 04/09/1995
10:18am			
Subject	: ECTS - We'll be there	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

Hi,

Just to let everyone know, we've arranged a meeting place at the ECTS for Developers everywhere:

- Conference Room 3, 11am-12am, Sunday, Monday and Tuesday

The format will be fairly informal, but at least one of us will be taking time off to be there. Your chance to meet us in the flesh, and give us feedback on what you think of us, and any ideas for improving our service. (And yes, we are recruiting, so hopefully we can address one of the major problems of too much work, too little time!)

Paul

PS We've just heard that the 3.2 Beta is coming to end, with the 3.2 Final release planned to be available early next week.

From	: MIRAGE PSX	Number	: 253 of 674
To	: ALL	Date	: 05/09/1995
3:12pm			
Subject	: DEXBIOS in WIN'95	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi all,

Can anyone tell me if there is a version of dexbios that does not force WIN'95 in MS-DOS file mode as this has a serious affect on file transfer speeds when using PC file functions.

Cheers.

Andy.

From	: MIRAGE PSX	Number	: 254 of 674
To	: ALL	Date	: 05/09/1995
3:25pm			
Subject	: QWK reader	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi, Where can we download the QWK reader for use with this BBS?

Regards, Rob @ Mirage Ltd.

From	: SCE SUPPORT (Support)	Number	: 255 of 674
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To : MIRAGE PSX Date : 05/09/1995
3:35pm
Subject : DEXBIOS in WIN'95 Reference : 260
Read : 05/09/1995 4:28pm Private : NO
Conf : 0 - General email

-> Can anyone tell me if there is a version of dexbios that does not for
-> WIN'95 in MS-DOS file mode as this has a serious affect on file trans
-> speeds when using PC file functions.

Contact SN Systems.
Ben

From : SCE SUPPORT (Support) Number : 256 of 674
To : MIRAGE PSX Date : 05/09/1995
3:36pm
Subject : QWK reader Reference : 261
Read : 05/09/1995 4:28pm Private : NO
Conf : 0 - General email

-> Hi, Where can we download the QWK reader for use with this BBS?
->
I don't know. We do not supply it.

Ben

From : VISUAL PSX Number : 259 of 674
To : SCE SUPPORT (Support) Date : 07/09/1995
3:08pm
Subject : Re: GPU-B Reference : NONE
Read : 07/09/1995 6:08pm (REPLIES) Private : NO
Conf : 0 - General email

Hi,
I am still waiting on Psygnosis (or Sony Interactive or whatever
there known as this week..) to run my test stuff on a GPU-B machine so I
was wondering if you will have one at ECTS. If you cna have one there
then I'll bring a CD down and see the results whcih would be pretty
helpful...
Brian.

From : SCE SUPPORT (Support) Number : 260 of 674
To : VISUAL PSX Date : 07/09/1995
6:36pm
Subject : Re: RevC PlayStation Reference : 266
Read : 08/09/1995 9:24am Private : NO
Conf : 0 - General email

-> Hi,
-> I am still waiting on Psygnosis (or Sony Interactive or whatever
-> there known as this week..) to run my test stuff on a GPU-B machine s
-> was wondering if you will have one at ECTS. If you cna have one there
-> then I'll bring a CD down and see the results whcih would be pretty
-> helpful...
-> Brian.

Hi Brian,

Good point. We're now talking with the people organizing the event to bring in our precious machine to be available for the 11am-12 sessions on each of the days of ECTS.

Paul

From	: SCE SUPPORT (Support)	Number	: 261 of 674
To	: ALL	Date	: 07/09/1995
6:47pm			
Subject	: DemoDisk Guidelines	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

Hi,

As you've probably heard, we're working with a number of people on issues concerning future demo disks of PlayStation titles (for Magazines etc.), and you may be find your publisher asking you to have a version of your title in this format.

Fear Not ! We've come up with a set of guidelines that will provide a uniform way of doing this ... its available as a ZIPed WORD 2.0 document downloadable in the "PlayStation Documents" file area.

Incidentally, we're seeing call for two forms of demos:
- interactive ones (maybe of a level, or a few minutes)
- self-running demos (as in demo-mode).

Any questions - let us know.

Paul

PS One advantage of CD-R : Image a magazine wanting to give away interactive games for Nintendo !

From	: SCE SUPPORT (Support)	Number	: 265 of 674
To	: ALL	Date	: 12/09/1995
5:46pm			
Subject	: The "Developer" - Out Now	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

Hi,

Just to let you know, hitting your doormats in the next few days will be the first "Developer" newsletter, a quarterly magazine which is targeted (as the name should suggest) at PlayStation Developers.

We hope that you'll find it enjoyable, readable and useful - please let us know what you think, especially ideas for improvement....also let us know if you don't see a copy (in general there is one for each development system) - but ask around your company first ... just in case a colleague has grabbed it before you.

Regards,

Paul (PP Laura, chief editor)

PS As with any production, there is one error that slipped the reviewers keen eyes ... Harry actually hates Star Raiders, which in fact was my vice in '83/84.

From : SCE SUPPORT (Support) Number : 280 of 674
To : MERIT PSX Date : 15/09/1995
4:13pm
Subject : Manuals Reference : NONE
Read : 20/09/1995 11:21am Private : NO
Conf : 0 - General email

Andy,

Please could you send us the disks containing the manuals. Its not that we dont believe you its just that we would like to check that they have been copied properly (which they obviously haven't)

Thanks

Ben

From : SCE SUPPORT (Support) Number : 312 of 674
To : ALL Date : 16/10/1995
3:06pm
Subject : Whoops - Power Outage Reference : NONE
Read : NO Private : NO
Conf : 0 - General email

Apologies for any one connected about twenty minutes ago, we lost Power to Developer Support.

Normal Service Has been resumed ...

PS. Re Windows95. Apparently a Windows95 PSY-Q upgrade will shortly be available, we're obtaining an early copy to see what it contains and provide a review.

We have already upgraded one of our machines, and after a great deal of network grief, have a debugging system operational under Win95. The main trick is to start DEXBIOS from within a DOS Window...and look out for MOVCONV (which starts iconised)...

Paul

From : SCE SUPPORT (Support) Number : 314 of 674
To : ALL Date : 16/10/1995
5:24pm
Subject : Music Advert Reference : NONE
Read : NO Private : NO
Conf : 0 - General email

Hi,

Here is a message from our sponsors ... well, at least Sony Music Publishing. Is your title too quiet...well read on...

Paul

TO: ALL PLAYSTATION DEVELOPERS
FROM: MILLER WILLIAMS, SONY MUSIC PUBLISHING UK

If you are developing a game or other multimedia application, please fee free to ring Sony Music Publishing UK for your music requirements. Son

Music Publishing (SMP) represents hit artists, songwriters, and compose across a wide variety of musical styles.

Recently, SMP act Orbital composed the song "P.E.T.R.O.L." for Playstation game Wipeout. This track will also be featured on the accompanying So Records compilation album also entitled "Wipeout". Following is our U artist roster, but we have access to repertoire from across the globe through SMP offices in the world's major music markets. Sony Music Publishing also have an extensive back catalogue of hits from Cat Steven Neil Diamond, Bob Dylan, and others; plus orchestral score music from Columbia/Tri-Star films.

SONY MUSIC PUBLISHING UK - ARTIST ROSTER

artist record label

2AM JAMEMI
60 FOOT DOLLS GEFEN
HOWIE
BERNSTEIN PUSSYFOOT/POLYDOR
BRAND NEW HEAVIES LONDON
CAPERCAILLIE SURVIVAL
DES'REE SONY
SOHO SQUARE
THE DEVLIN SCAPITOL
/ EMI
DUFFY INDOLENT/RCA
ERASURE MUTE
EUSEBEE MI
EVERYTHING BUT THE GIRL BLANCO Y
NEGRO
FUTURE SOUND OF LONDON VIRGIN
GIPSY KING SONY LRD
NICK HEYWARD EPIC
MANIC STREET PREACHERS COLUMBIA
OASIS CREATION
ORBITAL LONDON
PERI COMA POLYDOR
RICKY ROSE EPIC
RUBULTRA HUT/VIRGIN
SADE EPIC
SLEEPER INDOLENT/RCA
DAVY
SPILLANE COLUMBIA
STONE ROSES GEFEN
THE THE EPIC
THRUM FIRE
THE WATERBOYS GEFEN
WATT SONY
SOHO SQUARE

So whether you need an existing song, or something written for a specific application, contact Miller Williams at SMP UK on 44 171 911 8519 (44 171 911 8768 fax) or Miller_Williams@sonymusic.com @Internet@WORLDOM.

Thanks for your consideration, and I look forward to hearing from you.

Best Regards,
Miller Williams

Professional Manager, Sony Music Publishing UK

From	: SCE SUPPORT (Support)	Number	: 318 of 674
To	: MILLENIUM PSX	Date	: 24/10/1995
	9:44am		
Subject	: ROM Images	Reference	: 328
Read	: 24/10/1995 10:17am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Dean

-> Any response from SCEJ regarding Dev.Kit patches to let us run a
-> production ROM image... ?

They said no.

Oh, and DR_prio is broken, so it doesn't really matter what its supposed to do apparently.

Yours unhelpfully

Dave.

From	: MILLENIUM PSX	Number	: 319 of 674
To	: SCE SUPPORT (Support)	Date	: 24/10/1995
	10:19am		
Subject	: ROM Images	Reference	: 329
Read	: 24/10/1995 10:47am (REPLIES)	Private	: NO
Conf	: 0 - General email		

No? Pah! Typical. Something that'd be useful too... :(

And DR_PRIO broken? How come I'm not surprised.. :) Do you know if the DR_MOVE is ok to use? I've come up with some applications for it in my next title, and I'd just like to check I can use it.

Thanks for checking these things for me,

Deany

From	: SCE SUPPORT (Support)	Number	: 322 of 674
To	: MILLENIUM PSX	Date	: 25/10/1995
	10:53am		
Subject	: ROM Images	Reference	: 330
Read	: 25/10/1995 11:03am (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> And DR_PRIO broken? How come I'm not surprised.. :) Do you know if th
-> DR_MOVE is ok to use? I've come up with some applications for it in m
-> next title, and I'd just like to check I can use it.
lib3.3 very very very soon, so maybe it'll work and be documented then?

Dave

From	: MILLENIUM PSX	Number	: 324 of 674
To	: SCE SUPPORT (Support)	Date	: 25/10/1995
11:04am			
Subject	: ROM Images	Reference	: 333
Read	: 25/10/1995 11:07am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Libs 3.3? Cooooool. Can you give us a sneak preview of what's new... ?
:)

Ta,

Dean

From	: SCE SUPPORT (Support)	Number	: 325 of 674
To	: MILLENIUM PSX	Date	: 25/10/1995
11:20am			
Subject	: ROM Images	Reference	: 335
Read	: 25/10/1995 12:01pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> Libs 3.3? Cooooool. Can you give us a sneak preview of what's new...

Well, it'll make your code 25% bigger and run 10% slower and 14% of all the existing functions won't work quite the same way as in lib 3.1 and there will be 18 new functions, only 10 of which will actually be implemented and only four of these will work.

Sorry, I don't know. I know libtap's been fixed... and libcd's a bit better....

Patience young man and all will become clear

Dave

From	: MILLENIUM PSX	Number	: 326 of 674
To	: SCE SUPPORT (Support)	Date	: 25/10/1995
12:03pm			
Subject	: ROM Images	Reference	: 336
Read	: 25/10/1995 1:11pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

You win today's prize for 'funniest response from SCE SUPPORT'.

Most funny.. :)

Dean (now being patient...)

From	: SCE SUPPORT (Support)	Number	: 327 of 674
To	: MILLENIUM PSX	Date	: 25/10/1995
2:46pm			
Subject	: ROM Images	Reference	: 337
Read	: 25/10/1995 3:21pm (REPLIES)	Private	: NO

Conf : 0 - General email

Not too long to wait...its being sent over next week, we'll stick it on the BBS, and test it ... and then .. ta-ra ta-ra. All being well we hope to distribute it on CD-ROM together with all the docs and latest tools (albeit with a two week turnaround).

We're also monitoring the size and performance of the libraries using the European Demo Disc (which is also produced by this team as a side-line).

Paul

-> You win today's prize for 'funniest response from SCE SUPPORT'.

->

-> Most funny.. :)

->

-> Dean (now being patient...)

From	: MILLENIUM PSX	Number	: 328 of 674
To	: SCE SUPPORT (Support)	Date	: 25/10/1995
	3:22pm		
Subject	: ROM Images	Reference	: 338
Read	: 25/10/1995 6:41pm	Private	: NO
Conf	: 0 - General email		

When you say 'all the docs' do you mean documentation for 3.1/3.2/3.3?

Or just the same old 3.0 docs... :(

Dean

From	: DIGITALAMU PSX	Number	: 329 of 674
To	: ALL	Date	: 26/10/1995
	5:05pm		
Subject	: CD Burner software	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Does anyone know of any CD mastering software which contains drivers for the CDW-900E to allow you to write PC CD's. (It seems a tad expensive to have bought the writer and Generator software only to be able to use it to do PSX discs)
Thanks in advance...

From	: SCE SUPPORT (Support)	Number	: 330 of 674
To	: DIGITALAMU PSX	Date	: 26/10/1995
	5:29pm		
Subject	: CD Burner software	Reference	: 341
Read	: 27/10/1995 12:26pm	Private	: NO
Conf	: 0 - General email		

Yes,

I've placed the information in 'CD Programming', hope it helps.

Paul

-> Does anyone know of any CD mastering software which contains drivers

Conf : 0 - General email

I was wondering what the status was on a question I had posted in conference #23 (cd-rom programming) on 11/16/95. It is message #32. I was hoping for a fast response or at least some type of response.

thanks.

dave

From	: SCE SUPPORT (Support)	Number	: 355 of 674
To	: ALL	Date	: 05/12/1995
11:36am			
Subject	: memory cards	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

Hello folks,

We've just been informed of a problem with the osd memory card manager and ASCII text. Basically the title of the game can be upto 32 chars, but if its in ASCII you only ever get to see the first 16, so you need to use KANJI (Shift JIS) Japanese character codes. There is a piece of sample code that shows you how to do this in the PSXCODE area called KANJICON.ZIP.

Not that anyones actually working today. I'll bet you're all out building snowmen.

Dave....

From	: CAPCOMUSA PSX	Number	: 357 of 674
To	: SCE SUPPORT (Support)	Date	: 06/12/1995
5:25pm			
Subject	: dev conference docs	Reference	: NONE
Read	: 06/12/1995 5:30pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

I assume there will be a lot of documentation, samples, and handouts given out at the 96 developers conference. Is there any way for a developer who cannot attend to be mailed this info?

thanks,

dave

From	: SCE SUPPORT (Support)	Number	: 367 of 674
To	: MILLENIUM PSX	Date	: 11/12/1995
12:43pm			
Subject	: Demo 2	Reference	: 373
Read	: 11/12/1995 1:18pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> I'm here for one thing... to beg.
->
-> We've got a stream in production (320x240x16-bit) with 37.8Khz Stereo
-> Audio to go onto Demo 2. I've seen the DEMO.ZIP file, but I wanted to
-> know if you already had a Demo 2 stream playing bit of code that I
-> could have. All my stream code is pretty much embedded in Defcon,
-> and I'm up to my armpits in Japanese changes...
->
-> So, if you have a basic stream playback bit of code that's demo2
-> compatible, could I have it... I need to have something ready for
-> 9:00am tomorrow morning (Eeeek!)
->
-> I'll be your best mate...
->
-> ..please??
->
-> Dean
->
-> p.s. Begging.. pathetic isn't it.. but still, it's the only way.

Hi Dean,

I've uploaded some streaming code and a test harness program in the demo disk file area. The code does work, however, as you will soon see, it could do with some tidying up.

Vince.

From	: SCE SUPPORT (Support)	Number	: 392 of 674
To	: ALL	Date	: 21/12/1995
10:15am			
Subject	: Christmas Sales!	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

Form tomorrow, Developer Support will be down to a skeleton staff until 2nd January 1996 - i.e. any calls placed next week won't be seen until the new year.

=====
Everyone should soon be receiving copies of our Christmas card (Ok, it may be a little late throughout the rest of Europe), with new price lists for 1996 (and a trial copy of the PSY-Q Win95 debugger).

One order for was left off .. our remaining standard Japanese Consumer items - you can phone Production Co-ordination on +44 171 447 1649 for an order form.

There only a handful left, so order them whilst you can...

SCPH-1000	Japanese Consumer PlayStation	#250
SLPS-...	Games (Ridge Racer, Toshinden, Motor Toon, Parodious)	#25

Have a merry Christmas, see you in the New Year

Paul

From : SCE SUPPORT (Support) Number : 393 of 674
To : ALL Date : 21/12/1995
11:59am
Subject : Demo Disc Material Reference : NONE
Read : NO Private : NO
Conf : 0 - General email

Hi, as you probably know, we provide the technical expertise for the 'Official PlayStation Magazine' demo disc. (At least from the one on the newstands this month).

If you wish to contribute...titles can either be to demo disc standards (DEMO.ZIP) for playable games, or rendered XA streams (for which we need plain file versions of the DA and STR elements, to allow us to interleave them).

You can get in contact with either your account manager (Steve Hickman, or Jason Perkins) or drop us a (private) line here.

Cheers,

Paul

From : DID PSX Number : 425 of 674
To : ALL Date : 29/01/1996
10:15am
Subject : docs on SsUtmumble funcns Reference : NONE
Read : NO (REPLIES) Private : NO
Conf : 0 - General email

Hi,

Where can I get docs on SsUt... functions ? The bound manuals we have here are approx 1 yr old, and do not mention these functions. Indeed, where are the latest docs for all libs ?

Also what's the min spec mac which will run Sound Delicatessen, and since it's worth asking, is there any chance the audio tools will be available for PC,

Thanks
--RoB--

From : SCE SUPPORT (Support) Number : 427 of 674
To : DID PSX Date : 29/01/1996
10:59am
Subject : docs on SsUtmumble funcns Reference : 425
Read : 29/01/1996 11:54am Private : NO
Conf : 0 - General email

All the latest documents are available from this BBS (Join 'PlayStation Common', and check out the 'PlayStation Manuals' file area).

Read LIBREF30.PDF (its in Acrobat format), and then the 3lupdate.pdf, 32update.pdf, 33update.pdf etc. They have all ths SsUt stuff...

For specifications, download and look at DEVGUIDE.ZIP.

As to 'audio tools for PC'... we're awaiting a prototype, so it must be

coming soon....

-> Hi,
-> Where can I get docs on SsUt... functions ? The bound manuals we
-> have here are approx 1 yr old, and do not mention these functions.
-> Indeed, where are the latest docs for all libs ?
->
-> Also what's the min spec mac which will run Sound Delicatessen, and
-> since it's worth asking, is there any chance the audio tools will be
-> available for PC,
->
-> Thanks
-> --RoB--

From	: SPIDERSOFT PSX	Number	: 438 of 674
To	: SCE SUPPORT (Support)	Date	: 01/02/1996
5:04pm			
Subject	: corrupt zip file	Reference	: NONE
Read	: 01/02/1996 5:38pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

i am trying to get the zip file kanjidiv.zip but it seems to be corrupted. any chance of getting a fixed version.

From	: SCE SUPPORT (Support)	Number	: 439 of 674
To	: SPIDERSOFT PSX	Date	: 01/02/1996
6:07pm			
Subject	: corrupt zip file	Reference	: 438
Read	: 02/02/1996 1:59pm	Private	: NO
Conf	: 0 - General email		

Yes it is - its one of the few files not on our network (backed up) drive ... we'll try and recreate it..

Anybody else downloaded a copy that could help upload it again ?

Meanwhile I'll type out a 1000 times "I must backup, I must backup..."

-> i am trying to get the zip file kanjidiv.zip but it seems to be
-> corrupted. any chance of getting a fixed version.

From	: KRIS PSX	Number	: 441 of 674
To	: SCE SUPPORT (Support)	Date	: 06/02/1996
10:00am			
Subject	: Photoshop Plugins	Reference	: NONE
Read	: 06/02/1996 11:20am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi there,

I've just had a look on the BBS for the photoshop plugins that'll let me import TIMS, but it's gone !!! Any chance of putting them back up there for a couple of hours...(I should have gotten 'em when I had the chance, sorry).

Thanks JAY

From : SCE SUPPORT (Support) Number : 442 of 674
To : KRIS PSX Date : 06/02/1996
11:22am
Subject : Photoshop Plugins Reference : 441
Read : 09/02/1996 10:39am Private : NO
Conf : 0 - General email

-> Hi there,
->
-> I've just had a look on the BBS for the photoshop plugins that'll
-> let me import TIMS, but it's gone !!!!. Any chance of putting them
-> back up there for a couple of hours...(I should have gotten 'em
-> when I had the chance, sorry).
->
-> Thanks JAY

Jay,
They haven't been taken off. They're in the PSX TOOLS area called
ADOBE.ZIP

Ben

From : MINDSCAPE PSX Number : 447 of 674
To : SCE SUPPORT (Support) Date : 07/02/1996
2:12pm
Subject : RotTrans.. flg Reference : NONE
Read : 07/02/1996 2:14pm (REPLIES) Private : NO
Conf : 0 - General email

Hi, I'm checking bit 31 of the RotTrans... flag before adding
primitives to the draw list but I'm still getting GPU timeouts
and DMA bus errors, code 80808000. I understood that a GPU
timeout could not be caused but a polygon without this bit set.
What else could be causing it?
Colin.

From : MILLENIUM PSX Number : 448 of 674
To : MINDSCAPE PSX Date : 07/02/1996
2:39pm
Subject : RotTrans.. flg Reference : 447
Read : 07/02/1996 4:08pm Private : NO
Conf : 0 - General email

You can get GPU timeouts from:

Shagged polygons (ie not setup with the appropriate GPU code)

Re-use of a polygon currently being drawn (ie not double buffering
properly)

Deany

From : PHOENIX PSX Number : 449 of 674
To : SCE SUPPORT (Support) Date : 07/02/1996
3:11pm
Subject : Sound Tool Reference : NONE

Read : 07/02/1996 5:06pm (REPLIES) Private : NO
Conf : 0 - General email

Apparently Apple have discontinued Macs with Nubus slots, in favour of PCI. Are there any plans for Sound Tool support for PCs or PCI Macs.

From : SCE SUPPORT (Support) Number : 450 of 674
To : PHOENIX PSX Date : 08/02/1996
8:48am
Subject : Sound Tool Reference : 449
Read : 08/02/1996 9:50am Private : NO
Conf : 0 - General email

-> Apparently Apple have discontinued Macs with Nubus slots, in favour
-> of PCI. Are there any plans for Sound Tool support for PCs or PCI
-> Macs.

No. But (a) News macs have one or two NuBus slots for compatability with old machines and (b) You can buy NuBus -> PCI slot converters, which are currently being tested with the Sound Tool. Watch this space for more info.

Ben

From : SPIDERSOFT PSX Number : 457 of 674
To : SCE SUPPORT (Support) Date : 15/02/1996
9:02am
Subject : sound Reference : NONE
Read : 15/02/1996 9:18am (REPLIES) Private : NO
Conf : 0 - General email

could you tell me where i could get full documentation on the file formats of .SEQ & .VAB files other than those in the development docs. could you also tell me if there are any PC software packages that can produce SEQ files.

From : WAVE PSX Number : 458 of 674
To : SCE SUPPORT (Support) Date : 15/02/1996
11:17am
Subject : movie conv scripts Reference : NONE
Read : 15/02/1996 1:02pm Private : NO
Conf : 0 - General email

What is the format for the Movie Conv Scripts?
Is there any documentation?

Thanks in Advance

Lance.

From : EAUk PSX Number : 459 of 674
To : ALL Date : 15/02/1996
5:01pm
Subject : PSY-Q Problems Reference : NONE
Read : NO (REPLIES) Private : NO
Conf : 0 - General email

Has anyone had a problem where code will work on the Sony Dev Station but not on the PSY-Q?

I have code which worked fine when it was forced into memory, but when it's dynamically allocated, it will work on the Sony systems but not the PSY-Q systems.

Before you ask, we're not over-allocating RAM.

Any help is appreciated.

Please reply to my e-mail address as I can't hook up here often.

David Amor
Electronic Arts
damor@ea.com

From	: SCE SUPPORT (Support)	Number	: 460 of 674
To	: EAUk PSX	Date	: 15/02/1996
	5:10pm		
Subject	: PSY-Q Problems	Reference	: 459
Read	: 15/02/1996 5:26pm	Private	: NO
Conf	: 0 - General email		

Sorry,

We can't help, the PSY-Q cartridge is unsupported, and furthermore contravenes the terms of your LDA !

Seriously, PSY-Q won't even give us one to evaluate ...

Paul

-> Has anyone had a problem where code will work on the Sony Dev Station
-> but not on the PSY-Q?
->
-> I have code which worked fine when it was forced into memory, but
-> when it's dynamically allocated, it will work on the Sony systems
-> but not the PSY-Q systems.
->
-> Before you ask, we're not over-allocating RAM.
->
-> Any help is appreciated.
->
-> Please reply to my e-mail address as I can't hook up here often.
->
-> David Amor
-> Electronic Arts
-> damor@ea.com

From	: MICROPROSE PSX	Number	: 461 of 674
To	: SCE SUPPORT (Support)	Date	: 16/02/1996
	5:26pm		
Subject	: Speech "linking"	Reference	: NONE
Read	: 16/02/1996 5:31pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi,

Has anyone there got any ideas on how we can "link" speech samples together so that one sample triggers the next when it is finished playing, for example if we were trying to play two samples, one that contains the word "HELLO" and the other that contains the word "THERE". We need the second sample to play after the first has finished.

I've tried playing with SpuSetIRQCallback which seems promising, but for that to work I need the address of the sample in SPU RAM, and as I'm using SsVabTransBody to do all the sound transferring stuff, I'm not allowed to know the address of anything in SPU RAM.

Any sugestions ?

Tim Cannell - Microprose UK - Chipping Sod...

From	: FUNCOM PSX	Number	: 462 of 674
To	: MICROPROSE PSX	Date	: 17/02/1996
	2:08pm		
Subject	: Speech "linking"	Reference	: 461
Read	: 19/02/1996 9:25am	Private	: NO
Conf	: 0 - General email		

-> for that to work I need the address of the sample in SPU RAM, and as
-> I'm using SsVabTransBody to do all the sound transferring stuff, I'm
-> not allowed to know the address of anything in SPU RAM.

->

Why don't you _not_ use ssvabtransbody and do the transfer yourself?
It's not too difficult...

-Dave
FunCom

From	: PHOLMAN	Number	: 463 of 674
To	: ALL	Date	: 19/02/1996
	10:36am		
Subject	: Atari Star Raiders ?	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi,

As you may have seen in the "Developer" there has been some office debate about games old and new.

One of these is "Star Raiders" - a Classic Atari 400/800 Cartridge game (I think). This weekend I managed to borrow and get going an old 400 machine ... what I need now is to borrow/obtain a copy of the game.

Anyone have one of these ?

I need to borrow it for a few weeks - alternatively, would swap it for a PS Game.

Paul Holman
SCEE Developer Support

From	: MILLENIUM PSX	Number	: 464 of 674
------	-----------------	--------	--------------

To : PHOLMAN Date : 19/02/1996
10:49am
Subject : Atari Star Raiders ? Reference : 463
Read : 05/03/1996 11:54am Private : NO
Conf : 0 - General email

This is a wind up, yes?

Deany

From : SCE SUPPORT (Support) Number : 465 of 674
To : SPIDERSOFT PSX Date : 19/02/1996
11:11am
Subject : sound Reference : 457
Read : 19/02/1996 12:22pm Private : NO
Conf : 0 - General email

-> could you tell me where i could get full documentation on the file
-> formats of .SEQ & .VAB files other than those in the development
-> docs. could you also tell me if there are any PC software packages
-> that can produce SEQ files.
The only place the file formats are defined fully is in the Sound Artist
Tool manual (the version in Adobe Acrobat format).

No commercial PC packages currently produce SEQ files.

From : SCE SUPPORT (Support) Number : 466 of 674
To : MICROPROSE PSX Date : 19/02/1996
11:28am
Subject : Speech "linking" Reference : 461
Read : 20/02/1996 11:33am (REPLIES) Private : NO
Conf : 0 - General email

-> Hi,
-> Has anyone there got any ideas on how we can "link" speech samples
-> together so that one sample triggers the next when it is finished
-> playing, for example if we were trying to play two samples, one that
-> contains the word "HELLO" and the other that contains the word
-> "THERE". We need the second sample to play after the first has
-> finished.
-> I've tried playing with SpuSetIRQCallback which seems promising, but
-> for that to work I need the address of the sample in SPU RAM, and as
-> I'm using SsVabTransBody to do all the sound transferring stuff, I'm
-> not allowed to know the address of anything in SPU RAM.

->
If you use the PC version of AIFF2VAG you can get it to output a very
handy .H file which tells you where, in sound RAM, all the VAGs are.

Harry

From : WAVE PSX Number : 468 of 674
To : SCE SUPPORT (Support) Date : 21/02/1996
11:34am
Subject : emulator to C.D. Reference : NONE
Read : 21/02/1996 11:46am (REPLIES) Private : NO
Conf : 0 - General email

RED ALERT

I have been "happily" programming with the Emulator but now the game needs to be put onto C.D. to run on the Debuging Station.

Having given all the game files and psx.exe to the publisher the emulator version runs but the Debuging Station version hangs just after the sony logo.

I have used an old version of cpe2x to make psx.exe as I do not have the latest. Could this be the problem?

If not then what are the possible causes for a game to run on the Emulator but not on the Debuging Station? ie do I need to link my main program with anything?

Yours Libs 3.4 Lance.

From	: SCE SUPPORT (Support)	Number	: 469 of 674
To	: WAVE PSX	Date	: 21/02/1996
11:50am			
Subject	: emulator to C.D.	Reference	: 468
Read	: 21/02/1996 12:43pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> RED ALERT

->

-> I have been "happily" programming with the Emulator but now the game needs to be put onto C.D. to run on the Debuging Station.

->

-> Having given all the game files and psx.exe to the publisher the emulator version runs but the Debuging Station version hangs just after the sony logo.

->

-> I have used an old version of cpe2x to make psx.exe as I do not have the latest. Could this be the problem?

-> If not then what are the possible causes for a game to run on the Emulator but not on the Debuging Station? ie do I need to link my

-> main program with anything?

-> Yours Libs 3.4 Lance.

Lance,

have you taken all the PC stuff out (e.g. PCInit, PCCreat) aswell as pollhosts()? These will cause lock up if left in. Also, have you included a license file? Is your system.cnf file o.k.? What about memory, mate? Have you breached the ever compromising 2mb boundary? What else,errmmmmmm, have a look in the DEVGUIDE.ZIP - this may give other reasons, that I may have missed.

Nicely,

Ben

From	: WAVE PSX	Number	: 470 of 674
To	: SCE SUPPORT (Support)	Date	: 21/02/1996
12:49pm			
Subject	: emulator to C.D.	Reference	: 469
Read	: 21/02/1996 1:09pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

It looks like the stack pointer is set to the top of 8Meg.

I did use `u_long _ramsize` set to 2M this had no effect on the SP.
I am now going to use `setsp.exe` to set the stack pointer will this work?
When I use `dmgsx.exe` it comes back with illegal format.

Thanks for you help I have checked all the other things you suggested
Lance.

From	: SCE SUPPORT (Support)	Number	: 471 of 674
To	: WAVE PSX	Date	: 21/02/1996
	1:21pm		
Subject	: emulator to C.D.	Reference	: 470
Read	: 21/02/1996 1:52pm	Private	: NO
Conf	: 0 - General email		

-> It looks like the stack pointer is set to the top of 8Meg.
-> I did use `u_long _ramsize` set to 2M this had no effect on the SP.
-> I am now going to use `setsp.exe` to set the stack pointer will this
-> work? When I use `dmgsx.exe` it comes back with illegal format.
->
-> Thanks for you help I have checked all the other things you suggested
->
-> Lance.

If you use `_ramsize`, use `_stacksize` also. This'll set the stack pointer
to the correct place.

Ben

From	: SPIDERSOFT PSX	Number	: 472 of 674
To	: SCE SUPPORT (Support)	Date	: 21/02/1996
	1:46pm		
Subject	: SOUND	Reference	: NONE
Read	: 21/02/1996 2:58pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

REGARDING THE SOUND TOOLS ON THE MAC, I WAS WONDERING WHETHER OR NOT
EQUIVELANT SOFTWARE WAS AVAILABLE ON THE PC

From	: SCE SUPPORT (Support)	Number	: 473 of 674
To	: SPIDERSOFT PSX	Date	: 21/02/1996
	2:59pm		
Subject	: SOUND	Reference	: 472
Read	: 22/02/1996 11:05am (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> REGARDING THE SOUND TOOLS ON THE MAC, I WAS WONDERING WHETHER OR NOT
-> EQUIVELANT SOFTWARE WAS AVAILABLE ON THE PC

NO, NOT YET. EVER THOUGHT OF USING LOWER CASE???
ben

From	: PHOENIX PSX	Number	: 474 of 674
To	: SCE SUPPORT (Support)	Date	: 22/02/1996
	10:56am		
Subject	: Dev Conference	Reference	: NONE

Read : 22/02/1996 11:17am (REPLIES) Private : NO
Conf : 0 - General email

Are there any details available on the Developer's Conference?
Such as price and registration details... it's not long to March 18!

From : SCE SUPPORT (Support) Number : 475 of 674
To : PHOENIX PSX Date : 22/02/1996
11:31am
Subject : Dev Conference Reference : 474
Read : 08/03/1996 12:50pm Private : NO
Conf : 0 - General email

-> Are there any details available on the Developer's Conference?
-> Such as price and registration details... it's not long to March 18!

A bit premature!! The conference starts on April 18. Just going to have
to be patient for another month. Details to come

Ben

From : MILLENIUM PSX Number : 476 of 674
To : PHOENIX PSX Date : 22/02/1996
12:11pm
Subject : Dev Conference Reference : 474
Read : 08/03/1996 12:50pm Private : NO
Conf : 0 - General email

Indeed it isn't long until March 18th.. just as well the conf is April
18th/19th... :)

Deany

From : ARGONAUT PSX Number : 480 of 674
To : SCE SUPPORT (Support) Date : 26/02/1996
5:43pm
Subject : SsMarkCallback Reference : NONE
Read : 27/02/1996 10:53am (REPLIES) Private : NO
Conf : 0 - General email

Can you help me with this problem please :

```
SsMarkCallbackProc Loop_Callback(sep, num, val)
{
    callback_count++;
}
```

```
main
{
    ...
    sep = SsSepOpen(SEP_ADDR, vab, 1);
    SsSetMarkCallback(sep, 0, (SsMarkCallbackProc)Loop_Callback);
    SsSepPlay(sep, 0, SSPLAY_PLAY, 1);
    ...
}
```

Basically, the problem is that this code doesn't set the callback function, or if it does, then callback_count isn't incremented when it encounters a Control Change(99) with value 40.

Is there a mistake and am I just being stupid?

Cheers,
Richard.

From	: FUNCOM PSX	Number	: 483 of 674
To	: ALL	Date	: 28/02/1996
3:51pm			
Subject	: Voicemail ROCKS! *not*	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Firstly, hhhhheelp!

Being in the final stages of re-submission (sob sob) and having tried the 'hot-line' (does a voicemail system really constitute a hot-line for troubled developers...) I finally turn to the electronic highways for help...

Now that memory card titles are to be only in the Shift-JIS charset, I set about writing a small DOS util to convert our titles to u_shorts (using the code in KANJICON.ZIP on the BBS for a conversion table...)

And lo and behold! garbage when card is used with the OSD on a production PSX... (previously, with ASCII titles all this did work)

Sooooo, my request is:

An explanation of what the heck I'm doing wrong (I've checked the _CARD struct when I re-read the file, everything is just as I've written it).

So I must assume that either:

- . The conversion table in the KANJICON zip is cack
- or....
- . I've been struck by temporary insanity and am missing something really obvious

If anyone (someone must have) written a util to do this (yet another 5mins work util :)) I'd be much obliged and somewhat relieved if they could post it, who knows, a Guinness just might be in the offing at the dev. con in April for the lucky saviour...

Thanx in advance and may all your cards be formatted....

Colm/Funcom Dublin.

From	: MILLENIUM PSX	Number	: 484 of 674
To	: FUNCOM PSX	Date	: 28/02/1996
4:16pm			
Subject	: Voicemail ROCKS! *not*	Reference	: 483
Read	: 29/02/1996 10:42am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi Colm,

What's it look like in MAX (in SAMPLES\ETC\CARD\MAX I think)? We had to apply the same change here for our Japanese build, and having changed it it looked ok (try CARDUTIL too... it looks like the Kanji print routines and FntPrint correctly interpret Shift-JIS for ASCII characters).

The values in KANJICON are byte-based, not half-words (as it looks in the table.

So Colm, as a #define would be

```
#define MY_DESC "\x82" "\x62" "\x82" "\x8f" "\x82" "\x8c" "\x82" "\x8d"
```

(which is how I put it in in Defcon...)

Hope this helps... if not, feel free to give us a call.

Dean Ashton
Millennium Interactive Ltd
01223 844894 (phone)
01223 844918 (fax)

From	: SCE SUPPORT (Support)	Number	: 486 of 674
To	: FUNCOM PSX	Date	: 28/02/1996
	6:51pm		
Subject	: Voicemail ROCKS! *not*	Reference	: 483
Read	: 29/02/1996 10:43am (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> Now that memory card titles are to be only in the Shift-JIS
-> charset, I set about writing a small DOS util to convert our titles
-> to u_shorts (using the code in KANJICON.ZIP on the BBS for a
-> conversion table...)
-> And lo and behold! garbage when card is used with the OSD on a
-> production PSX... (previously, with ASCII titles all this did work)

OK, what I think you want to do is swap the high and low bytes for each short.

Also the ascii2sjis function should return an unsigned short, not an integer.....

That seemed to sort me out.

If you still have problems call again and I'll stick some code up for you.

Dave

From	: OXFORD SOFTWARES	Number	: 487 of 674
To	: SCE SUPPORT (Support)	Date	: 28/02/1996
	8:08pm		
Subject	: CPE2X	Reference	: NONE
Read	: 29/02/1996 9:10am (REPLIES)	Private	: NO
Conf	: 0 - General email		

I'm about to burn my first CD and need CPE2X. The version on the newly arrived CD is only V1.3 and I've seen messages kicking referencing a

V1.5 - can this be uploaded to me, please. Alternatively, what's the cmdline format for this version of CPE2X. The /CJ option I've seen mentioned is invalid.

Regards

Chris Emsen

From	: SCE SUPPORT (Support)	Number	: 488 of 674
To	: ARGONAUT PSX	Date	: 29/02/1996
10:32am			
Subject	: Speech "linking"	Reference	: 479
Read	: 29/02/1996 12:45pm	Private	: NO
Conf	: 0 - General email		

-> -> If you use the PC version of AIFF2VAG you can get it to output a v
-> -> handy .H file which tells you where, in sound RAM, all the VAGs ar
-> ->
-> -> Harry
->
-> We've got version 1.7 of aiff2vag, and we can't seem to get it to
-> output any .H files. What's wrong, please?
-> This program seems to convert aiff's differently to the MAC aiff2vag
-> v1.3 You know the bug in mac1.3 where you have to click the loop
-> forward arrow once, then the backward one once ? Well the PC one
-> doesn't allow this, so the loops are wrong.
-> Are either of these converters being updated ?
Sorry, I meant VABSPLIT - that is the program which outputs the .H file.

Harry

From	: SCE SUPPORT (Support)	Number	: 489 of 674
To	: OXFORD SOFTWARES	Date	: 29/02/1996
10:43am			
Subject	: CPE2X	Reference	: 487
Read	: 29/02/1996 11:12am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi Chris,

Er, where did you receive your diskette from - we have no record of sending you a copy ?

OK - the official route is to ask your SCEE Account manager (Jason/Steve), and they'll have a piece of paper sent to you, and our Production Co-ordinadtion people will send you the latest and greatest.

With 1.5 /CJ _will_ work .. however this is the default ...

Paul

PS - 1.3 probably has the _old_ European license files...

-> I'm about to burn my first CD and need CPE2X. The version on the
-> newly arrived CD is only V1.3 and I've seen messages kicking
-> referencing a V1.5 - can this be uploaded to me, please.
-> Alternatively, what's the cmdline format for this version of CPE2X.
-> The /CJ option I've seen mentioned is invalid.
->

-> Regards
->
-> Chris Emsen

From	: OXFORD SOFTWARES	Number	: 491 of 674
To	: ALL	Date	: 29/02/1996
11:21am			
Subject	: GNU/C and GP opts	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

I've just turned the optimizer on my C code and found that my event code was using GP optimizations (not good as the GP register was pointing somewhere into the kernel code). So I added the -mno-gpopts command line of said event code, recompiled (keeping optimizations enabled -O3), and low and behold, the event code still uses gp-optimizations.

So can somebody please tell me if/how I can have optimized code with-out GP optimizations.

Thanx

Chris Emsen

From	: SCE SUPPORT (Support)	Number	: 492 of 674
To	: ARGONAUT PSX	Date	: 29/02/1996
11:26am			
Subject	: SsMarkCallback	Reference	: 480
Read	: 29/02/1996 12:46pm	Private	: NO
Conf	: 0 - General email		

->
-> Can you help me with this problem please :
->
-> SsMarkCallbackProc Loop_Callback(sep, num, val)
-> {
-> callback_count++;
-> }
->
-> main
-> {
-> ...
-> sep = SsSepOpen(SEP_ADDR, vab, 1);
-> SsSetMarkCallback(sep, 0, (SsMarkCallbackProc)Loop_Callback);
-> SsSepPlay(sep, 0, SSPLAY_PLAY, 1);
-> ...
-> }
->
-> Basically, the problem is that this code doesn't set the callback
-> function, or if it does, then callback_count isn't incremented when
-> it encounters a Control Change(99) with value 40.
->
-> Is there a mistake and am I just being stupid?
->
-> Cheers,
-> Richard.
I'm going to run some tests on this - hopefully I'll have an answer for you soon.

Harry

From	: FUNCOM PSX	Number	: 493 of 674
To	: MILLENIUM PSX	Date	: 29/02/1996
11:46am			
Subject	: Voicemail ROCKS! *not*	Reference	: 484
Read	: 29/02/1996 12:50pm	Private	: NO
Conf	: 0 - General email		

Hi Dean(y)

Thanks for your prompt (and curiously dev. support like reply :) - maybe you could man the hot-line...) but Dave from support (yes, thats not a typo, I said support) has found the solution.

Thanks for the help tho.

Colm/FUNCOM PSX.

From	: FUNCOM PSX	Number	: 494 of 674
To	: SCE SUPPORT (Support)	Date	: 29/02/1996
11:48am			
Subject	: Voicemail ROCKS! *not*	Reference	: 486
Read	: 29/02/1996 12:11pm	Private	: NO
Conf	: 0 - General email		

Hi Dave,

Re Kanji Shift-JIS mem-card titles...

-> OK, what I think you want to do is swap the high and low bytes for
-> each short.

Et voila! (And don't I feel somewhat spaz-like for not trying the obvious...) Anyway, cheers for the solution, and now does this mean that I gotta buy all dev support members drinkies at the dev. conf??? Hmm, seems that I might just be washing me hair come April 18th... :)

Thanks for the quick reply,

Colm/FUNCOM PSX

From	: CTA PSX	Number	: 496 of 674
To	: SCE SUPPORT (Support)	Date	: 29/02/1996
3:09pm			
Subject	: SOUND	Reference	: 473
Read	: 29/02/1996 3:13pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

No sound package on the PC.

Not Yet ?

This implies there will be one. If so, when ?

Cheers

John

From : SCE SUPPORT (Support) Number : 497 of 674
To : CTA PSX Date : 29/02/1996
3:14pm
Subject : SOUND Reference : 496
Read : 29/02/1996 3:15pm (REPLIES) Private : NO
Conf : 0 - General email

-> No sound package on the PC.
->
-> Not Yet ?
->
-> This implies there will be one. If so, when ?
->
-> Cheers
-> John

Hi John,

Just talk of one being produced for PC - no release plans as yet! Sorry.

Ben

From : CTA PSX Number : 498 of 674
To : SCE SUPPORT (Support) Date : 29/02/1996
3:15pm
Subject : SOUND Reference : 497
Read : 29/02/1996 4:02pm Private : NO
Conf : 0 - General email

Oh well, never mind.

Cheers
John

From : SCE SUPPORT (Support) Number : 500 of 674
To : OXFORD SOFTWARES Date : 29/02/1996
4:35pm
Subject : GNU/C and GP opts Reference : 491
Read : 29/02/1996 5:48pm (REPLIES) Private : NO
Conf : 0 - General email

-> I've just turned the optimizer on my C code and found that my event
-> code was using GP optimizations (not good as the GP register was
-> pointing somewhere into the kernel code). So I added the -mno-gpopts
-> command line of said event code, recompiled (keeping optimizations
-> enabled -O3), and low and behold, the event code still uses
-> gp-optimizations.
-> So can somebody please tell me if/how I can have optimized code
-> with-out GP optimizations.
->
-> Thanx
->
-> Chris Emsen

Compile with options : -O3 -G 0 (leave space between the G and 0)

This sould work,
Ben

From	: OXFORD SOFTWARES	Number	: 501 of 674
To	: SCE SUPPORT (Support)	Date	: 29/02/1996
9:10pm			
Subject	: GNU/C and GP opts	Reference	: 500
Read	: 01/03/1996 9:12am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Thanks for the tip on optimizing and the gp register, but where did you find this information? The doc's for gnu/c (that I have anyway) make no mention of a -G option - or am I missing something?

Regards

Chris Emsen

From	: SCE SUPPORT (Support)	Number	: 502 of 674
To	: OXFORD SOFTWARES	Date	: 01/03/1996
12:02pm			
Subject	: GNU/C and GP opts	Reference	: 501
Read	: 01/03/1996 4:19pm	Private	: NO
Conf	: 0 - General email		

-> Thanks for the tip on optimizing and the gp register, but where did
-> you find this information? The doc's for gnu/c (that I have anyway)
-> make no mention of a -G option - or am I missing something?
->
-> Regards
->
-> Chris Emsen

Its in the manual on this BBS.
Ben

From	: FUNCOM PSX	Number	: 504 of 674
To	: SCE SUPPORT (Support)	Date	: 05/03/1996
9:18am			
Subject	: CONVERSION TOOL	Reference	: NONE
Read	: 05/03/1996 9:59am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi

We just got word from Alias Wavefront about a new translator, which Sony "would distribute free of charge". I'm not exactly sure what it does, but I'm told we need it :-)

Could you give me any further details you have on this? Sorry it's a bit vague...

-Dave
FunCom

From	: SCE SUPPORT (Support)	Number	: 505 of 674
------	-------------------------	--------	--------------

To : FUNCOM PSX Date : 05/03/1996
10:05am
Subject : CONVERSION TOOL Reference : 504
Read : 05/03/1996 11:59am (REPLIES) Private : NO
Conf : 0 - General email

-> Hi
->
-> We just got word from Alias Wavefront about a new translator, which
-> Sony "would distribute free of charge". I'm not exactly sure what
-> it does, but I'm told we need it :-)
->
-> Could you give me any further details you have on this? Sorry it's a
-> bit vague...

Hi Dave,

Yep, you're absolutely right. This tool has been developed here at
SCEE. Its only just been finished and is being documented today and
maybe tomorrow as well. So it'll probably be released in a couple of
days, to anyone who asks for it (Alias want to keep tabs on who has it -
so no pirates please!!!).

Ben

From : MILLENIUM PSX Number : 506 of 674
To : SCE SUPPORT (Support) Date : 05/03/1996
10:24am
Subject : CONVERSION TOOL Reference : 505
Read : 05/03/1996 11:03am Private : NO
Conf : 0 - General email

We wouldn't mind a copy, please..

Dean

From : SCE SUPPORT (Support) Number : 513 of 674
To : ARGONAUT PSX Date : 06/03/1996
12:10pm
Subject : SsMarkCallback Reference : 480
Read : 06/03/1996 2:49pm Private : NO
Conf : 0 - General email

->
-> Can you help me with this problem please :
->
-> SsMarkCallbackProc Loop_Callback(sep, num, val)
-> {
-> callback_count++;
-> }
->
-> main
-> {
-> ...
-> sep = SsSepOpen(SEP_ADDR, vab, 1);
-> SsSetMarkCallback(sep, 0, (SsMarkCallbackProc)Loop_Callback);
-> SsSepPlay(sep, 0, SSPLAY_PLAY, 1);
-> ...
-> }

->
-> Basically, the problem is that this code doesn't set the callback
-> function, or if it does, then callback_count isn't incremented when
-> it encounters a Control Change(99) with value 40.
I haven't been able to get this going yet. The docs are pretty
confusing - I think you have to do a control change (99)-40 as you say,
but I think you might also have to do a data_entry (6) and then the
number which you want to be passed into the callback. I've tried it
and, unfortunately, it doesn't seem to work.

I have to get this going myself, so I will let you know when I've got it
sussed.

Does anyone else have any experience of this ???

Thanks

Harry

From	: SCE SUPPORT (Support)	Number	: 514 of 674
To	: ARGONAUT PSX	Date	: 07/03/1996
11:18am			
Subject	: SsMarkCallback	Reference	: 480
Read	: 07/03/1996 11:27am	Private	: NO
Conf	: 0 - General email		

->
-> Can you help me with this problem please :
->
-> SsMarkCallbackProc Loop_Callback(sep, num, val)
-> {
-> callback_count++;
-> }
->
-> main
-> {
-> ...
-> sep = SsSepOpen(SEP_ADDR, vab, 1);
-> SsSetMarkCallback(sep, 0, (SsMarkCallbackProc)Loop_Callback);
-> SsSepPlay(sep, 0, SSPLAY_PLAY, 1);
-> ...
-> }
->
-> Basically, the problem is that this code doesn't set the callback
-> function, or if it does, then callback_count isn't incremented when
-> it encounters a Control Change(99) with value 40.
OK, I got it going.

Use: CC99 - 40

Then CC98 - and the value you want to pass into the function.

It works fine.

Harry

From	: SPIDERSOFT PSX	Number	: 515 of 674
To	: SCE SUPPORT (Support)	Date	: 11/03/1996
11:39am			

Subject : cd emulator
Read : 11/03/1996 11:57am (REPLIES)
Conf : 0 - General email

Reference : NONE
Private : NO

recently purchased cd-emulatpor for psx development kit but cannot get it to work. I have tried altering the scsi id, dma and irq but to no avail. cdbios reports card installed ok bit i cant write the boot software to the hd with cddisk. all that happens is that the error drive not ready is reported. i have also tried a different scsi drive but also get the same problem. there are no other cards except the svga and the i/o card present with the development kit. any suggestions as what to try next.

current system specification: 486 dx2 66 with 8 meg ram.

cirrus logic svga card

hdd/fd i/o card

lg fujitsu scsi-2 hard drive for use with enulator

psx development kit

From : SCE SUPPORT (Support)
To : SPIDERSOFT PSX
12:03pm
Subject : cd emulator
Read : 11/03/1996 2:11pm (REPLIES)
Conf : 0 - General email

Number : 516 of 674
Date : 11/03/1996

Reference : 515
Private : NO

-> recently purchased cd-emulatpor for psx development kit but cannot
-> get it to work. I have tried altering the scsi id, dma and irq but
-> to no avail. cdbios reports card installed ok bit i cant write the
-> boot software to the hd with cddisk. all that happens is that the
-> error drive not ready is reported. i have also tried a different
-> scsi drive but also get the same problem. there are no other cards
-> except the svga and the i/o card present with the development kit.
-> any suggestions as what to try next.
-> current system specification: 486 dx2 66 with 8 meg ram.
-> cirrus logic svga card
-> hdd/fd i/o card
-> lg fujitsu scsi-2 hard drive for use with enulator
-> psx development kit

O.K. Firsty, emulator cards are very flaky. They are one of the biggest pains in the bottom for a PSX developer. I too have had a Fujistu drive as my emulator drive. I have had similar error messages regarding 'Drive not ready'. I around this by waiting for the disk to spin up before I run CDDISK. To get it to spin up either :

run CDDISK repetitively (normally it took two or three attempts) until the drive light goes out.

run selemu.cpe and then resetps, snpatch.

One other thought - have you done a successfull CDDISK -n id, to initialise the disk. It might help.

Ben

From : SPIDERSOFT PSX

Number : 519 of 674

To : SCE SUPPORT (Support) Date : 11/03/1996
2:14pm
Subject : cd emulator Reference : 516
Read : 11/03/1996 2:15pm (REPLIES) Private : NO
Conf : 0 - General email

already tried CDDISK -n id, thats where i get drive not ready when I try to initialise the HD. cannot write the boot program to the drive. drive light does not always go out and hardly ever comes on when using CDDISK

From : SCE SUPPORT (Support) Number : 520 of 674
To : SPIDERSOFT PSX Date : 11/03/1996
2:16pm
Subject : cd emulator Reference : 519
Read : 11/03/1996 4:25pm Private : NO
Conf : 0 - General email

-> already tried CDDISK -n id, thats where i get drive not ready when I
-> try to initialise the HD. cannot write the boot program to the
-> drive. drive light does not always go out and hardly ever comes on
-> when using CDDISK

The light should be out when cddisk can run. Like I said, I just ran cddisk until the light went out, and then went about doing stuff with it. What jumpers on the hard disk have you got set??

Ben

From : SPIDERSOFT PSX Number : 525 of 674
To : SCE SUPPORT (Support) Date : 17/03/1996
4:23pm
Subject : cpe2x Reference : NONE
Read : 18/03/1996 8:43am Private : NO
Conf : 0 - General email

i am currently trying to cut a cd for a demo but have been unable to produce an exe file from my cpe file. whenever i try to convert the cpe file cpe2x returns saying
sorry! cpe2x cannot convert this cpe file
please use exehead
can you help?

From : SCE SUPPORT (Support) Number : 526 of 674
To : ALL Date : 18/03/1996
11:23am
Subject : Developer Conference Reference : NONE
Read : NO (REPLIES) Private : NO
Conf : 0 - General email

A word from our conference organizer, katrina

Today is the last day for obtaining the preferential rate for anyone attending our Developers Conference next week (which incidentally, could be extended to cover ECTS earlier in the week).

We advise all attendees contact "may Fair Intercontinental" ASAP !

Paul

From	: SCE SUPPORT (Support)	Number	: 527 of 674
To	: MILLENIUM PSX	Date	: 18/03/1996
11:27am			
Subject	: LibComb	Reference	: 511
Read	: 18/03/1996 12:07pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi Dean,

Apparently the problem is related to a limitation in a chip buffer.

The good news is that our opposite numbers in the American Developer Support have developed a new version of libcomb which apparently is more reliable and much faster.

We hope to obtain and distribute a copy this week.

Paul

-> Ben,
->
-> Having just read your bug-info regarding libcomb, do you know (or can
-> you find out) if SCEI are going to address the 8-byte transfer
-> problem (and indeed, the asynchronous write problem)... or is it
-> something we're going to have to live with for a very very long
-> time...
-> Thanks
-> Dean

From	: MILLENIUM PSX	Number	: 528 of 674
To	: SCE SUPPORT (Support)	Date	: 18/03/1996
12:08pm			
Subject	: LibComb	Reference	: 527
Read	: 18/03/1996 12:11pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

This is excellent news! By the way, are there plans to cover LIBCOMB related issues at the conference? It'd certainly be very useful.. :)

Dean

From	: MILLENIUM PSX	Number	: 529 of 674
To	: SCE SUPPORT (Support)	Date	: 18/03/1996
12:09pm			
Subject	: Developer Conference	Reference	: 526
Read	: 18/03/1996 12:11pm	Private	: NO
Conf	: 0 - General email		

We did. They charge an arm and a leg. So we're just down the road where it's around 40% cheaper..

:)

Dean

From : SCE SUPPORT (Support) Number : 530 of 674
To : MILLENIUM PSX Date : 18/03/1996
12:11pm
Subject : LibComb Reference : 528
Read : 18/03/1996 1:05pm (REPLIES) Private : NO
Conf : 0 - General email

-> This is excellent news! By the way, are there plans to cover LIBCOMB
-> related issues at the conference? It'd certainly be very useful.. :)
->
-> Dean

Muggins here has been given that responsibilty. Oh, what joy!!!

Ben

From : MILLENIUM PSX Number : 531 of 674
To : SCE SUPPORT (Support) Date : 18/03/1996
1:05pm
Subject : LibComb Reference : 530
Read : 18/03/1996 1:24pm Private : NO
Conf : 0 - General email

You love it... :)

Dean

From : MOTIVE PSX Number : 532 of 674
To : SCE SUPPORT (Support) Date : 20/03/1996
11:24am
Subject : Developer Conference Reference : NONE
Read : 20/03/1996 11:54am Private : NO
Conf : 0 - General email

HELP

I need to make two bookings for the Developers Conference on the 18th
and 19th of April.
Please send me a fax with all the relevant booking details - 01922
743029 please mark for the attention of Hayley.
Thank you very very much.

Help for GOODBYE

Enter "G" to disconnect the telephone link with the Host.

From : SCE SUPPORT (Support) Number : 535 of 674
To : ALL Date : 22/03/1996
4:52pm
Subject : Developer Conference Reference : NONE
Read : NO (REPLIES) Private : NO

Conf : 0 - General email

Hi Y'all,

Remember only one month to the 1996 Developer Conference - so nows the time to complete your applications.

(If you haven't received an Invitation, let us know).

The schedule is coming together, and will be sent out to everyone who registers. We also have a number of guests from both Developer Support in the U.S. and Japan, plus a number of key Japanese R&D engineers to be on hand to answer tricky questions.

Paul

From	: MILLENIUM PSX	Number	: 536 of 674
To	: SCE SUPPORT (Support)	Date	: 25/03/1996
	8:03am		
Subject	: Developer Conference	Reference	: 535
Read	: 25/03/1996 9:08am	Private	: NO
Conf	: 0 - General email		

>Support in the U.S. and Japan, plus a number of key Japanese R&D
>engineers to be on hand to answer tricky questions.

Tricky ones like 'Whose insane idea was it to withhold GTE information from developers', or 'Why can't SCEI R&D be supply GTE macros for use in R3000 assembler', or.... <insert your own list, consisting of no less than 50 entries, here>

Dean

From	: OXFORD SOFTWARES	Number	: 539 of 674
To	: SCE SUPPORT (Support)	Date	: 27/03/1996
	2:24pm		
Subject	: The librarys	Reference	: NONE
Read	: 27/03/1996 2:27pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

Having glanced through the map file for my application I noticed that the function versions of SetLineF4, SetPolyF4 etc. are being pulled into the application - even though I exclusive the macro versions of everything.

Is this a known bug? Am I doing something silly? Or [most probably] are the authors of the 3.3 librarys very lazy in not splitting the functions into lots of very small object files - the result of not doing being larger than required programs, because of un-used library functions being linked?

Regards

Chris Emsen

From	: SCE SUPPORT (Support)	Number	: 540 of 674
To	: OXFORD SOFTWARES	Date	: 27/03/1996
	4:38pm		

Subject : The librarys
Read : 28/03/1996 2:52pm
Conf : 0 - General email

Reference : 539
Private : NO

-> Having glanced through the map file for my application I noticed that
-> the function versions of SetLineF4, SetPolyF4 etc. are being pulled
-> into the application - even though I exclusive the macro versions of
-> everything.
->
-> Is this a known bug? Am I doing something silly? Or [most probably]
-> are the authors of the 3.3 librarys very lazy in not splitting the
-> functions into lots of very small object files - the result of not
-> doing being larger than required programs, because of un-used
-> library functions being linked?
->
-> Regards
->
-> Chris Emsen

Hi Chris,
Erm, its the lazy option I'm afraid.

Sorry,
Ben

PS:
If you type psylib /l libgpu it will list out all the modules in the
gpu library, The module that is being included is called prim, and I
guess that as long as you use none of those functions you'll be ok...

Colin.

From : SCE SUPPORT (Support)
To : ALL
5:11pm
Subject : Developer Conference '96
Read : NO (REPLIES)
Conf : 0 - General email

Number : 545 of 674
Date : 01/04/1996
Reference : NONE
Private : NO

Latest version of the agenda available devcon.zip

We hope we've got the mix right ... it will be pretty technical and we
should be showing off some interesting new developments.... 60fps
special version of Ridge Racer anyone !

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
4:56pm
Subject : Developer Conference '96
Read : 02/04/1996 5:00pm (REPLIES)
Conf : 0 - General email

Number : 546 of 674
Date : 02/04/1996
Reference : 545
Private : NO

Presumably we'll be able to take away a copy of Ridge @ 60fps?

Dean

From : SCE SUPPORT (Support)

Number : 547 of 674

To : MILLENIUM PSX Date : 02/04/1996
5:02pm
Subject : Developer Conference '96 Reference : 546
Read : 03/04/1996 8:22am Private : NO
Conf : 0 - General email

At least in your memories ...

Actually, we were pleased to able to obtain this - we'd heard rumours of work on this, but it was all very secret until now.

Maybe we'll let you play ;-)

(Seriously, it looks incredible, although you'll notice that frames are lost from time to time ..)

Paul

-> Presumably we'll be able to take away a copy of Ridge @ 60fps?

->

-> Dean

From : MILLENIUM PSX Number : 548 of 674
To : SCE SUPPORT (Support) Date : 10/04/1996
7:13am
Subject : Developer Conference Reference : NONE
Read : 10/04/1996 8:33am (REPLIES) Private : NO
Conf : 0 - General email

Ok, so I'm jumping the gun a bit, but I notice on the preliminary agenda that there's a bit on new development kit (DTL/DEX 2500?). Do we get updates in the same way we moved from MW3.0 to DTL-H2000?

I just want an ISA slot back... :(

Dean

From : SCE SUPPORT (Support) Number : 549 of 674
To : MILLENIUM PSX Date : 10/04/1996
8:33am
Subject : Developer Conference Reference : 548
Read : 10/04/1996 10:17am (REPLIES) Private : NO
Conf : 0 - General email

-> Ok, so I'm jumping the gun a bit, but I notice on the preliminary
-> agenda that there's a bit on new development kit (DTL/DEX 2500?). Do
-> we get updates in the same way we moved from MW3.0 to DTL-H2000?

->

-> I just want an ISA slot back... :(

->

-> Dean

Patience dear boy. All will be revealed.

Ben

From : MILLENIUM PSX Number : 550 of 674
To : SCE SUPPORT (Support) Date : 10/04/1996
10:18am

Subject : Developer Conference Reference : 549
Read : 10/04/1996 2:10pm (REPLIES) Private : NO
Conf : 0 - General email

Ohhhhhhh... I had a feeling you guys wouldn't blab.

:(

Dean

From : SCE SUPPORT (Support) Number : 552 of 674
To : MILLENIUM PSX Date : 10/04/1996
2:10pm
Subject : Developer Conference Reference : 550
Read : 11/04/1996 9:54am (REPLIES) Private : NO
Conf : 0 - General email

-> Ohhhhhhh... I had a feeling you guys wouldn't blab.

->

-> :(

->

-> Dean

And spoil the surprise. C'mon, we're not party poopers.

Ben

From : ARGONAUT PSX Number : 554 of 674
To : ALL Date : 10/04/1996
3:07pm
Subject : bugs or hardware faults? Reference : NONE
Read : NO (REPLIES) Private : NO
Conf : 0 - General email

Am uploading this file of reported user bugs of a current US game
Resident Evil. The problems reflect those that we have been seeing
during the submission of our product, one rule for one ?
Dunno, please could someone from Sony respond officialy to this problem.
I also have reported errors with Kings Field,Doom and numerous others
which have all, recently 'passed' submissions
Cheers

Matt UtdSubject: Re: RESIDENT EVIL KEEPS CRASHING!
Date: 31 Mar 1996 22:04:02 -0700

>

>I dont have this problem but I've heard of other PSX owners that have
had

>similer problems. Just yesrterday at EB I was there when I guy brought
back

>NBA Shootout for tha 2nd time. He said it would not play on his PSX. He
said

>all his other games work fine. Also somebody posted here in tha

>newsgroup a few weeks ago sayin they couldnt get Brain Dead 13 2 play

>in there PSX. I'm starting 2 think tha there is some type of

>problem...

>

>>-Albert Liang

>

That be me, Yup, 140.00 is what sony wanted to fix it. So it took 2 weeks to get back from sony Un-Fixed, but I just played RE on it, yep works with every title except Brain Dead 13. Lots of skipping white/Yellow/blue/red squares like to section off the Video in that game. Oh, well. It's not worth 140.00 so I can play Brain Dead...Now is it? They were supposed to send it back right away, 1 1/2 weeks later I called they forgot to mail it, 3 days after I got it in the Mail. hanoi....

From: j5ng@acs.ryerson.ca ([Jason Ng])
Subject: Re: RESIDENT EVIL KEEPS CRASHING!
Date: 31 Mar 1996 18:00:07 GMT

Albert C Liang (al47+@andrew.cmu.edu) wrote:
: Hi everyone,
: Just bought this game today and although I loved the graphics, THIS
: GAME IS DRIVING ME INSANE!! No, I'm not stuck (gamewise). but the game
: keeps crashing on me. I was wondering if anyone out there is having
: similar problems. The first time I played this game, great, no problems.
: Then I died, and suddenly everyinthg started skipping (as in voices,
: music, etc.). Loading times in-between rooms would suddenly switch from
: as little as .5 sec to 10 MINS LONG!!! At first, I thought it was my
: PSX, but just to be safe, I checked EVERY SINGLE TITLE THAT I OWNED, AND
: THEY ALL WORKED FINE!!! *sigh* Sorry, folks, I'm just a little miffed
: that I waited this long for a game that doesn't even boot half the time.
: Yes, that's right, half the time, I won't even get to the black PSX
: screen. No I didn't get a pirated version. I get the US commercially
: released version. Was just curious if anyone else out there is having
: having similar problems...

When I purchased this game, it worked 100% but on the next day it wouldn't boot anymore. I pressed the reset button and the White Sony logo would come up, then the black PS one and it would stay there. I tried other games (thinking my PSX was broken) but they all worked.

Luckily the store I bought it from let me exchange it! :)

From: usaf@flinet.com (usaf)
Subject: Re: RESIDENT EVIL KEEPS CRASHING!
Date: 31 Mar 1996 18:05:46 GMT

In article <dean206.192.001133DE@dean206.seanet.com>,
dean206@dean206.seanet.com says...

>

>In article <glLxbvq00iV_M84kZn@andrew.cmu.edu> Albert C Liang

<al47+@andrew.cmu.edu> writes:
>>From: Albert C Liang <al47+@andrew.cmu.edu>
>>Subject: RESIDENT EVIL KEEPS CRASHING!
>>Date: Sun, 31 Mar 1996 02:53:31 -0500
>
>>Hi everyone,
>> Just bought this game today and although I loved the graphics,
THIS
>>GAME IS DRIVING ME INSANE!! No, I'm not stuck (gamewise). but the game
>>keeps crashing on me. I was wondering if anyone out there is having
>>similar problems. The first time I played this game, great, no
problems.
>>Then I died, and suddenly everyinthg started skipping (as in voices,
>>music, etc.). Loading times in-between rooms would suddenly switch
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>>that I waited this long for a game that doesn't even boot half the
time.
>>Yes, that's right, half the time, I won't even get to the black PSX
>>screen. No I didn't get a pirated version. I get the US commercially
>>released version. Was just curious if anyone else out there is having
>>having similar problems...

Do you try cleaning off the back of the Resident Evil disc? It's
possible
that it's dusty, and that is why you are having your problems.

-Scott

From	: SCE SUPPORT (Support)	Number	: 555 of 674
To	: ARGONAUT PSX	Date	: 10/04/1996
	4:41pm		
Subject	: bugs or hardware faults?	Reference	: 554
Read	: 13/04/1996 11:51am	Private	: NO
Conf	: 0 - General email		

Hi Matt,

I've pushed your questions across to SCEA to get the definitive
question you ask.

As an aside, I spoke to our QA manager (who also monitors the net),
who says that of the games he has seen, he didn't see many of the
problems that consumers have seen.

Paul

BTW Libs 3.3 and above, certainly had more robustness and failure
recovery built in - our QA hasn't really seen serious CD related
problems with titles using these release.

-> Am uploading this file of reported user bugs of a current US game
-> Resident Evil. The problems reflect those that we have been seeing
-> during the submission of our product, one rule for one ?
-> Dunno, please could someone from Sony respond officialy to this
-> problem. I also have reported errors with Kings Field,Doom and
-> numerous others which have all, recently 'passed' submissions

-> Cheers
-> Matt UtdSubject: Re: RESIDENT EVIL KEEPS CRASHING!
-> Date: 31 Mar 1996 22:04:02 -0700
->
->
-> >
-> >I dont have this problem but I've heard of other PSX owners that hav
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-> back
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-> >all his other games work fine. Also somebody posted here in tha
-> >newsgroup a few weeks ago sayin they couldnt get Brain Dead 13 2 pla
-> >in there PSX. I'm starting 2 think tha there is some type of
-> >problem...
-> >
-> >>-Albert Liang
-> >
->
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-> with
-> every title except Brain Dead 13. Lots of skipping
-> white/Yellow/blue/red
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-> not worth
-> 140.00 so I can play Brain Dead...Now is it?
-> They were supposed to send it back right away, 1 1/2 weeks later I
-> called
-> they forgot to mail it, 3 days after I got it in the Mail.
-> hanoi....
->
->
-> From: j5ng@acs.ryerson.ca ([Jason Ng])
-> Subject: Re: RESIDENT EVIL KEEPS CRASHING!
-> Date: 31 Mar 1996 18:00:07 GMT
->
-> Albert C Liang (al47+@andrew.cmu.edu) wrote:
-> : Hi everyone,
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-> game : keeps crashing on me. I was wondering if anyone out there is
-> having : similar problems. The first time I played this game, great,
-> no problems.
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-> voices, : music, etc.). Loading times in-between rooms would
-> suddenly switch from
-> : as little as .5 sec to 10 MINS LONG!!! At first, I thought it was
-> my : PSX, but just to be safe, I checked EVERY SINGLE TITLE THAT I
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-> miffed : that I waited this long for a game that doesn't even boot
-> half the time.
-> : Yes, that's right, half the time, I won't even get to the black PSX
-> : screen. No I didn't get a pirated version. I get the US

From : SPIDERSOFT PSX
To : SCE SUPPORT (Support)
5:20pm
Subject : mac sound tools
Read : 10/04/1996 5:28pm (REPLIES)
Conf : 0 - General email
Number : 556 of 674
Date : 10/04/1996
Reference : NONE
Private : NO

i am having a little problem with the mac sound tools. i have several midi files which i want to use on the playstation and they are all in smf1 but whenever i convert them using the mac tools and test them on the mac they play back at about half their original speed. i have tried altering their original tempo but it makes no difference. we have been using cubase audio on both the pc and the mac but still get the same results. any suggestions as to the problem. both smf2seq and sound delicatessian are version 1.6 if that is of any help.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
9:56am
Subject : Developer Conference
Read : 11/04/1996 10:14am (REPLIES)
Conf : 0 - General email
Number : 557 of 674
Date : 11/04/1996
Reference : 552
Private : NO

Yeah? Well if it's a good surprise I don't mind waiting... if, however, it's a bad surprise then.. well, I won't be pleased.. :(

Oh, can you ask Harry if the Sound Seminar can briefly cover multiple channel XA playback? Or is that sort of thing covered in the CD thing. I just noticed that Tekken 2 uses a single combined .XAS file to hold all the audio (therefore getting more audio onto the disk). This'd be cool to implement in our titles, but I've not really got a clue about XA playback.. :)

Dean

From : SCE SUPPORT (Support)
To : SPIDERSOFT PSX
11:30am
Subject : mac sound tools
Read : 11/04/1996 2:46pm
Conf : 0 - General email
Number : 558 of 674
Date : 11/04/1996
Reference : 556
Private : NO

-> i am having a little problem with the mac sound tools. i have several
-> midi files which i want to use on the playstation and they are all in
-> smf1 but whenever i convert them using the mac tools and test them on
-> the mac they play back at about half their original speed. i have
-> tried altering their original tempo but it makes no difference. we
-> have been using cubase audio on both the pc and the mac but still
-> get the same results. any suggestions as to the problem. both
-> smf2seq and sound delicatessian are version 1.6 if that is of any
-> help.

I think the problem here is that playback in Sound Delicatessen doesn't work properly. It has actually been taken out in the latest versions of the Sound artist tool.

Playback will also go wrong if you have loads of continuous controllers (such as aftertouch) in your MIDI data.

Harry

From	: SCE SUPPORT (Support)	Number	: 559 of 674
To	: MILLENIUM PSX	Date	: 11/04/1996
11:31am			
Subject	: Developer Conference	Reference	: 557
Read	: 12/04/1996 4:48pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> Oh, can you ask Harry if the Sound Seminar can briefly cover multiple
-> channel XA playback? Or is that sort of thing covered in the CD
-> thing. I just noticed that Tekken 2 uses a single combined .XAS file
-> to hold all the audio (therefore getting more audio onto the disk).
-> This'd be cool to implement in our titles, but I've not really got a
-> clue about XA playback.. :)
We did this for Total NBA - all will be revealed next week (it's dead
easy though)

Harry

From	: MILLENIUM PSX	Number	: 560 of 674
To	: SCE SUPPORT (Support)	Date	: 12/04/1996
4:49pm			
Subject	: Developer Conference	Reference	: 559
Read	: 12/04/1996 4:55pm	Private	: NO
Conf	: 0 - General email		

Excellent... :)

Dean

From	: OXFORD SOFTWARES	Number	: 563 of 674
To	: SCE SUPPORT (Support)	Date	: 18/04/1996
1:34pm			
Subject	: Blue PlayStations	Reference	: NONE
Read	: 22/04/1996 11:28am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Can you please confirm the amount of memory in a blue playstation. And
give a complete list of the differences between the blue and grey
machine. I've seen several email requesting such info, with all the
replies saying that blue machines have only 2MB memory.

However, in desperation whilst tracking down a bug, I got my program to
display the stackpointer value (using GetSp()) and got back values of
0x807fff?? which is just below the 8MB mark and I fail to understand how
my program was working at all if the stack was in memory which does
exist...

Also is there a preferred value for the STACK= in system.cnf? I assume
any value put there is overridden by the main application's startup
code, so what's this value for?

Regards

Chris

From : SCE SUPPORT (Support) Number : 567 of 674
To : ARGONAUT PSX Date : 23/04/1996
11:38am
Subject : Phase relationship Reference : 566
Read : 23/04/1996 2:35pm Private : NO
Conf : 0 - General email

-> Just a couple of quick questions : What's the easiest way to alter
-> the phase relationship of a sample on the psx? (Code may be useful
-> here).
It should just be a matter of setting the volume to a negative value in
libspu (I've never reverse phased anything in SND, but I see no reason
why it shouldn't work). The volume setting (for volume mode
SPU_VOICE_DIRECT) goes from -0x4000 to 0x3fff - anything below zero is
reverse phase.

You could get into phasing things with SpuSetVoiceAttr, setting
the SPU_VOICE_VOLMODEL and VOLMODER (left and right voice volume modes)
to the reverse phase settings (such as SPU_VOICE_LINEARIncR) - I'm sure
there's a use for this somewhere, I just haven't thought if it yet.

-> Secondly, how easy is it to seamlessly loop CD-DA? I understand it's
-> relatively easy with XA-ADPCM, but I might not use this. (NB:
-> Seamlessly - so that there's no pause while cdseek occurs).
It's very hard, in fact I'd say it was impossible. It would also be
impossible with XA-ADPCM, I'd say. Both modes take sound directly from
the CD and play it there and then, so as soon as the CD seeks, you lose
the sound.

I suppose it might be possible to play a VAG sample at exactly the
moment the CD music finishes, which would keep the sound going until the
CD can start playing again, but it would be very hard to get right, and
you'd have to make sure the piece of music stops in an appropriate
place.

The easiest way (although it takes up some processor and DMA time) would
be to use SPU streaming, so that you've always got a buffer ahead of
where the CD is - this buffer can then play while the CD is seeking.
For stereo music, the overhead should be very minimal.

Incidentally, I'm leaving Sony in a few days, so get any urgent sound
questions to me as soon as possible.

Cheers

Harry

From : SCE SUPPORT (Support) Number : 569 of 674
To : ALL Date : 24/04/1996
12:14pm
Subject : Developer Conferenc Reference : NONE
Read : NO Private : NO
Conf : 0 - General email

Hi,

We're in the process of obtaining additional material that
didn't make it into the Conference folder. (See DEVCON.ZIP)

In particular - we would appreciate all developers to fill in and return our Questionnaire (QUES.PRN), to allow u to plan for the future year.

Thanks,

Paul

From	: PHOENIX PSX	Number	: 570 of 674
To	: SCE SUPPORT (Support)	Date	: 26/04/1996
	10:33am		
Subject	: Sound Developments	Reference	: NONE
Read	: 26/04/1996 10:43am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Couldn't make it to the sound seminar at the dev conference - we understand that there was some discussion of sound hardware. Could you advise us on the best thing to do re developing sound - what h/w to use (e.g. Mac, dev kit, etc), and any pitfalls (e.g. NuBus - PCI convertors on Mac). Thanks in advance,
Phoenix

From	: SCE SUPPORT (Support)	Number	: 571 of 674
To	: PHOENIX PSX	Date	: 26/04/1996
	4:31pm		
Subject	: Sound Developments	Reference	: 570
Read	: 19/06/1996 10:49am	Private	: NO
Conf	: 0 - General email		

Well the main problem at the moment is that the Sound Artist Board is NuBus based (Speaking to one of our Japanese support guys, he mentioned that their engineers buy second hand Macs because of this !).

The DEVGUIDE.DOC mentions the minimum hardware requirements. In house, some of our sound people use a PCI Mac with the following configuration:

- o Apple PowerMac 8500/120 (32Mb MacOS 7.5.3)
- o Second Wave Xpanse PN-800 (ROM v3.0) ... NuBus Excansion for PCI
- o SA Board DTL-H700

Hope this helps a little - let us know if you have a more specific question.

Paul

-> Couldn't make it to the sound seminar at the dev conference - we
-> understand that there was some discussion of sound hardware.
-> Could you advise us on the best thing to do re developing sound -
-> what h/w to use (e.g. Mac, dev kit, etc), and any pitfalls (e.g.
-> NuBus - PCI convertors on Mac).
-> Thanks in advance,
-> Phoenix

From	: SCE SUPPORT (Support)	Number	: 572 of 674
------	-------------------------	--------	--------------

To : ALL
4:43pm
Subject : Questionnaire Results
Read : NO (REPLIES)
Conf : 0 - General email

Date : 26/04/1996
Reference : NONE
Private : NO

Well, based upon the returned questionnaires so far (see ques.prn in devcon.zip, or your conference notes), here are the communication methods you prefer for receiving your PlayStation information:

Current Methods (in order of preference):

1. E-mail
2. BBS
3. Annual Conferences
4. Direct Mail
5. FAX-shots
- 6 Magazine == Telephone Support

Possible New Methods

1. E-mail group being investigated (anyone have prior experience of setting one up ?)
2. WWW see www.scee.sony.co.uk
3. FTP Site
4. Quarterly Seminars
5. Paper Manuals

Areas for Improvement/New Hires

1. GTE information
2. Libraries
3. Documentation

If you don't agree - send in your form, since it will influence our focus for the next year.

Thanks to all who responded so far,

Paul

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
12:53pm
Subject : Questionnaire Results
Read : 29/04/1996 9:28am
Conf : 0 - General email

Number : 573 of 674
Date : 27/04/1996
Reference : 572
Private : NO

> 1. GTE information

Gosh. There's a surprise... :)

Dean

From : FUNCOM PSX
To : SCE SUPPORT (Support)
12:02pm
Subject : SsSeqSetVol problem...
Read : 02/05/1996 12:05pm (REPLIES)

Number : 577 of 674
Date : 02/05/1996
Reference : NONE
Private : NO

Conf : 0 - General email

Hi supporty type people...

Having just just inserted a small SEQ (played while loading stuff from C to keep the player entertained and annoyed...) I've stumbled across what to be a bit of a problem...

If I wish to alter the volume of the sequence, SsSeqSetVol(...) works fi _but_ it also seems to act as some kind of a modifier on the volume at w samples get played by SSUtKeyOnV(....) Is this possible? and if so is th any solution to this?

What I imagine is happening is that the SEQ player code is modifyiing th volume level of _all_ channels, rather than just the ones that have had from the SEQ played on them. Furthermore, it also seems to continually r the volume level for all sample channels, so if I issue a SsSeqSetVol(x 0); And then attempt to play samples, no samples will be heard, regardl of the volume specified in the SsUtKeyOnV(...._).

Thanx for any help in advance.

Colm/Funcom Dublin.

From	: SCE SUPPORT (Support)	Number	: 578 of 674
To	: FUNCOM PSX	Date	: 02/05/1996
	1:43pm		
Subject	: SsSeqSetVol problem...	Reference	: 577
Read	: 02/05/1996 5:46pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> Hi supporty type people...

->

-> Having just just inserted a small SEQ (played while loading stuff from C to keep the player entertained and annoyed...) I've stumbled -> across what to be a bit of a problem...

->

-> If I wish to alter the volume of the sequence, SsSeqSetVol(...) works fi _but_ it also seems to act as some kind of a modifier on -> the volume at w samples get played by SSUtKeyOnV(....) Is this -> possible? and if so is th any solution to this?

->

-> What I imagine is happening is that the SEQ player code is -> modifyiing th volume level of _all_ channels, rather than just the -> ones that have had from the SEQ played on them. Furthermore, it also -> seems to continually r the volume level for all sample channels, so -> if I issue a SsSeqSetVol(x 0); And then attempt to play samples, -> no samples will be heard, regardl of the volume specified in the -> SsUtKeyOnV(...._).

-> Thanx for any help in advance.

->

-> Colm/Funcom Dublin.

I think this is correct, when you change the volume of the SEQ it does so for all channels.

From : FUNCOM PSX

Number : 579 of 674

To : SCE SUPPORT (Support)
5:52pm
Subject : SsSeqSetVol problem...
Read : 03/05/1996 9:11am
Conf : 0 - General email

Date : 02/05/1996
Reference : 578
Private : NO

-> -> Hi supporty type people...
-> ->
-> -> Having just just inserted a small SEQ (played while loading stuff
-> -> from C to keep the player entertained and annoyed...) I've stumble
-> -> across what to be a bit of a problem...
-> ->
-> -> If I wish to alter the volume of the sequence, SsSeqSetVol(...)
-> -> works fi _but_ it also seems to act as some kind of a modifier on
-> -> the volume at w samples get played by SSUtKeyOnV(....) Is this
-> -> possible? and if so is th any solution to this?
-> ->
-> -> What I imagine is happening is that the SEQ player code is
-> -> modifying th volume level of _all_ channels, rather than just the
-> -> ones that have had from the SEQ played on them. Furthermore, it al
-> -> seems to continually r the volume level for all sample channels, s
-> -> if I issue a SsSeqSetVol(x 0); And then attempt to play samples,
-> -> no samples will be heard, regardl of the volume specified in the
-> -> SsUtKeyOnV(...._).
-> -> Thanx for any help in advance.
-> ->
-> -> Colm/Funcom Dublin.
->
-> I think this is correct, when you change the volume of the SEQ it
-> does so for all channels.

If this is correct, can anyone suggest a way in which I can play a SEQ
and have control over it's volume level and still be able to play (and
hear) samples. It _must_ be possible, as games which play SEQs do
exist on the PSX (parodious for ex.)

Some help on this subject would be greatly appreciated.

Colm/Funcom Dublin.

From : SOFTGOLD PSX
To : ALL
12:35pm
Subject : Developer CD-roms ?!!
Read : NO (REPLIES)
Conf : 0 - General email

Number : 581 of 674
Date : 06/05/1996
Reference : NONE
Private : NO

Hi !!

My only question is: How to get the Developer CD's ?!?

Regards

Troels/ Softgold PSX

From : SCE SUPPORT (Support)
To : SOFTGOLD PSX
9:40am

Number : 582 of 674
Date : 07/05/1996

Subject : Developer CD-roms ?!!
Read : 08/05/1996 2:35pm
Conf : 0 - General email

Reference : 581
Private : NO

-> Hi !!
->
-> My only question is: How to get the Developer CD's ?!?
->

Hello, if you are a developer you should already have received the developer CD's as these are given to all developers as soon as they start developing for the PSX. If you really don't have the disks let me know and I will see what I can do.
David V, Developer Support.

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
10:27am
Subject : Files and CD's
Read : 08/05/1996 10:35am (REPLIES)
Conf : 0 - General email

Number : 584 of 674
Date : 08/05/1996

Reference : 583
Private : NO

-> Hallo,
->
-> I'm writing our file handling routines at the moment, and I've a
-> couple of questions for you chaps. If you can help, then it'd be
-> great.
-> The aim of our file system is to have the following files (pretty
-> much as in Tekken 2)
->
-> SYSTEM.CNF - System Configuration file
-> PSX.EXE - Executable (or SLES_000.00)
-> GAMEDATA.DAT - Header sector, followed by all normal file
-> data GAMEDATA.XAS - Header sector, followed by all .XA files
->
-> The problem I have is with the .XAS file. The XA files that are
-> going to be in this are .XA audio, and .STR video components. I
-> guess that MovConv/the XA converters put headers on these. What size
-> are the sectors for .XA? 2036? 2048? I dunno... :(
->
-> Basically, for any file in our title (whether it's a normal file, or
-> an XA file) I need to get the sector offset from the start of the
-> file, but I'm lost as to whether there are headers required in my
-> data (as the header sector for the .XAS file would normally contain
-> 2048 bytes of regular data.
->
-> Ummm... I don't know if I've explained this at all well.. :/
->
-> Dean

Hi dean,

Normal DA sectors are 2352 bytes....
Mode 2 Sectors (used by playstation for XA) are 2336 bytes. (16 bytes
being used for seek position info).
XA sectors have a further 8 byte subheader (to allow the channel info
etc to be encoded) leaving 2328 bytes for data in theory..
For an audio XA sector this is all used, but for data sectors 2048 bytes

are normally used (with the rest being used for ECC).
So your data sectors are 2048 bytes. But when you want to use the
streaming library there is a 32 byte header for each sector, leaving you
with 2016 bytes per sector.....

If you want to encode all of your streams etc into one file the easiest
way is to encode it a lot's of separate files, with directory entries
for each, dump the map of the CD to show the location of each file, and
finally rewrite it as a single file. (Although there will only be one
entry in the directory, the same amount of data will have been laid onto
the CD, with each file occurring in the same place)

I hope this helps a little...

Colin.

From	: MILLENIUM PSX	Number	: 585 of 674
To	: SCE SUPPORT (Support)	Date	: 08/05/1996
10:36am			
Subject	: Files and CD's	Reference	: 584
Read	: 08/05/1996 10:50am	Private	: NO
Conf	: 0 - General email		

Yeah.. that sounds quite reasonable..

Ta for the help, Colin!

Dean

From	: SPIDERSOFT PSX	Number	: 590 of 674
To	: SCE SUPPORT (Support)	Date	: 15/05/1996
9:10am			
Subject	: ntsc tellies	Reference	: NONE
Read	: 15/05/1996 9:38am (REPLIES)	Private	: NO
Conf	: 0 - General email		

i am having a small problem with my screen display on ntsc tellies. it
seems that the bottom part of the screen is being displayed out of the
visible part of the screen. is there anything i can do to fix this other
than reduce the size of the screen. currently i am working in 320*240
mode and using a ntsc monitor which does not have the problem.
one other problem i am having is with SetDispMask() to turn the display
on and off. whenever i turn the display off and then draw something to
the screen the display automatically turns itself back on again. is this
correct? any suggestions please?

From	: SCE SUPPORT (Support)	Number	: 591 of 674
To	: SPIDERSOFT PSX	Date	: 15/05/1996
10:13am			
Subject	: ntsc tellies	Reference	: 590
Read	: 15/05/1996 1:46pm	Private	: NO
Conf	: 0 - General email		

-> i am having a small problem with my screen display on ntsc tellies.
-> it seems that the bottom part of the screen is being displayed out
-> of the visible part of the screen. is there anything i can do to fix
-> this other than reduce the size of the screen. currently i am

-> working in 320*240 mode and using a ntsc monitor which does not have
-> the problem. one other problem i am having is with SetDispMask() to
-> turn the display on and off. whenever i turn the display off and
-> then draw something to the screen the display automatically turns
-> itself back on again. is this correct? any suggestions please?

Hi Spidersoft,

Some tv's aren't as good as others so the display can end up shifted slightly, have you played Destruction Derby, it has an option to move the screen around to get all the picture. To do this you will have to write a function to move the screen position, eg write the screen x,y values to DISPENV. Check DevCon notes QA guidelines for recommendations.

For your second problem I am not exactly sure what you are trying to do. I usually only call SetDispMask once near the start of my program after calling PutDispEnv to set up the display for drawing. After this you shouldn't really need to turn off the display.

Hope this helps,

David V, Developer Support.

From	: SCE SUPPORT (Support)	Number	: 595 of 674
To	: ALL	Date	: 17/05/1996
8:58am			
Subject	: PlayStation Price Drop!	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

FYI - News announced at E3 ...

SONY COMPUTER ENTERTAINMENT EUROPE ANNOUNCE
199 PRICE FOR PLAYSTATION

- WORLD'S NUMBER 1 SELLING NEXT GENERATION SYSTEM NOW
PRICED FOR THE MASS MARKET -

Los Angeles - 16 May 1996 - Sony Computer Entertainment Europe today announced that it is reducing the European prices of PlayStation - the world's leading CD-based video game console. New trade prices translate to expected retail prices of 199 in the UK, FF1499 in France and DM399 in Germany. Prices have been reduced by a similar margin in the 39 countries across Europe and the Middle East where PlayStation is available.

Chris Deering, President of Sony Computer Entertainment Europe commented, "In record time, we have secured PlayStation as the market-leader in every European country. Our next objective is to expand the appeal of video gaming to a broader mass-market. PlayStation has the technology, the games and the brand to succeed - and we now have the price to put PlayStation within reach of millions of new consumers".

"In addition to an aggressive price point, a broad range of high quality software is crucial to attracting new consumers", Deering added. "We have an

exciting release schedule of outstanding new titles for PlayStation adding to what is universally acclaimed as the best range of games for any next generation system".

Sony Computer Entertainment Inc. recently announced the manufacture of the 5 Millionth PlayStation hardware system world-wide and the pressing of more than 30 Million CDs - including demo disks, magazine cover-mounted promotional disks and retail product. Lower hardware component costs and economies of scale have contributed to the price reduction.

With European sales now in excess of 700,000 hardware units, game software sales are achieving an unprecedented ratio of 6 software units for every PlayStation game system sold. Since its launch in Europe 8 months ago, recent independent research confirms PlayStation hardware and software sales account for 75% of the next generation video game market.

Sony Computer Entertainment America stated that it is also reducing the price of PlayStation in the North American market. New prices introduced today mean that PlayStation is now available at \$199 in the US - where 1.2 Million PlayStations have already been sold with over 7 Million PlayStation games.

Sony Computer Entertainment Europe is responsible for the sales, marketing and distribution of the PlayStation console, software and peripherals and the third party licensing and development of PlayStation software across Europe, The Middle East, Australia and New Zealand.

From	: SCE SUPPORT (Support)	Number	: 597 of 674
To	: BITS CORP	Date	: 21/05/1996
9:13am			
Subject	: Conference Access	Reference	: 596
Read	: 26/05/1996 4:01pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi Laurence,
Tricky.

In the states SCEA licence "Caligari TrueSpace" - but we've just heard that Version 2 doesn't support PS export....and also the product is considered poor by our Artists.

However, we've heard that Animetix are Beta'ing a plug-in for 3DS which has an option to convert triangles to quads.

Here's the contact information, if you're interested in joining their Beta program:

Contact: Mr Adam Walters
Company: Animetix
Address: 1807 Maritime Mews, Suite 200, Granville Island

Vancouver, B.C./ Canada V6H3W7

Tel: 00 (code for Canada?) 604 608 1941

If you (or anyone else) tries it - let us know what you think ?

Cheers,

Paul

-> Incidentally, what would SCEE Support recommend for model conversion
-> to Quads (from 3DS DXF/3DS files sources) ? ...is it something that
-> we should encourage in the construction of the model data? (I assume
-> it is)
-> Cheers,
-> Laurence

From	: SPIDERSOFT PSX	Number	: 598 of 674
To	: SCE SUPPORT (Support)	Date	: 21/05/1996
	5:34pm		
Subject	: gold disks	Reference	: NONE
Read	: 21/05/1996 5:40pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

is it possible to use gold disks other than sonys rather expensive ones
(not the even more expensive master disks). I did try once but it didnt
seem to work.

From	: SCE SUPPORT (Support)	Number	: 599 of 674
To	: SPIDERSOFT PSX	Date	: 21/05/1996
	5:44pm		
Subject	: gold disks	Reference	: 598
Read	: 22/05/1996 5:05pm	Private	: NO
Conf	: 0 - General email		

-> is it possible to use gold disks other than sonys rather expensive
-> ones (not the even more expensive master disks). I did try once but
-> it didnt seem to work.

Hi there Spidersoft,

You can use any gold disks you want for internal purposes, we use
TDK CD-R74 disks here at Sony for testing, you shouldn't have any
problems. When it comes to mastering you MUST use the Sony disks
otherwise they won't be accepted.

Hope this helps,

Dave V, Developer Support.

From	: SCE SUPPORT (Support)	Number	: 601 of 674
To	: ARGONAUT PSX	Date	: 22/05/1996
	2:22pm		
Subject	: spumalloc	Reference	: NONE
Read	: 22/05/1996 2:23pm	Private	: NO
Conf	: 0 - General email		

Hi Argonaut,

Somebody there had a query about spumalloc, (they forgot to give

their name), I need a bit more info if I am to help them.

SpuMalloc is used in the sound tutorial, are you using it in a similar way, and if you are check that it is returning a valid start address and not -1 which indicates unsuccessful allocation.

Dave, Developer support

From	: CODE MONKEYS	Number	: 602 of 674
To	: ALL	Date	: 22/05/1996
3:32pm			
Subject	: Sound format.	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi,

How is the compressed audio held in the VAG/VAB files - is it standard ADPCM or something I'm not allowed to know? I want to play a one second block of audio and have the next second ready loaded to play when the first block finishes playing.

James.

--

Name: James E Fisher
EMail: james@tcm.co.uk [Work]
Phone: +(44) 113 271 0996 [Work]
+(44) 113 248 7138 [Home]
+(44) 378 560003 [Mobile]
SMail: Unit 39/Concourse House Estate/432 Dewsbury Road/Leeds/LS11 7DF [
85 Osmondthorpe Lane/Osmondthorpe/Leeds/LS9 0LW]

From	: SCE SUPPORT (Support)	Number	: 605 of 674
To	: CODE MONKEYS	Date	: 22/05/1996
5:08pm			
Subject	: Sound format.	Reference	: 602
Read	: 23/05/1996 11:12am (REPLIES)	Private	: NO
Conf	: 0 - General email		

-> Hi,

-> How is the compressed audio held in the VAG/VAB files - is it
-> standard ADPCM or something I'm not allowed to know? I want to play
-> a one second block of audio and have the next second ready loaded to
-> play when the first block finishes playing.

-> James.

-> --

Hi James,

This is a propriety sony format which we don't know anything about, so therefore we can't pass the information on.

Sorry I can't really help,

Dave V, Developer Support.

From	: CODE MONKEYS	Number	: 606 of 674
To	: SCE SUPPORT (Support)	Date	: 23/05/1996
11:15am			
Subject	: Sound format.	Reference	: 605
Read	: 23/05/1996 11:46am (REPLIES)	Private	: NO
Conf	: 0 - General email		

Hi,
Can the people in Japan tell me anything about the format, or must I use the AIFF2VAG program to convert all my blocks of audio (and there will be a lot!).

James.

--

Name: James E Fisher
EMail: james@tcm.co.uk [Work]
Phone: +(44) 113 271 0996 [Work]
+(44) 113 248 7138 [Home]
+(44) 378 560003 [Mobile]
SMail: Unit 39/Concourse House Estate/432 Dewsbury Road/Leeds/LS11 7DF [
85 Osmondthorpe Lane/Osmondthorpe/Leeds/LS9 0LW]

From : SCE SUPPORT (Support) Number : 607 of 674
To : CODE MONKEYS Date : 23/05/1996
11:54am
Subject : Sound format. Reference : 606
Read : 23/05/1996 12:41pm Private : NO
Conf : 0 - General email

-> Hi,
-> Can the people in Japan tell me anything about the format, or must I
-> use the AIFF2VAG program to convert all my blocks of audio (and
-> there will be a lot!).
-> James.
-> --

Hi James,

Sorry but Japan won't tell you any more than I already have, ie nothing, so unfortunately you will have to use AIFF2VAG to convert all your audio.

Dave V, Developer Support.

From : TS PSX Number : 608 of 674
To : ALL Date : 23/05/1996
6:01pm
Subject : Moduleplayer/Frequencies Reference : NONE
Read : NO (REPLIES) Private : NO
Conf : 0 - General email

Could you provide a note/frequencies table for the PSX, We are writing an equivalent module player for the PSX based on the Fasttracker replayers and it's almost there... we just need the table to finetune it... Anyhelp would be cool.

From : BITS CORP Number : 610 of 674
To : SCE SUPPORT (Support) Date : 26/05/1996
4:06pm
Subject : Conference Access Reference : 597
Read : 28/05/1996 9:00am (REPLIES) Private : NO
Conf : 0 - General email

Thanks for the info Paul, i'll definately look into it.

Just out of interest though, from what you've seen before either by

noticing products in Q/A or your own in-house developed ones, have they tried to use as many quads as possible or settle for tri's? Its just that i'm wondering how much we should put into ensuring we're quading as much as possible, or whether we could get away with tri's and rely on brute force to chuck them out.

Also, I realise that a lot of the products would have probably used Alias/Wavefront perhaps even Nichimen N-World so quad conversion would have been standard (I think :)) ... but as we're mainly 3DS and MAX modellers (tho' we do have Alias/Wavefront/Nichimen) it'd be far more useful on the PC platform.

Anyway, I will let you know of any developments on the Animetix quading situation.

Thanks again,
Laurence

From	: SPIDERSOFT PSX	Number	: 611 of 674
To	: SCE SUPPORT (Support)	Date	: 28/05/1996
4:04pm			
Subject	: memory cards	Reference	: NONE
Read	: 28/05/1996 4:54pm	Private	: NO
Conf	: 0 - General email		

i am having a little problem with memory cards and their 32 character title name. i have given the file a title name of 32 kanji characters using one of your kanji conversion examples and the card seems to work fine inside my program. when i tried to use max certain characters in the title name appear corrupted and when i tried it on a debugging station it just hung. i cant seem to find any cause for this. any suggestions?

From	: CTA PSX	Number	: 612 of 674
To	: BITS CORP	Date	: 30/05/1996
6:39pm			
Subject	: quads	Reference	: 610
Read	: 04/06/1996 5:52pm	Private	: NO
Conf	: 0 - General email		

hiya

We have converted as many of our polys to quads as will go.....it makes one hell of a speed/memory saving. Scanning thru TMDs and removing duplicate verts and norms also saves loads.

Word of warning... if you write a tmd optimiser to do tris->quads it wont work with untextured polys, but will with gouraud and flat textured polys. there is something that Sony are not telling us about the TMD format.

If you convert at the rsd stage, all types of polys work fine. However, not as many convert, due to 3ds models being accurate to n decimal places, and tmds being accurate to pixels.

These are my experiences with quads...hope it helps

cheers
John

From	: SPIDERSOFT PSX	Number	: 613 of 674
------	------------------	--------	--------------

To : SCE SUPPORT (Support)
7:40pm
Subject : movies
Read : 04/06/1996 9:07am (REPLIES)
Conf : 0 - General email

Date : 03/06/1996
Reference : NONE
Private : NO

i am having a small problem trying to create a movie on the cd emulator. i have created a str file using movconv which plays back at 15fps which it should but when i try to add audio to it the frame rate drops. am i missing something? can you explain in more detail about the explicit and implicit rules when creating interleaved files, maybe this is my problem.

thanks, martin.

From : SCE SUPPORT (Support)
To : TS PSX
10:01am
Subject : Moduleplayer/Frequencies
Read : 07/06/1996 11:09am
Conf : 0 - General email

Number : 615 of 674
Date : 04/06/1996
Reference : 608
Private : NO

-> Could you provide a note/frequencies table for the PSX, We are
-> writing an equivalent module player for the PSX based on the
-> Fasttracker replayers and it's almost there... we just need the
-> table to finetune it... Anyhelp would be cool.

Hi,

The frequencies for the playstation are based on a relative value compared with the master playback (44.1KHZ)
Setting the playback frequency to \$1000 will play at 44.1KHz, \$800 will be 22.05Khz etc. So it's quite easy to build a table up. (But there is an upper limit ~\$3fff for the frequency value.)

Cheers,
Colin.

From : SCE SUPPORT (Support)
To : SPIDERSOFT PSX
10:21am
Subject : movies
Read : 04/06/1996 10:26am
Conf : 0 - General email

Number : 616 of 674
Date : 04/06/1996
Reference : 613
Private : NO

-> i am having a small problem trying to create a movie on the cd
-> emulator. i have created a str file using movconv which plays back
-> at 15fps which it should but when i try to add audio to it the frame
-> rate drops. am i missing something? can you explain in more detail
-> about the explicit and implicit rules when creating interleaved
-> files, maybe this is my problem.
->
-> thanks, martin.

Hi,

For movies the main rule is that the CD produces 150 sectors per second. (Double speed). When you produce a str at 15fps this was 10 sectors per frame. However XA audio needs 1 sector in every 8 to operate, reducing the number of sectors per second available for the

video.

For your 15fps 10 sector movie, the worst possible case occurs when 2 XA sectors appear during 1 frame. Therefore to ensure that you maintain the frame rate you should encode your movie at 8 sectors per frame, and then interleave it with both your audio and 'dead' sectors...

ie: If channel 1 is the str, and channel 2 is the XA the interleave could be as follows:

1-1-1-1-1-1-1-2-1-X-	First video frame with 1XA
1-1-1-1-1-2-1-1-1-X-	2nd
1-1-1-2-1-1-1-1-1-X-	3rd
1-2-1-1-1-1-1-1-1-2	4th has 2XA frames

By using this channel interleave in your CTI file your problems should be solved.....

Cheers,
Colin.

From	: INTERACTIVE SOFTWARE	Number	: 617 of 674
To	: ALL	Date	: 04/06/1996
4:14pm			
Subject	: Sony CD Cutter	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Greetings Earthlings,
Concerning the Sony CD Cutter CDW-900E;
I'm having a problemo linking my machine to the Cutter via the SCSI adapter provided. I have a drive linked between the cutter and PC and am experiencing a problem with the software saying HOST ADAPTER INCORRECT. Would this way of connecting the unit cause a problem. I am unable to test my system without the drive as I don't have the appropriate connecting cable.
Regards, Rob.

From	: SCE SUPPORT (Support)	Number	: 618 of 674
To	: INTERACTIVE SOFTWARE	Date	: 04/06/1996
5:35pm			
Subject	: Sony CD Cutter	Reference	: 617
Read	: NO	Private	: NO
Conf	: 0 - General email		

-> Greetings Earthlings,
-> Concerning the Sony CD Cutter CDW-900E;
-> I'm having a problemo linking my machine to the Cutter via the SCSI adapter provided. I have a drive linked between the cutter and PC and am experiencing a problem with the software saying HOST ADAPTER INCORRECT. Would this way of connecting the unit cause a problem. I am unable to test my system without the drive as I don't have the appropriate connecting cable.
-> Regards, Rob.

Hi Rob,

We are our machine set up in a similar way to you and we don't have any problems. What type of scsi adaptor are you using, a pci adaptor won't work. If you are using windows 95 I would suggest reverting to

windows 3.1 as I got all sorts of problems when using the burner in conjunction with it. Try a scsi probe to see if the CDW-900E is visible as a scsi device, if it isn't you probably have some of the switches on the back of the CDW-900E set to the wrong setting.

hope this helps,
Dave V.

From	: MILLENIUM PSX	Number	: 619 of 674
To	: SCE SUPPORT (Support)	Date	: 05/06/1996
	9:27am		
Subject	: XA Playback	Reference	: NONE
Read	: 05/06/1996 10:48am	Private	: NO
Conf	: 0 - General email		

Hallo chaps,

After mucking around with XA playback, I think the CD-ROM overview should be amended to mention that if you set the cd system for XA playback (ie mode and callback), and then do a CdSearchFile(), it doesn't work very well..

I found this out the hard way... :(

And I've a question. CdSearchFile(). If you specify a file that's in the cached directory, does it seek directly to the start position? Or does it still have to do a seek to the PVD and read stuff in there? I was wanting to read all XA file sector positions at the start of the project, 'cos they're all in the same directory. I was wondering if this would be quick enough with a large (20+) number of XA files.

Ta very much,
Dean

From	: CODE MONKEYS	Number	: 621 of 674
To	: ALL	Date	: 06/06/1996
	4:41pm		
Subject	: Audio sizes.	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

Hi,

I've got 15fps video playing back using my own streaming code. The audio is compressed using the AIFF2VAG program and then interleaved with my video frames. At the moment, the audio is stored in 1/15 sec lumps for playback, but this causes clicks and pops on playback. Is this a limit of the ADPCM compression, or is it something else? I'm compressing the audio in 1/15 sec lumps, should I be using larger sections?

Thanks.

--

Name: James E Fisher
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Phone: +(44) 113 271 0996 [Work]
+(44) 113 248 7138 [Home]
+(44) 378 560003 [Mobile]
SMail: Unit 39/Concourse House Estate/432 Dewsbury Road/Leeds/LS11 7DF [
85 Osmondthorpe Lane/Osmondthorpe/Leeds/LS9 0LW]

From : CODE MONKEYS
To : SCE SUPPORT (Support)
1:06pm
Subject : Sound problems.
Read : 07/06/1996 1:34pm
Conf : 0 - General email

Number : 623 of 674
Date : 07/06/1996
Reference : NONE
Private : NO

Hi,

I'm trying to play a sample from a VAG file (I haven't got the Sound Artist Tool as it's not needed [yet]). Can I just DMA the audio data down to the sound buffer and play a channel? How does the audio play know when it's finished (is there an end marker). I wish to play 'n' samples end to end without any pauses and I'm stuck!

James,

--

Name: James E Fisher
EMail: james@tcm.co.uk [Work]
Phone: +(44) 113 271 0996 [Work]
+(44) 113 248 7138 [Home]
+(44) 378 560003 [Mobile]
SMail: Unit 39/Concourse House Estate/432 Dewsbury Road/Leeds/LS11 7DF [
85 Osmondthorpe Lane/Osmondthorpe/Leeds/LS9 0LW]

From : NEOGEO BV
To : SCE SUPPORT (Support)
2:35pm
Subject : a small complaint
Read : 07/06/1996 2:41pm (REPLIES)
Conf : 0 - General email

Number : 624 of 674
Date : 07/06/1996
Reference : NONE
Private : NO

Dear Support,

Last saturday and last sunday I sent two E-mail messages to

dev_support@interactive.sony.com

Until now I didn't get a reply or a confirmation.

1. Didn't you receive the mail?
please let me know (by E-mail!!!)

2. How long does it usually take to reply E-mail?

I know the bulletin board is preferred by you, but:

- every BBS contact costs a few pound, that is 100 times as much as one E-mail.
- for me E-mail is the fastest way for communication (besides voice/fax)

Ton Roosendaal	- voice: (+31) 40 212 6588	
NeoGeo	- fax: (+31) 40 212 5776	
Stratumsewijk 2A 5611 ND Eindhoven		
The Netherlands	- e-mail: ton@neogeo.nl	

From : PHOLMAN
To : NEOGEO BV
2:39pm
Subject : a small complaint
Read : 08/06/1996 5:54pm
Conf : 0 - General email
Number : 625 of 674
Date : 07/06/1996
Reference : 624
Private : NO

Hi,

We'll try E-mailing you ... but your mail didn't get through to our account !

Paul

PS E-mail is normally answered within 24 hours,,,

(Except when the office temperature reaches 31 degrees!!)

From : SPIDERSOFT PSX
To : SCE SUPPORT (Support)
9:46am
Subject : movies
Read : 10/06/1996 10:28am
Conf : 0 - General email
Number : 626 of 674
Date : 10/06/1996
Reference : NONE
Private : NO

i am still having a little problem with my movie (ref. message 616)
thanks for the help with the interleave but i dont exactly know how to
enter it into the cti file. then manual on the subject of creating
interleave files is not very clear on using the timecritical & explicit
commands. any help would be appreciated.

martin

From : NEOGEO BV
To : SCE SUPPORT (Support)
4:37pm
Subject : email troubles
Read : 10/06/1996 5:04pm
Conf : 0 - General email
Number : 628 of 674
Date : 10/06/1996
Reference : NONE
Private : NO

Dear support:

It seems the E-mail I send to you never arrives.
I asked our system-manager to find out what is happening.
This is what he says:

"I called NLnet (our internet provider). They did a 'traceroute'.
Our mail gets stuck at: outer2-slot.sony.com (IP-number: 198.93.3.239).
There the mail eventually is destroyed."

If you don't understand this (I don't!!!), please call Frank van Beek,
here at NeoGeo.

Bye,

| Ton Roosendaal - voice: (+31) 40 212 6588 |
| NeoGeo - fax: (+31) 40 212 5776 |

| Stratumsedijk 2A 5611 ND Eindhoven |
| The Netherlands - e-mail: ton@neogeo.nl |

and these are the Emails I sent...

Dear support,

The last few weeks I've been reading and re-reading the manuals, I did a lot of compiling (the sample codes) and wrote 'MY_FIRST_SONY.C' I'm now ready to DO something!

What I would like to know:

- The runtime Library 3.0 Reference and Overview manuals seem very complete to me, but are not so very detailed about the Graphics Library. I would like to know a lot more about the stuff in the "Overview" chapters 7-8-9. Is there a manual I miss? Or maybe a BBS FAQ?

- Our company works with Silicon Graphics systems using in-house 3D modeling and rendering software. The next few months I will set up the connection between our software and the PlayStation. The reason to use the TIM image format is clear and obvious to me. On the other hand, for 3D objects the number of possibilities is overwhelming. Should I use the LibGS? Maybe TMD or PMD? Or are low level GPU routines the best?

I understand this is a memory usage versus (drawing)speed story. But just for this moment, for the first steps, I need a professional to give me hand!

--

| Ton Roosendaal - voice: (+31) 40 212 6588 |
| NeoGeo - fax: (+31) 40 212 5776 |
| Stratumsedijk 2A 5611 ND Eindhoven |
| The Netherlands - e-mail: ton@neogeo.nl |

Dear support!

(About the best 3D object format... one day later)

As far as I understand now, the TMD files consist of compact packets. To use TMD, the libGS routines convert/write these packets to packet-buffers, but these are actually arrays of GPU primitives.

Conlusions:

TMD may be a useful fileformat (on CDRom), but not the best way of
memory usage
(RAM)?

Directly transferring ('OT'-ing) the GPU primitives is faster?

A GPU-primitive array is therefore also a smart fileformat (only a
bload) ?

And this is why the PMD fileformat exists! (good in RAM, bad on disk).

Thanks for your help!

--

Ton Roosendaal	- voice: (+31) 40 212 6588	
NeoGeo	- fax: (+31) 40 212 5776	
Stratumsedijk 2A 5611 ND Eindhoven		
The Netherlands	- e-mail: ton@neogeo.nl	

/* *****ONE WEEK LATER

*/

well... new questions:

The bulletin board is a mystery for me. What are conferences? Is it
something
like the internet NewsGroups (netnews)?
And if so, can I automatically receive (by E-mail) the contonts of
conferences
of my interest?

Bye!

--

Ton Roosendaal	- voice: (+31) 40 212 6588	
NeoGeo	- fax: (+31) 40 212 5776	
Stratumsedijk 2A 5611 ND Eindhoven		
The Netherlands	- e-mail: ton@neogeo.nl	

From	: NEOGEO BV	Number	: 630 of 674
To	: SCE SUPPORT (Support)	Date	: 11/06/1996
	11:10am		
Subject	: reply	Reference	: NONE
Read	: 11/06/1996 12:09pm	Private	: NO
Conf	: 0 - General email		

Hi!

The test mail came through (yesterday). I directly replied by E-mail;

both to interactive.sony.com as to scee.demon.co.uk.

Ton Roosendaal.

From	: SPIDERSOFT PSX	Number	: 640 of 674
To	: SCE SUPPORT (Support)	Date	: 13/06/1996
	12:52pm		
Subject	: MOVIES	Reference	: NONE
Read	: 13/06/1996 1:46pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

will anyone out there reply to this message????

i need to know how to create an interleaved file using the cti file since the manual is not very helpful. i have a str and an xa file which need to be interleaved together. you gave me the interleave structure for my 15fps movie but i dont know how to use that structure in the cti file. any help would be appreciated

thanks, martin

From	: MILLENIUM PSX	Number	: 641 of 674
To	: SPIDERSOFT PSX	Date	: 13/06/1996
	1:46pm		
Subject	: MOVIES	Reference	: 640
Read	: 13/06/1996 3:03pm	Private	: NO
Conf	: 0 - General email		

Since support replies seem to be thin on the ground nowadays, I'll have a go..

Don't bother using CTI files to interleave streams. It is much easier, and infinitely simpler to use MovConv or MovPack. Use the resultant file in an 'XASource' command within the CTI file, and you're away.

I've done streams at 12.5, 15 and 30fps using MovConv, and all my XA interleaved audio using MovPack with absolutely no problems at all.

All this 1-1-1-1-1-X-1-1-1-1-1 bollocks makes my head spin... 8^/

If you need help with MovPack/MovConv, just email me and I'll see what I can do to assist.

Dean

dean@millennium.co.uk

From	: SCE SUPPORT (Support)	Number	: 642 of 674
To	: SPIDERSOFT PSX	Date	: 13/06/1996
	2:12pm		
Subject	: MOVIES	Reference	: 640
Read	: 13/06/1996 3:04pm	Private	: NO
Conf	: 0 - General email		

Hi martin, (we do eventually answer queries)

Below is an example of how you interleave a 25fps stream and (1 in 8

sector) XA audio file, for 15fps use the interleave structure you have already.....

```
-----
XAInterleavedFile THENET.STR;1          Name of file on CD
  XChannelInterleave TimeCritical
    1-1-1-1-1-B-1-2-1-1-1-1-1-1-1-2-1-1-1-1-1-2  Interleave struct
  XChannel 1          XA channel for video
  XFileAttributes Form1 Video          (2048 bytes/sector)
  Source movies\net_5s.str          5 Sectors/frame video stream
  XAEndChannel

  XChannel 2          XA Channel for Audio
  XFileAttributes Form2 Audio
  XAAudioAttributes ADPCM_C Stereo          38.4KHZ Stereo ADPCM..
  Source movies\net.xxa          XA file without headers..
  XAEndChannel
XAEndInterleavedFile
-----
```

NOTE: When you get your XA audio file, this contains XA subheader information that is not required by BUILDCD when building an interleaved file, so you will have use the EXTRACT program to remove the headers from the XA file.

Have fun,
Colin.

-> will anyone out there reply to this message????
->
-> i need to know how to create an interleaved file using the cti file
-> since the manual is not very helpful. i have a str and an xa file
-> which need to be interleaved together. you gave me the interleave
-> structure for my 15fps movie but i dont know how to use that
-> structure in the cti file. any help would be appreciated
->
-> thanks, martin

```
From      : SILMARILS PSX          Number      : 643 of 674
To        : ALL                   Date        : 14/06/1996
12:52pm
Subject   : sound memory          Reference   : NONE
Read      : NO                   Private     : NO
Conf      : 0 - General email
```

I have some problems with soud memory on the psx development's kit :
I can't write anithing in this memory. All examples crash on the
command "WAIT_COMPLETED" after sending sound or data ...
Is it a hardware problem ?
thx for quick answer.
Cyril/SILMARILS.

```
From      : SCE SUPPORT (Support)          Number      : 644 of 674
```

To : ALL Date : 17/06/1996
5:27pm
Subject : Paper Manuals Reference : NONE
Read : NO (REPLIES) Private : NO
Conf : 0 - General email

At the conference, many developers expressed an interest in paper versions of the manual sets.

Well, we've been research costs, and for the 1600 pages of the overview and reference manuals, stuffed into two binders, including warehousing etc. works out at 90 UKP a set.

If there is sufficient interest, we'll do a print run.

Let us know via a BBS message, or mail to dev_support@interactive.com by the end of the month.

Thanks,

Paul

From : MILLENIUM PSX Number : 645 of 674
To : SCE SUPPORT (Support) Date : 18/06/1996
7:11am
Subject : Paper Manuals Reference : 644
Read : 18/06/1996 9:14am Private : NO
Conf : 0 - General email

But would these be prints of the basic 3.0 manuals, or is someone eventually (ever?) going to get round to adding the updates into the main manual set..

I dread to think how long it'll take to get 3.5 documentation.. :^/

Dean

From : TIMEWARNER PSX Number : 646 of 674
To : ALL Date : 18/06/1996
10:04am
Subject : MultiTap & Memory Card Reference : NONE
Read : NO (REPLIES) Private : NO
Conf : 0 - General email

I am having problems with reciveing data from the multitap if I have a memory card plugged into 1b , 1c or 1d. the pads will not return data only leave what was last sent before card inserted.

I have tried calling StopCARD. but no change in what happens

From : SCE SUPPORT (Support) Number : 647 of 674
To : TIMEWARNER PSX Date : 18/06/1996
12:04pm
Subject : MultiTap & Memory Card Reference : 646
Read : 18/06/1996 1:11pm Private : NO
Conf : 0 - General email

-> I am having problems with receiveing data from the multitap if I have
-> a memory card plugged into 1b , 1c or 1d. the pads will not return
-> data only leave what was last sent before card inserted.

OK I assume you are using InitTap and StartTap. There should be no problems with this. Maybe you are initialising them in the wrong order. Have a look at the latest dev con notes and also the sample code that goes with them eg mtapdemo.zip and memcard.zip.

Also if you are processing the memory cards in your loop and you initialised the cards not to share with the controllers then all of the serial bandwidth may be being gobbled up by the memory cards. The solution is to add a VSync prior to reading the controller buffers.

StopCard doesn't work properly (actually almost none of the cammands with the word stop in them don't function completely. Its best to install everything at the start and leave it installed.)

If none of this helps, I'll need some more specific information. Perhaps if you upload your initialisation routine and your card reading routines I could have a look at them for you. If you get really desperate I can do you some sample code but I'm really busy at the mo.

Hope this helps some.

Dave

From	: TIMEWARNER PSX	Number	: 648 of 674
To	: ALL	Date	: 18/06/1996
	4:24pm		
Subject	: MultiTap & Cards	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 0 - General email		

Hello again,

still no luck with this multi tap configuration,

here are the lines i am using,
InitTAP(bufa,lena,bufb,lenb);
StartTAP();

if I use the example from the tap.txt on the CD then i continually get VSync timeouts.

The two line config works fine as long as no cards are in B,C,D
I don't want to use the cards at all during the game so I don't init them. if i do init them then i get the vsync timeout.

If i takeout the memory card the port acts normal until i put it in then whatever direction i am pressing will stack until the card is pulled out.

Thanks
Allan.

P.S I am using the libtap.lib from the CD

From : NEOGEO BV
To : SCE SUPPORT (Support)
9:45pm
Subject : Hello!
Read : 24/06/1996 9:11am
Conf : 0 - General email

Number : 650 of 674
Date : 22/06/1996
Reference : NONE
Private : NO

Knock knock....

Is the Email connection restored?

I didn't get an answer.
Please mail me at:

ton@neogeo.nl

From : PHOENIX PSX
To : SCE SUPPORT (Support)
4:47pm
Subject : Old Matrix Xform Chestnut
Read : 24/06/1996 11:40am
Conf : 0 - General email

Number : 651 of 674
Date : 26/06/1996
Reference : NONE
Private : NO

help...screwed up message

From : TIMEWARNER PSX
To : ALL
2:26pm
Subject : License Screen.
Read : NO (REPLIES)
Conf : 0 - General email

Number : 653 of 674
Date : 24/06/1996
Reference : NONE
Private : NO

Could you tell me who to contact in order to get a european licensing screen.

Tim.

From : PHOENIX PSX
To : SCE SUPPORT (Support)
4:47pm
Subject : Matrix stuff again
Read : 24/06/1996 3:12pm
Conf : 0 - General email

Number : 654 of 674
Date : 26/06/1996
Reference : NONE
Private : NO

bad message - please delete

From : MILLENIUM PSX
To : TIMEWARNER PSX
3:06pm
Subject : License Screen.
Read : 24/06/1996 3:08pm
Conf : 0 - General email

Number : 655 of 674
Date : 24/06/1996
Reference : 653
Private : NO

I thought the screen was on the BBS (called WARNING.ZIP???)

Hope this helps,

Dean

From	: SCE SUPPORT (Support)	Number	: 656 of 674
To	: TIMEWARNER PSX	Date	: 24/06/1996
3:12pm			
Subject	: License Screen.	Reference	: 653
Read	: 24/06/1996 3:15pm	Private	: NO
Conf	: 0 - General email		

-> Could you tell me who to contact in order to get a european licensing
-> screen.
->
-> Tim.

Hello Tim, Ben says Hello also,
anyway to get the license screen you just have to contact your
accounts manager here at sony, and they will arrange to get it for you.
Dave V.

From	: TIMEWARNER PSX	Number	: 659 of 674
To	: ALL	Date	: 28/06/1996
2:35pm			
Subject	: BOOKS	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

Could you give us the title and isbn number of the mips book youve
mentioned in a few previous messages. I tried finding the relevant
messages but couldnt find them!.

Cheers.

Tim.

From	: MILLENIUM PSX	Number	: 660 of 674
To	: TIMEWARNER PSX	Date	: 28/06/1996
3:47pm			
Subject	: BOOKS	Reference	: 659
Read	: 01/07/1996 10:16am (REPLIES)	Private	: NO
Conf	: 0 - General email		

I'd recommend 'MIPS RISC ARCHITECTURE' by Gerry Kane and Joe Heinrich,
published by Prentice Hall (ISBN: 0-13-590472-2)..

It's nice. Nice and cheap. :)

Dean

From	: SCE SUPPORT (Support)	Number	: 661 of 674
To	: TIMEWARNER PSX	Date	: 28/06/1996
6:13pm			
Subject	: BOOKS	Reference	: 659
Read	: 01/07/1996 10:17am	Private	: NO
Conf	: 0 - General email		

Have a peek at the end of DEVGUIDE.DOC ...

-> Could you give us the title and isbn number of the mips book youve
-> mentioned in a few previous messages. I tried tried finding the
-> relevant messages but couldnt find them!.
->
->
-> Cheers.
->
-> Tim.

From	: TIMEWARNER PSX	Number	: 662 of 674
To	: MILLENIUM PSX	Date	: 01/07/1996
10:17am			
Subject	: BOOKS	Reference	: 660
Read	: 01/07/1996 11:06am	Private	: NO
Conf	: 0 - General email		

cheers for that!

tim.

From	: OCEAN PSX	Number	: 664 of 674
To	: ALL	Date	: 02/07/1996
4:44pm			
Subject	: Uncompressed AVI	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

What's the best way to convert AVIs to uncompressed AVI ?? Any tool
available ?? Videdit is only part of the VFW SDK isn't it ???

Didier.

From	: MILLENIUM PSX	Number	: 665 of 674
To	: OCEAN PSX	Date	: 02/07/1996
7:22pm			
Subject	: Uncompressed AVI	Reference	: 664
Read	: 03/07/1996 1:35pm (REPLIES)	Private	: NO
Conf	: 0 - General email		

There an app called 'AVIEdit' with VC++ 4.0, I think. And Adobe Premier
4.x handles this too..

Hope this helps!

Dean

From	: SCE SUPPORT (Support)	Number	: 667 of 674
To	: ALL	Date	: 03/07/1996
11:52am			
Subject	: poly subdivision	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 0 - General email		

New example code from the forth coming lib35 sample code for poly subdivision.

Dave

From	: MILLENIUM PSX	Number	: 668 of 674
To	: SCE SUPPORT (Support)	Date	: 03/07/1996
	1:08pm		
Subject	: poly subdivision	Reference	: 667
Read	: 03/07/1996 1:14pm	Private	: NO
Conf	: 0 - General email		

Ooooooh.. ta Dave.. :)

Dean

Scanning conference 1 - PSX Common

From	: SCE SUPPORT (Support)		
To	: SOFTGOLD PSX		
Subj	: Better quality streams		
Numb	: 1 of 1102	Date	: 24/10/1995
	9:36am		
Read	: 24/10/1995 12:51pm	Reference	: 1305
Conf	: 1 - PSX Common	Private	: NO

Dear Sam and Telstar,

You are in fact correct and we are totally wrong (again !). Here are the correct answers...

double speed	Stereo	37.8khz	1 in 8
double speed	Mono	37.8khz	1 in 16
double speed	Stereo	18.9khz	1 in 16
double speed	Mono	18.9khz	1 in 32

This gem of information is cunningly hidden in the libovr30 (library overview 3.0) file formats chapter (17 page 279).

Sorry about the disinformation. Ben was thrown down the stairs twice for this one.

Dave

From	: SCE SUPPORT (Support)		
To	: MILLENIUM PSX		
Subj	: Video Playback on PlayStation		
Numb	: 2 of 1102	Date	: 24/10/1995
	10:11am		
Read	: 24/10/1995 10:19am (REPLIES)	Reference	: 1306
Conf	: 1 - PSX Common	Private	: NO

-> MovConv lets us choose between 'MDEC Version 2' and 'MDEC Version 3'
-> compression. Apparently we should use 'MDEC Version 3', because it's
-> assumed to generate a better quality image. This may be true, but
-> unfortunately the increase in quality has a downside, being that the

-> image can't be VLC decoded quickly enough. One of our titles here was
-> using MDEC 3, and the stream playback would occasionally stall due to
-> the VLC decode taking too long (and hence, it'd miss a frame). When t
-> stream is re-encoded using MDEC 2, the playback is much better, but f
-> either of these the VLC decode isn't fast enough (infact, our stream
-> playback code doesn't wait for a Vblank before swapping display/draw
-> areas due to the fact that if we _do_ wait, it pushes the VLC decode
-> over again.
->
-> I've mentioned this shit VLC decode stuff so many times now, without
-> reasonable response. I know that you guys are busy, and that you pass
-> back stuff to Japan, but what on earth is going on with this?
->
-> It's a bit of a joke when the Saturn next to my desk can play back a
-> stream better than a PlayStation (which has a hardware decode!!).

I think the idea is that the playstation can get the overall load down
to about 30%, which means you can do other stuff as well as playing the
stream.

-> 1. What is happening to make VLC decode faster?2
dunno
-> 2. Indeed, is anyone at SCEJ looking at this?
dunno
-> 3. If they are, when will we get something back?
dunno

I'll get on the case re this.

Can I suggest that you maybe do something with your images to improve
their suitability for vlc compression? I am assuming that they don't
take run length very well and running some sort of lowpass filter over
the images might improve this situation a little bit ?

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Video Playback on PlayStation
Numb : 3 of 1102 Date : 24/10/1995
10:25am
Read : 24/10/1995 10:48am (REPLIES) Reference : 1314
Conf : 1 - PSX Common Private : NO

I understand what you're suggesting regarding running a low-pass filter
over the images, but then we're just reducing the overall image quality.
Yes, it's a short term solution (as is using MDEC Version 2, I guess),
but the underlying problem is with VLC. I seem to remember someone (it
could have been Brian at Visual Sciences) saying they'd managed to write
a VLC decode routine that was _3 times_ faster than the library
equivalent and was written in hand-optimised assembler.

I also appreciate that SCEJ have constructed libraries that are supposed
to let us do other things apart from streaming, but I'd have thought
most people (at least at the moment) will just be playing back intros
and other assorted sequences.

Once again, ta for checking. I look forward to hearing what SCEJ have to

say about this.. :)

Later,

Dean

p.s. Just out of curiosity, what can we use to run a filter over our images. Premiere just lets us blur things... :(

From : CTA PSX
To : TIMEWARNER PSX
Subj : crashes
Numb : 4 of 1102 Date : 24/10/1995
6:22pm
Read : 25/10/1995 11:30am Reference : NONE
Conf : 1 - PSX Common Private : NO

I had a very similar problem last week. The offending item was aspsx 2.25. I went back to aspsx 2.05 and everything was fine.

just a thought

Cheers
John

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : creature shock
Numb : 5 of 1102 Date : 24/10/1995
6:56pm
Read : 25/10/1995 10:57am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi there again,
Umm, i've got a bit of a problem. I am writing the code to convert the FMV on creature shock to the playstation and i've hit a clanger of a problem with CDREAD. I am using a 64k buffer and load in one half while i use the other. If you use CDREAD to read in 16 sectors and then a little while later read in 16 sectors to the other half of the buffer it uses the last sector that was read before as the first sector in the 32k. Otherwords it doesn't seem to increment the pointer when it has finished loading the file from the last sector read to the one just after.

H E L P !
Cheers,
Paul

From : SD PSX
To : SCE SUPPORT (Support)
Subj : My rubbish code...
Numb : 6 of 1102 Date : 25/10/1995
9:09am
Read : 25/10/1995 11:01am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Ben Lad,

As there is no mail from you re: my code crash then I'll assume that you either hate me or you are skiving off somewhere!
Gives us a shout when you here from those cheeky chappies from Japan.

Cheers me dears,
Marc

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Video Playback on PlayStation
Numb : 7 of 1102 Date : 25/10/1995
10:57am
Read : 25/10/1995 11:04am Reference : 1315
Conf : 1 - PSX Common Private : NO

-> I understand what you're suggesting regarding running a low-pass filt
-> over the images, but then we're just reducing the overall image quali
-> Yes, it's a short term solution (as is using MDEC Version 2, I guess)
-> but the underlying problem is with VLC. I seem to remember someone (i
-> could have been Brian at Visual Sciences) saying they'd managed to wr
-> a VLC decode routine that was _3 times_ faster that the library
-> equivalent and was written in hand-optimised assembler.

Brain's a very clever lad.... but 3 times faster ?

-> p.s. Just out of curiosity, what can we use to run a filter over our
-> images. Premiere just lets us blur things... :(

photoshop, has some effects you could use. If you upload a frame (if its
not too secret) I'd quite like to see what it compresses like...
Dave

From : SCE SUPPORT (Support)
To : INTERACTIVE PSX
Subj : creature shock
Numb : 8 of 1102 Date : 25/10/1995
11:00am
Read : 25/10/1995 11:59am Reference : 1317
Conf : 1 - PSX Common Private : NO

-> Umm, i've got a bit of a problem. I am writing the
-> code to convert the FMV on creature shock to the playstation and i've
-> hit a clanger of a problem with CDREAD. I am using a 64k buffer and l
-> in one half while i use the other. If you use CDREAD to read in 16
-> sectors and then a little while later read in 16 sectors to the other
-> half of the buffer it uses the last sector that was read before as th
-> first sector in the 32k. Otherwords it doesn't seem to increment the
-> pointer when it has finished loading the file from the last sector re
-> to the one just after.

its shit isn't it. You have to do a seek, and that will take ages.

Your probably going to need to use some sort of ring buffer arrangement
and use cdraw2? This is how sony streaming code achieves this....

Dave

From : SCE SUPPORT (Support)

To : SD PSX

Subj : My rubbish code...

Numb : 9 of 1102

Date : 25/10/1995

11:06am

Read : 26/10/1995 9:00am (REPLIES)

Reference : 1318

Conf : 1 - PSX Common

Private : NO

-> As there is no mail from you re: my code crash then I'll assume that
-> either hate me or you are skiving off somewhere!
-> Gives us a shout when you here from those cheeky chappies from Japan.

Marc,

Hmmm, tough call. No, I haven't been skiving and I don't hate you,
it just takes a bit of time for Japan to answer. They did that this
morning and the results are as follows :

Basically, they don't know. If you use the old malloc.obj, then
everything is ok. They say they'll look into it. A new release f the
libraries is imminent so there may be improvements there. I don't
really know what to suggest. Use static arrays for now ?? Or use
malloc.obj ?? I'd probably go for arrays for now, until this is sorted.

Later,

Ben

From : CREATIONS PSX

To : SCE SUPPORT (Support)

Subj : Code Relocator? (Optimistic)

Numb : 10 of 1102

Date : 25/10/1995

11:19am

Read : 25/10/1995 11:20am (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Is there a code relocater yet? Are there any plans for one? Also, a
little question about how .lib files are handled. If I only use one
function from libgs.lib, how much of that library is linked in? Just the
one 'module'?

Thanks in Advance.

Andy.

From : SCE SUPPORT (Support)

To : CREATIONS PSX

Subj : Code Relocator? (Optimistic)

Numb : 11 of 1102

Date : 25/10/1995

11:23am

Read : 26/10/1995 10:17am

Reference : 1323

Conf : 1 - PSX Common

Private : NO

-> Is there a code relocater yet? Are there any plans for one?
Not that I know of.

dumb question1: What is a code relocater ?

dumb question2: What do you want it for ?

-> Also, a
-> little question about how .lib files are handled. If I only use one
-> function from libgs.lib, how much of that library is linked in? Just
-> one 'module'?

just one module, but allegedly these modules are going to get smaller in
a future release.

Dave

From : MINDSCAPE PSX
To : INFOGRAMS PSX
Subj : Psy-Q & Windows 95
Numb : 12 of 1102
11:27am
Read : 27/10/1995 2:37pm
Conf : 1 - PSX Common
Date : 25/10/1995
Reference : 1280
Private : NO

I had the Win95 problem with the compiler and got an answer from SN
Systems at ECTS

what you need to do is to add the following to your autoexec.bat

set GO32=dpmistack 500000 (or some other suitably large number)

apparently the compiler get very recursive when it optimizes and the
win95 stack is just not bit enough !

hope this helps

Andy K.

From : TIMEWARNER PSX
To : SCE SUPPORT (Support)
Subj : near Z CLIP bit of GsDOBJ2 / GsSetNearClip details...
Numb : 13 of 1102
11:42am
Read : 25/10/1995 1:11pm (REPLIES)
Conf : 1 - PSX Common
Date : 25/10/1995
Reference : NONE
Private : NO

I'm trying to stop polygons from clipping when they come very near to
the screen. They are texture mapped - I'm not too bothered about the
texture distortion (yet), just the fact that they dissappear.

Bit 7 (Near Z CLIP) of GsDOBJ2->attribute does not seem to have any
effect. When set to 1, polygons should be forcibly displayed rather
than clipped.

As an aside, Bit 8 (back clip) does not seem to function as well.

The Function GsSetNearClip does not seem to have any effect,nor is it
mentioned in the manuals. The demonstration programs use it though. What
are it's parameters, and what does it do??

I'm using libraries version 3.2 and GsSortObject5 to add objects to
ordering table.

If you could answer these questions (or tell me how to force polygon display rather than near clipping when using GsSortObject5), I would be grateful.

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Guidelines
Numb : 14 of 1102 Date : 25/10/1995
12:50pm
Read : 25/10/1995 1:12pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

The PAL guidelines posted up yesterday say a safe border for text output is 16 pixels off each edge. But our pre-approval report from SCEE QA states a 24 pixel border. Which is correct? I thin 24 pixels is a bit excessive...

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Guidelines
Numb : 15 of 1102 Date : 25/10/1995
1:23pm
Read : 25/10/1995 3:22pm (REPLIES) Reference : 1328
Conf : 1 - PSX Common Private : NO

-> The PAL guidelines posted up yesterday say a safe border for text out
-> is 16 pixels off each edge. But our pre-approval report from SCEE QA
-> states a 24 pixel border. Which is correct? I thin 24 pixels is a bit
-> excessive...

I guess this also depends on the screen resolution that you intend to use.....

apparently (straight from tony bourne head of QA, here in the office now) thats 24 pixels at 640,480 ?

Allans measurement of 16 pixels, was I believe at 320,240 so really thats even bigger, I'd go with Allans 'cos I saw him test it on half a dozen tvs (and they weren't all sony ones either)

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Guidelines
Numb : 16 of 1102 Date : 25/10/1995
3:23pm
Read : 25/10/1995 6:41pm Reference : 1329
Conf : 1 - PSX Common Private : NO

Cool. All our stuff at the moment is 320x240, so I'll make a note.

Thanks,

Dean

From : IGUANA PSX
To : SCE SUPPORT (Support)
Subj : combat cable
Numb : 17 of 1102 Date : 25/10/1995
4:08pm
Read : 25/10/1995 6:42pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Is there a combat cable lead we can buy that lets us plug a dtl-h2000 into a release psx? If not can we have the pin outs of the release psx combat cable, and where can we get the connector's?

Chris Kirby (Iguana uk)

From : TIMEWARNER PSX
To : SCE SUPPORT (Support)
Subj : DOWNLOADING TO GRAPHIC ARTIS BOARD
Numb : 18 of 1102 Date : 25/10/1995
4:17pm
Read : 25/10/1995 6:44pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

A while ago I asked you a question about how I go aboout interfacing (through windows) with the graphic artists board. You mentioned something about a couple of libraries that I would need that are compiled under borland c. Where are the libraries on this BBS?

Also Is the fax number for tech-support correct, because after sending three faxes and getting no reply, It seems the only way to get an answer(?) is through modem?

TWI UK

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : cd's
Numb : 19 of 1102 Date : 25/10/1995
5:00pm
Read : 25/10/1995 6:45pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Dave,

About this CDREAD lark. I tried loading 17 sectors at a time and just junking the last one. This seemed to work for the first couple of reads but then it read something completely wrong. Does CDREAD not really care where it leaves the read head after reading? Also if i were to use CDREAD2 are there any small programs demonstrating a little bit of streaming of sectors. I don't want to have to wade through tons of code as i haven't got the time. Hmmm, i'll get back to this git of a game now!

See Ya,

Paul at ISL.

From : MICROPROSE PSX
To : MILLENIUM PSX
Subj : Defcon 5
Numb : 20 of 1102 Date : 25/10/1995
5:05pm
Read : 26/10/1995 7:16am (REPLIES) Reference : 1309
Conf : 1 - PSX Common Private : NO

Great news, man! Well done. (Perhaps a little product swappies are in order?? :)

-- Bob

From : SCE SUPPORT (Support)
To : IGUANA PSX
Subj : link cable
Numb : 21 of 1102 Date : 25/10/1995
6:44pm
Read : 26/10/1995 8:10am (REPLIES) Reference : 1331
Conf : 1 - PSX Common Private : NO

Sorry, no such cable ... we'll look for pin out information, but I'm sure someone here tried to find out, with little success....

Paul

-> Is there a combat cable lead we can buy that lets us plug a dtl-h2000
-> into a release psx? If not can we have the pin outs of the release ps
-> combat cable, and where can we get the connector's?
->
-> Chris Kirby (Iguana uk)

From : CTA PSX
To : TIMEWARNER PSX
Subj : near Z CLIP
Numb : 22 of 1102 Date : 25/10/1995
8:50pm
Read : 26/10/1995 8:56am Reference : 1327
Conf : 1 - PSX Common Private : NO

Greetings

The (no) back clip bit is not implemented.

Curing the texture mapping distortion (setting GsDIVx bits), should also help a lot with near Z clipping.

Hope this helps.

Cheers
John

From : MILLENIUM PSX
To : MICROPROSE PSX

Subj : Defcon 5
Numb : 23 of 1102
7:17am
Read : 26/10/1995 1:18pm (REPLIES)
Conf : 1 - PSX Common
Date : 26/10/1995
Reference : 1334
Private : NO

Ta Bob... product swap could be a nice idea. Our title is due for US release on 24th November, so we won't get any copies until then though..

Later,
Dean

From : IGUANA PSX
To : FACTOR PSX
Subj : link cable
Numb : 24 of 1102
8:56am
Read : 27/10/1995 1:16pm
Conf : 1 - PSX Common
Date : 26/10/1995
Reference : NONE
Private : NO

Hi,
I have heard that to have made a combat cable, Would it be possible for you to give us pin-outs or help? Please help!

Chris Kirby

From : SD PSX
To : SCE SUPPORT (Support)
Subj : My rubbish code...
Numb : 25 of 1102
9:03am
Read : 26/10/1995 9:15am (REPLIES)
Conf : 1 - PSX Common
Date : 26/10/1995
Reference : 1322
Private : NO

Ben Lad,

Cheers for your help. The reason we need malloc is that we have lots of characters and the like and we can't do a static array as it would use up too much memory.

I'll make do with what I've done so far and try linking with malloc.obj.

Nice one,
Marc

From : SCE SUPPORT (Support)
To : SD PSX
Subj : My rubbish code...
Numb : 26 of 1102
9:17am
Read : 27/10/1995 9:17am (REPLIES)
Conf : 1 - PSX Common
Date : 26/10/1995
Reference : 1339
Private : NO

-> Cheers for your help. The reason we need malloc is that we have lots
-> characters and the like and we can't do a static array as it would us
-> up too much memory.

"The K&R C book contains the source for a simple malloc function, you'd probably do better to write your own." says Ben

Dave

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : DOWNLOADING TO GRAPHIC ARTIS BOARD
Numb : 27 of 1102 Date : 26/10/1995
9:25am
Read : 26/10/1995 11:46am Reference : 1332
Conf : 1 - PSX Common Private : NO

-> A while ago I asked you a question about how I go aboout interfacing
-> (through windows) with the graphic artists board. You mentioned
-> something about a couple of libraries that I would need that are
-> compiled under borland c. Where are the libraries on this BBS?

We have a problem, which is we are unsure as to whether these libraries are available to release. As soon as I get the ok for this, i'll up load them...

What are you planning on doing? Have you programmed windows before, by all accounts its a git to program.

-> Also Is the fax number for tech-support correct, because after sendin
-> three faxes and getting no reply, It seems the only way to get an
-> answer(?) is through modem?

Our fax number is 0171 390 4324. Anything sent to this number will get through.

One the whole we prefer people to use the BBS. Especially as it give the developer a chance to down load all the newest tools etc.

Sorry, I'll let you know about the libraries as soon as possible.

Dave

From : SCE SUPPORT (Support)
To : SCE SUPPORT (Support)
Subj : link cable
Numb : 28 of 1102 Date : 26/10/1995
9:32am
Read : 26/10/1995 9:47am Reference : 1335
Conf : 1 - PSX Common Private : NO

-> Sorry, no such cable ... we'll look for pin out information, but I'm
-> sure someone here tried to find out, with little success....

I think the biggest problem will be getting the plugs, I guess you could kill one of our link cables to make two hybrid link cables, if there is no pinout in the docs then we don't have one.

I'll try and get one from Japan.

DAVE

From : SCE SUPPORT (Support)
To : INTERACTIVE PSX
Subj : cd's
Numb : 29 of 1102
9:47am
Read : 26/10/1995 2:25pm
Conf : 1 - PSX Common

Date : 26/10/1995
Reference : 1333
Private : NO

-> About this CDREAD lark. I tried loading 17 sectors at a
-> time and just junking the last one. This seemed to work for the first
-> couple of reads but then it read something completely wrong. Does CDR
-> not really care where it leaves the read head after reading?
The disk is still spinning so it just starts reading at the disks
current position. yuk.

-> were to use CDREAD2 are there any small programs demonstrating a litt
-> bit of streaming of sectors. I don't want to have to wade through ton
-> of code as i haven't got the time. Hmmmm, i'll get back to this git o
-> game now!

in samples32.zip there is a dir CD and within that a dir called MOVIES,
these should sort you out, if the seeking is too slow.

Dave

From : CREATIONS PSX
To : SCE SUPPORT (Support)
Subj : Code Relocator.
Numb : 30 of 1102
10:23am
Read : 26/10/1995 11:45am (REPLIES)
Conf : 1 - PSX Common

Date : 26/10/1995
Reference : NONE
Private : NO

A code relocater is a mechanism which would allow us to load a program
into anywhere in memory and execute there, rather than having an 'obj'ed
file at the link stage? I'm not sure if r3000 is segment based, some of
the later chips are, which would allow us to 'obj' our code at 0 and
then set a kind of program segment register base.
All this is basically useful when you want to load bits of code as a
kind of dynamic run time library, there's no point in having the logic
in memory for the Great Red Dragon when that isn't in this dungeon sort
of thing? Overlays solve this problem a little, but what if I want logic
for two different game objects in at once?
Perhaps if you can't shed some light on this problem, it might be better
thrown at visual sciences.
Thanks.

Andy.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : D-Cache
Numb : 31 of 1102
10:38am
Read : 26/10/1995 11:46am (REPLIES)
Conf : 1 - PSX Common

Date : 26/10/1995
Reference : NONE
Private : NO

Hi guys,

In the PlayStation Developers Guide (DEVGUIDE.ZIP) it mentions that the D-Cache can be used to hold a small OT. Is this right? I thought that the D-Cache can't be subject to a DMA transfer, and that the GPU DMA'd sections of the OT into it's own on-chip RAM (along with the Primitive packets).

Or am I completely missing the point here.. ? :)

Nice document, by the way..

Ta very much,

Dean

p.s. On page 12, the program start address should actually be 0x80010000 shouldn't it? I thought the upper bits affected the cache usage...

From : TIMEWARNER PSX
To : SCE SUPPORT (Support)
Subj : Files
Numb : 32 of 1102 Date : 26/10/1995
11:56am
Read : 26/10/1995 2:24pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I cant find the libs for the artist board in our directory. Can you check please.

Thanks

TWI UK

From : MICROPROSE PSX
To : MILLENIUM PSX
Subj : Swappies
Numb : 33 of 1102 Date : 26/10/1995
1:20pm
Read : 26/10/1995 2:03pm Reference : 1337
Conf : 1 - PSX Common Private : NO

Yeah, that's cool...it'll give me time to uhm, liberate a copy of XCom from our US people. :)

-- Bob

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : Files
Numb : 34 of 1102 Date : 26/10/1995
2:35pm
Read : 26/10/1995 3:28pm Reference : 1347
Conf : 1 - PSX Common Private : NO

->
-> I cant find the libs for the artist board in our directory. Can y
-> check please.

Should be there now. Sorry, for some reason your file area was set up wrong.

Dave

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : D-Cache
Numb : 35 of 1102 Date : 26/10/1995
2:48pm
Read : 26/10/1995 3:05pm (REPLIES) Reference : 1345
Conf : 1 - PSX Common Private : NO

-> Hi guys,
->
-> In the PlayStation Developers Guide (DEVGUIDE.ZIP) it mentions that
-> the D-Cache can be used to hold a small OT. Is this right? I thought
-> that the D-Cache can't be subject to a DMA transfer, and that the GPU
-> DMA'd sections of the OT into it's own on-chip RAM (along with the
-> Primitive packets).

Well, it works any way.

-> Nice document, by the way..

What we want to do, is this level of detail for everything, with no mistakes or lies, so comments are greatly appreciated!

-> Ta very much,
->
-> Dean
->
-> p.s. On page 12, the program start address should actually be
-> 0x80010000 shouldn't it? I thought the upper bits affected the
-> cache usage...
s'right

urrrr, that bits nit actaully finished yet, I'm gonna do a big bit on heap and malloc and stuff, rumours abound regarding a new memory allocation scheme for libs3.3 and I'm hoping to standardize on this rather than having to explain init_heap and init_heap2.

Dave

From : SCE SUPPORT (Support)
To : CREATIONS PSX
Subj : Code Relocator.
Numb : 36 of 1102 Date : 26/10/1995
2:50pm
Read : 02/11/1995 3:02pm Reference : 1344
Conf : 1 - PSX Common Private : NO

-> A code relocater is a mechanism which would allow us to load a progra

-> into anywhere in memory and execute there, rather than having an 'obj

That is what I thought it would be. Nope we don't have one of those.
I'll ask VS if they have one, but they're pretty busy at the moment.

Dave

From : SCE SUPPORT (Support)
To : VISUAL PSX
Subj : code relocater
Numb : 37 of 1102 Date : 26/10/1995
2:53pm
Read : 08/11/1995 2:33pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Rumours abound that you have a done some work on code relocation,
Software Creations would be interested in something that would allow
them to do this.....

Any comments, advice, etc ?

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : D-Cache
Numb : 38 of 1102 Date : 26/10/1995
3:07pm
Read : 26/10/1995 5:18pm Reference : 1350
Conf : 1 - PSX Common Private : NO

Another new memory allocation scheme? Gawd... people seem to be having
enough trouble with malloc.obj and mmgm.obj... :)

Thanks!

Dean

From : INTERACTIVE PSX
To : ALL
Subj : cd streaming that is NOT motion JPEG
Numb : 39 of 1102 Date : 26/10/1995
5:36pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi there,

Is there anybody out there who is trying to use their own
FMV compression and has got it streaming from the real CD yet? I'm in
real deep shit if you can't do it on the PSX. Please reply!!!!

Paul at ISL.

PS: Phone if you like on (01926) 881448

From : DMA PSX
To : ALL
Subj : Music
Numb : 40 of 1102
1:09am
Read : NO
Conf : 1 - PSX Common

Date : 27/10/1995
Reference : NONE
Private : NO

Hello everyone

Can anyone let me know exactly what hardware/software I have to aquire to begin working on music and FX

Thanks

AndyW

From : SD PSX
To : SCE SUPPORT (Support)
Subj : My rubbish code...
Numb : 41 of 1102
9:18am
Read : 27/10/1995 10:21am
Conf : 1 - PSX Common

Date : 27/10/1995
Reference : 1340
Private : NO

Ben/Dave,

Cheers, I'll have a look!

Marc

From : SCE SUPPORT (Support)
To : INFOGRAMS PSX
Subj : Random Hang Up problem - new libcd
Numb : 42 of 1102
9:53am
Read : 27/10/1995 2:37pm
Conf : 1 - PSX Common

Date : 27/10/1995
Reference : NONE
Private : NO

Dear M. Perigault-Vigier,

I have replied to your fax by FAX and E-mail, but just to make sure...

You didn't say which versions of the libraries you are using - we recommend at least 3.0 or 3.1.

We have obtained two components of the upcoming LIBS 3.3 - the libcd and libtab libraries.

We have tested the former with the European Demo Disc, and it does seem to handle media problems a little better - worth trying.

Paul

From : SCE SUPPORT (Support)

To : ALL
Subj : Materials Editor
Numb : 43 of 1102
10:36am
Read : NO
Conf : 1 - PSX Common

Date : 27/10/1995
Reference : NONE
Private : NO

All,

It has been drawn to my attention that materials editor 1.71ce does not work. I have tested this and I fully agree. Serious bollox. I have put the latest, working version back on this BBS and I will mail Japan for a working version 1.71

Later,
Ben

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : STILL TRYING TO STREAM STUFF
Numb : 44 of 1102
11:24am
Read : 27/10/1995 12:25pm (REPLIES)
Conf : 1 - PSX Common

Date : 27/10/1995
Reference : NONE
Private : NO

Hi Dave,

Is it possible to stream data like i mentioned before without using the MDEC stuff. ie: Read in 16 sectors, hang about for half a second and then read in another 16 sectors from where it left off WITHOUT doing a seek. If it is can you please help otherwise i am going to pull my hair out with a chainsaw. A rough guide on what to do would be nice.

Paul at ISL.

ps: That MOVIE file you told me about was just for doing motion JPEG.

From : MILLENIUM PSX
To : INTERACTIVE PSX
Subj : STILL TRYING TO STREAM STUFF
Numb : 45 of 1102
1:06pm
Read : 27/10/1995 2:31pm
Conf : 1 - PSX Common

Date : 27/10/1995
Reference : 1359
Private : NO

Looks like you're up for a haircut then.... :)

Dean

From : UBI PSX
To : ALL
Subj : QMESH
Numb : 46 of 1102
2:28pm
Read : NO
Conf : 1 - PSX Common

Date : 27/10/1995
Reference : NONE
Private : NO

Am I right in thinking the new 3.2 QMESH routines although use linked polygons, they also use linked textures, so you couldn't build a block mesh only a texture linked mesh?

Is there any documentation for QMESH, etc ?

UBI

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : cd docs
Numb : 47 of 1102
9:05am
Read : 30/10/1995 11:46am (REPLIES)
Conf : 1 - PSX Common
Date : 30/10/1995
Reference : NONE
Private : NO

Hi Dave,

Pretty close to solving my loading problem now. Are there any more concise docs for libcd than the basic ones in the manual. I hope it is like it seems in the way you can do a seek in the background. Do you use a standard callback like you do with the read? Hope you can help. See ya,

Paul at ISL.

From : SCE SUPPORT (Support)
To : ALL
Subj : Latest Libraries - 3.3
Numb : 48 of 1102
11:49am
Read : NO
Conf : 1 - PSX Common
Date : 30/10/1995
Reference : NONE
Private : NO

The latest libraries have arrived - Libraries 3.3, and are available in the "PlayStation Libraries Area".

We're planning to send these out on CD-ROM in the next few weeks to all Developers, but if you're keen, you can collect them now.

Early tests (using the SCEE Demo Disc Code as a reference) indicate that the new libraries produce executables with a smaller footprint than 3.2 - we'll be performing more tests during the next few weeks.

One slight fly in the ointment - some of the sample code (eg CONBI) seems to indicate a problem with the CD code - possible related to the use of VLC. Plain Streaming seems to be OK. We'll keep you posted.

Paul

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : New libs
Numb : 49 of 1102
1:27pm
Read : 30/10/1995 1:43pm (REPLIES)
Conf : 1 - PSX Common
Date : 30/10/1995
Reference : NONE
Private : NO

Hi,

Now that 3.3 libraries are out, when will we get documentation for the old version (3.2).

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : New libs
Numb : 50 of 1102 Date : 30/10/1995
1:47pm
Read : 30/10/1995 2:57pm (REPLIES) Reference : 1364
Conf : 1 - PSX Common Private : NO

Hi Dean,

;-)

Well 3.3 isn't quite out yet - we've just made them available as soon they came via mail into our grubby little hands.

They full set of libs/examples/..and docs are being FEDexed to us this week, and as usual, as soon as we get them, we'll make them available.

Paul

-> Hi,
->
-> Now that 3.3 libraries are out, when will we get documentation for th
-> old version (3.2).
->
-> Dean

From : SCE SUPPORT (Support)
To : ALL
Subj : NeGcon Specification
Numb : 51 of 1102 Date : 30/10/1995
2:41pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

As promised, some information about Namco's NegCon controller..., we'll include it in our Developer's Guide.....

Paul

NegCon Controller Button Assignment

The input data is transmitted as 6-byte serial data and the contents are follows:

Byte No.	Type	Bit No./Value	Button Assignment
1	Digital No. 1 (8 bits)	b7:	Left (on cross button)
		b6:	Down (on cross button)
		b5:	Right (on cross button)

		b4:	Up	(on cross button)
		b3:	S	(Start)
		b2:	none	
		b1:	none	
		b0:	none	
2	Digital No. 2 (8 bits)	b7:	none	
		b6:	none	
		b5:	A	
		b4:	B	
		b3:	R	(side button)
		b2:	none	
		b1:	none	
		b0:	none	
3	Analog	0-255	Center	(1)
4	Analog	0-255	I	
5	Analog	0-255	II	
6	Analog	0-255	L	(side button)

Note 1: The value varies by twisting NegCon not by pressing a button.

NegCon Controller Data Format

Byte No.	Description
1	Switch data 0 is returned when the button is pressed and 1 is returned otherwise. Unused bits returns 1. The return values comply with the standard controller specifications, however, they can be changed by BIOS if necessary.
2	Switch data Same as above
3	Twist data NegCon must be designed so that the value would be around 1 when it is released. However, in consideration of product variations in manufacturing, around +/- 8 (this might change later) must be handled as dead (play) zone by software. To eliminate the product variations, by setting an adjustment in a game, setting offset by software is recommended.
4	I button data The more this button is pressed, the bigger value is return NegCon must be designed so that 16 or less would be returned when it is released. When the return value is 16 or less (t might change later), software considers that the button is pressed. The maximum value must be 192(C0H) or more.
5	II button data Same as I button
6	L button data Same as I button

From : MILLENIUM PSX

To : SCE SUPPORT (Support)
Subj : New libs
Numb : 52 of 1102 Date : 30/10/1995
2:58pm
Read : 30/10/1995 3:24pm (REPLIES) Reference : 1365
Conf : 1 - PSX Common Private : NO

Oooooooh. Smart stuff... :)

Will we get a CDR for each development kit we've licenced?

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : New libs
Numb : 53 of 1102 Date : 30/10/1995
3:26pm
Read : 30/10/1995 4:14pm (REPLIES) Reference : 1367
Conf : 1 - PSX Common Private : NO

Absolutely...

(After all after the initial set up costs, CD's - even for small quantities - are pretty cheap to have copied...)

Pau;

-> Oooooooh. Smart stuff... :)
->
-> Will we get a CDR for each development kit we've licenced?
->
-> Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : New libs
Numb : 54 of 1102 Date : 30/10/1995
4:15pm
Read : 30/10/1995 4:29pm Reference : 1369
Conf : 1 - PSX Common Private : NO

Great. We all look forward to receiving 'em....

Later,

Dean

From : INFOGRAMES PSX
To : SUPPORT
Subj : Memory card management
Numb : 55 of 1102 Date : 30/10/1995
4:43pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi. We've submitted our master of Alone In The Dark - Jack Is Back to SONY EUROPE, and it has been rejected. One bug A was concerning the memory cards management we were using... In our program, only port 1 can be used for loading and saving a game. We are now going to permit the loading and the saving on port 2, but we'd like to know if there are some specifications about all those management. The new system we want to develop would only show one cartridge port at a time, and if there are 2 cartridges in the psx, the user will be able to swap between 2 full screens. By default, if there is only 1 memory card, it will automatically load the correct port and show the correct screen. So, if there are 2 memory cards, it will only show at first the port 1 files, and there will be an option for swapping to the port. What do you think about that? Thank you very much, because we don't want our game to be rejected twice... NADIM and PASCAL

From : SCE SUPPORT (Support)
To : TWOK PSX
Subj : New Psylink
Numb : 56 of 1102
5:02pm
Read : 31/10/1995 8:25am
Conf : 1 - PSX Common
Date : 30/10/1995
Reference : NONE
Private : NO

Hi Michael,

As luck would have it, SN systems released yet another PSYLINK - version 2.31 on Friday.

We've tested it today, seems OK, and loaded it into CODETOOL.ZIP. To be safe, we've also included 2.26 which has been in heavy use for some time here (as psyl226.exe).

Let us know how it goes...

From : SCE SUPPORT (Support)
To : INFOGRAMES PSX
Subj : Memory card management
Numb : 57 of 1102
5:14pm
Read : 31/10/1995 9:39am
Conf : 1 - PSX Common
Date : 30/10/1995
Reference : 1371
Private : NO

Sounds reasonable.

To check details like this at source, take a look at QADOC.ZIP (In the PlayStation Documents file area)...this contains the guidelines which our approvals/QA group work to....

P&D

-> Hi. We've submitted our master of Alone In The Dark - Jack Is Back to -> SONY EUROPE, and it has been rejected. One bug A was concerning the -> memory cards management we were using... In our program, only port 1 -> be used for loading and saving a game. We are now going to permit the -> loading and the saving on port 2, but we'd like to know if there are -> some specifications about all those management. The new system we wan -> to develop would only show one cartridge port at a time, and if there -> are 2 cartridges in the psx, the user will be able to swap between 2 -> full screens. By default, if

there is only 1 memory card, it will -> automaticly load the correct port and show the correct screen. -> So, if there are 2 memory cards, it will only show at first the port -> files, and there will be an option for swapping to the port. What do -> think about that? Thank you very much, because we don't want our game -> be rejected twice... NADIM and PASCAL

From : SCE SUPPORT (Support)
To : INTERACTIVE PSX
Subj : cd docs
Numb : 58 of 1102 Date : 31/10/1995
9:51am
Read : 31/10/1995 11:34am Reference : 1362
Conf : 1 - PSX Common Private : NO

-> Pretty close to solving my loading problem now. Are
-> there any more concise docs for libcd than the basic ones in the manu
-> I hope it is like it seems in the way you can do a seek in the
-> background. Do you use a standard callback like you do with the read?

CdSyncCallback defines a callback which is activated when a cdcommand completes.
Cdrom lib page 101 libcd

you need to put this back when you've finished with it....

V----- some sort of C-ish stuff

```
static void(*savecallback)(void); //pointer to function  
savecallback =CdSyncCallback(seekingcall);
```

when you've finished using it and wish to deassign it.

```
CdSyncCallback(savecallback);
```

Dave

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : overlay
Numb : 59 of 1102 Date : 31/10/1995
10:32am
Read : 31/10/1995 10:55am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

HI, I've started using overlays and have a few problems. Firstly, while stepping through the overlaid code I noticed that while the debugger displays the correct value for variables, in some cases these are the ones which are actually being used.

The only reference I've found to overlays is in overlay.zip. Are there any other examples? Also, which objects (noneX., malloc) should I be linking with.

Colin.

From : TWOK PSX
To : SCE SUPPORT (Support)
Subj : PSYLINK 2.31
Numb : 60 of 1102
Date : 31/10/1995
11:07am
Read : 31/10/1995 11:15am (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi Folks,
even the new PSYLINK 2.31 (from friday I presume) is still buggy.
Version 2.26 seems to be the last working one. The newer ones seem
to put the data area(s) to an odd address decreasing performance
significantly (50%, unuseable). Appart from that the libs 3.3 seem
to work OK (!), at last my game still runs fine without any changes...

Bye. Michael (TWOK)

From : INTERACTIVE PSX
To : ALL
Subj : cd stuff yet again
Numb : 61 of 1102
Date : 31/10/1995
11:47am
Read : NO
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi Dave (or whoever answers this),

Well i am still working on this FMV problem and i might (i stress might)
have come up with a solution. If i create a buffer of 512K and start
reading before i start decoding i make sure the CD is only running at
normal speed. This means the decoding is chasing the loading. When a
callback is detected for when it has finished reading the 512K is it ok
if i just start reading immediately from the beginning of the buffer
again or will it screw up (read inside the callback). I appreciate your
input on this one (it sounds like it might work to me!).

Ta muchly,
Paul at ISL

From : SCE SUPPORT (Support)
To : TWOK PSX
Subj : PSYLINK 2.31
Numb : 62 of 1102
Date : 31/10/1995
5:12pm
Read : 01/11/1995 7:45am
Reference : 1376
Conf : 1 - PSX Common
Private : NO

Hi Michael,
Passed on your comments directly to SN, who seem a bit bemused, and
asked for more information (eg code samples) to help solve the problem.
If you can help, we'll expedite matters.

Thanks for the feedback on 3.3.

Paul

-> Hi Folks,

-> even the new PSYLINK 2.31 (from friday I presume) is still buggy.
-> Version 2.26 seems to be the last working one. The newer ones seem
-> to put the data area(s) to an odd address decreasing performance
-> significantly (50%, unuseable). Appart from that the libs 3.3 seem
-> to work OK (!), at last my game still runs fine without any changes..
->
-> Bye. Michael (TWOK)

From : SCE SUPPORT (Support)
To : WILLIAMS PSX
Subj : warning.zip
Numb : 63 of 1102
Date : 31/10/1995
6:50pm
Read : 31/10/1995 7:09pm
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi there,
Here is warning.zip

Dave

From : SCE SUPPORT (Support)
To : WILLIAMS PSX
Subj : controllers
Numb : 64 of 1102
Date : 31/10/1995
6:51pm
Read : 31/10/1995 7:12pm
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi there,
Here is the cntrllers.zip program

Dave

NOTE: This message has a file, CTRLER.ZIP, attached.

From : SCE SUPPORT (Support)
To : MINDSCAPE PSX
Subj : overlay
Numb : 65 of 1102
Date : 31/10/1995
6:55pm
Read : 01/11/1995 8:54am (REPLIES)
Reference : 1375
Conf : 1 - PSX Common
Private : NO

-> HI, I've started using overlays and have a few problems. Firstly,
-> while stepping through the overlaid code I noticed that while the
-> debugger displays the correct value for variables, in some cases
-> these are the ones which are actually being used.
?? come again...

are you using the very newest versions of the debugger and the linker.

I am doing this piece of sample code, but I can't get it working, so SN
systems are taking a look.... As soon as its done you will be able to

down load it.

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : LibCD Version 3.3
Numb : 66 of 1102 Date : 01/11/1995
7:23am
Read : 01/11/1995 8:21am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

One of the guys here is having trouble with LIBCD 3.3 on (a) his development kit, and (b) on a Japanese debugging station. Quite often, the data loaded is shite (or so it seems), leading to corrupt gfx etc etc... Oh, and it even screws up from the emulator, apparently..

The program in question runs quite happily on our US debugging station. After being compiled under 3.2, it works fine on others

I know this sounds a bit odd, but I said I'd report it you you guys, incase you have any suggestions.

Later,

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : LibCD Version 3.3
Numb : 67 of 1102 Date : 01/11/1995
8:34am
Read : 01/11/1995 9:48am (REPLIES) Reference : 1382
Conf : 1 - PSX Common Private : NO

Hi Dean,

Thanks for this ... although all the demos we've thrown at 3.3 work, we have one in-house program that seemed to have problems reading VLC files which we're trying to determine the cause of...

Although our problem will probably turn out to be dodgy programming, we'd be interested in any more info on your problem (how are you reading, what are you reading, etc.)

Paul

-> Hi, -> One of the guys here is having trouble with LIBCD 3.3 on (a) his -> development kit, and (b) on a Japanese debugging station. Quite often -> the data loaded is shite (or so it seems), leading to corrupt gfx etc -> etc... Oh, and it even screws up from the emulator, apparently.. -> -> The program in question runs quite happily on our US debugging statio -> After being compiled under 3.2, it works fine on others -> -> I know this sounds a bit odd, but I said I'd report it you you guys -> incase you have any suggestions. -> -> Later, -> -> Dean

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : overlay
Numb : 68 of 1102 Date : 01/11/1995
8:57am
Read : 01/11/1995 12:44pm Reference : 1381
Conf : 1 - PSX Common Private : NO

It seems that this problem was related to psylink 2.31. Going back to 2.26 fixed it.

Colin.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : LibCD Version 3.3
Numb : 69 of 1102 Date : 01/11/1995
9:55am
Read : 01/11/1995 12:57pm Reference : 1383
Conf : 1 - PSX Common Private : NO

The program in question is just reading files containing textures (and positions in VRAM).

Just a case of :

```
CdSearchFile();          // Get sector position of file
CdControlB(CdlSeek,...); // Seek to the start of it

CdRead(number of sectors, address, CdlModeSpeed); // Double speed..

while(CdReadSync(1,0)>0); // Wait for file load to complete.

<then use the data>
```

But unfortunately, it looks like it's not read in the complete file, leading to the textures not being downloaded correctly...

It's not a problem in DefCon, 'cos we're still using 3.1 with 3.2 libpress/libcd (because our sound stuff arsed up under 3.2)...

If you want the code, just shout and I'll upload it...

Deany

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : blowing bootable CD's
Numb : 70 of 1102 Date : 01/11/1995
3:15pm
Read : 01/11/1995 3:23pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Dave,

I am now in a position where i need to blow a bootable CD. Can you give us a quick checklist of things to do starting from where i have my big DAT file and a CPE that i want to run it from. I have

removed any callhosts but do i need to remove the Printf's. Cheers.

Paul at ISL

PS: FMV is looking pretty much finished now, ta for the help.

From : REBEL PSX
To : SCE SUPPORT (Support)
Subj : PAL conversion
Numb : 71 of 1102 Date : 01/11/1995
4:15pm
Read : 01/11/1995 4:29pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

How do I test for a PAL/NTSC psx?

If I set the development board switch to PAL and use a PAL TV, and then try testing for PAL/NTSC using the horizontal blank count between VSyncs, I only get a PAL count if I have previously called SetVideoMode(MODE_PAL) which defeats the purpose of the test. Will the situation be different on an actual Playstation or is there a more appropriate PAL/NTSC test available (rather than using the horizontal blank count)?

Thanks,

Rob.

From : MILLENIUM PSX
To : REBEL PSX
Subj : PAL conversion
Numb : 72 of 1102 Date : 01/11/1995
4:43pm
Read : 02/11/1995 2:39pm Reference : 1387
Conf : 1 - PSX Common Private : NO

I presume 'GetVideoMode()' only returns what you've set with 'SetVideoMode()' then?

Dean

From : SCE SUPPORT (Support)
To : REBEL PSX
Subj : PAL conversion
Numb : 73 of 1102 Date : 01/11/1995
4:47pm
Read : 02/11/1995 2:40pm Reference : 1387
Conf : 1 - PSX Common Private : NO

Rob,

-> If I set the development board switch to PAL and use a PAL TV,
-> and then try testing for PAL/NTSC using the horizontal blank
-> count between VSyncs, I only get a PAL count if I have previously

-> called SetVideoMode(MODE_PAL) which defeats the purpose of the test.

I don't think this will work on the final machine either. Seeing as you will have different versions of your game for different territories because of product codes and stuff, there is very little need to be able to do this.

Sorry.

Dave.

From : SCE SUPPORT (Support)
To : INTERACTIVE PSX
Subj : blowing bootable CD's
Numb : 74 of 1102 Date : 01/11/1995
5:06pm
Read : 01/11/1995 5:08pm Reference : 1386
Conf : 1 - PSX Common Private : NO

-> I am now in a position where i need to blow a bootable
-> Can you give us a quick checklist of things to do starting from where
-> have my big DAT file and a CPE that i want to run it from. I have
-> removed any callhosts but do i need to remove the Printf's. Cheers.

ok, removing printf's is optional, they don't seem to mess the PS up, but they slow the code down.

Have a look at devguide.zip in psxdoc file area and also mastdem.zip from the psxdemo file area.

The biggest problems are making sure your not using more than 2 megabytes of memory. You can get a rough guide of this from the .map file.

In the psxcode file area there is an exception handler, this will display exception reports when the machine crashes.. (pretty useful on the debugging stations)

Do you have a license file and a new copy of cpe2x (the exe convertor). You need to get this from Sarah Bennet.

Take your time, and accept that your're going to trash a load of disks.

Dave

> PS: FMV is looking pretty much finished now, ta for the help.
It works ! hoooooraayyyy!

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : blowing cd's
Numb : 75 of 1102 Date : 02/11/1995
11:17am
Read : 02/11/1995 7:58pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Dave,

That was easy...The first CD i blew worked. We did the frig of course with the pressing on the door close button and wip out another game after the protection is sorted, but hey it still worked! The only problem i have now is whether i have a new version of the CPE2X proggy. The one i have doesn't tell you how to use it when you just type it in at the prompt

u0i"rf•
E•±f;Ô(r)Ébx•ŠăĐ2ă@fZª>\D*kþ

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : CPE2X
Numb : 76 of 1102 Date : 02/11/1995
11:20am
Read : 02/11/1995 8:00pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Dave,

Is the new version of CPE2X on the BBS and if it is where is it? Also can you tell me what to use on the command line (extra switches, etc) as the old copy we have doesn't give away any clues at all if you just type it.

ta,
Paul

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : Streaming
Numb : 77 of 1102 Date : 02/11/1995
4:09pm
Read : 02/11/1995 8:02pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Greets peeps,

I have played with the stremu demo, and that works fine.

When I put this code in my game, I get the error :-

MDEC_in_sync_timeout:

DMA (1,0) ADDR x -> y

FIFO = (1,1), BUSY = 1, DREQ=0,1, RGB24=0 STP=1

Is there any documentation ? I cannot find any. What is going wrong ?

Secondly, calculation of frames seems buggy, the formula is currently
filelength / (sector length * sectors in FIRST frame). Looking at my
streams, sectors per frame seems to vary. Solved by asking my GA "How
many frames in this stream ?"

Finally, streaming under lib3.3 seems slower, is this correct ?

Cheers TYIA
john

From : SOFTGOLD PSX
To : SCE SUPPORT
Subj : MovieConvert
Numb : 78 of 1102 Date : 02/11/1995
5:33pm
Read : 02/11/1995 8:03pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

I just tested the script facility of MovieConvert, and to my surprise it
worked. BUT why do they open windows with warnings like:

Could not compress frame 1313 down to 3 sectors
Or something like that and then you have to press a button..I thought
that the cool thing about scripts was that you just started them and
then when home and the next day when you back it was finished. BUT no
you just come back to a warning at frame 20.....

Please tell this to Sony Japan, and just tell them to write these
warnings into a logfile.

Hope this can be fixed because we have about 45 min of videos to
convert.

Sam

p SLMR 2.1a p

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : poly subdivision
Numb : 79 of 1102 Date : 02/11/1995
5:34pm
Read : 02/11/1995 8:04pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

We are just starting to try to solve the PSX Poly Clipping/Sub division
problem and are hoping someone can offer some advice.

We are using RotAverageNClip3 to render each poly in the model. We
check the ClipVal, Flag, and OTZ value that comes back from that
routine. If one of these checks fail, then we send it to be subdivided.
Otherwise, we do an AddPrim() and add that poly to the OT table.

We are seeing that some polys which pass the check and are added to the
OT table are later thrown out by the GPU and not rendered.

Is there some other info we need to check to avoid this condition?
Is this even the way to approach subdivision?
Is there a good way to check which polys are on the edge of the screen
(i.e. one or two verticies are visable) and which polys are completely
off screen (all verticies outside the viewing area)?

Subdivision must be possible because other games have done it. Should
we be looking towards the PSX libraries to help on this issue?

thanks,

dave

From : SCE SUPPORT (Support)
To : INTERACTIVE PSX
Subj : blowing cd's
Numb : 80 of 1102 Date : 02/11/1995
7:59pm
Read : 03/11/1995 9:42am Reference : 1391
Conf : 1 - PSX Common Private : NO

-> That was easy...The first CD i blew worked. We did the
-> frig of course with the pressing on the door close button and wip out
-> another game after the protection is sorted, but hey it still worked!
-> The only problem i have now is whether i have a new version of the
-> CPE2X proggy. The one i have doesn't tell you how to use it when you
-> just type it in at the prompt
->
Congratulations! You are the first person ever to manage to get a disk
to work first time.

-> uñi"rf•
-> E•±f;Ô(r)Ébx•ŠàÐ2ă@fZª>\D*kþ

Que?

Dave

From : SCE SUPPORT (Support)
To : INTERACTIVE PSX
Subj : CPE2X
Numb : 81 of 1102 Date : 02/11/1995
8:02pm
Read : 03/11/1995 9:43am Reference : 1392
Conf : 1 - PSX Common Private : NO

1.5 is the newest and the way to get the command line help is is to type
CPE2X /some rubbish

For Europe the switch is /CE
US /CA
J /CJ

Dave

From : SCE SUPPORT (Support)
To : SOFTGOLD PSX
Subj : MovieConvert
Numb : 82 of 1102
8:04pm
Read : 03/11/1995 12:51pm
Conf : 1 - PSX Common
Date : 02/11/1995
Reference : 1394
Private : NO

Sam,
movconv is maintained by a Japanese engineer in the US.

-> I just tested the script facility of MovieConvert, and to my surprise
-> worked. BUT why do they open windows with warnings like:
-> Could not compress frame 1313 down to 3 sectors
-> Or something like that and then you have to press a button..I thought
-> that the cool thing about scripts was that you just started them and
-> then when home and the next day when you back it was finished. BUT no
-> you just come back to a warning at frame 20.....
->
-> Please tell this to Sony Japan, and just tell them to write these
-> warnings into a logfile.

Good Idea, I'll pass it on.
Dave

From : IGUANA PSX
To : ALL
Subj : ASPSX
Numb : 83 of 1102
7:53am
Read : NO
Conf : 1 - PSX Common
Date : 03/11/1995
Reference : NONE
Private : NO

Dear All,
I have just unpacked the new codetool.zip into my psx/bin directory,
and library 3.3 into their relevant directories. Recompiled my program.
Sorted out a few configuration errors, ie psyq.ini. Then finally ran my
program....Crash. After reinstalling all of my old psx stuff and
gradually copying over just bits of the new codetools, I tracked the
error down to aspsx.exe.

I am using library 3.3 with all of the new codetools stuff apart from
aspsx and it works fine, use the new aspsx and it crashes. One of our
other psx programmers does not have a problem using the new version, the
only things that we appear to be doing differently is that I am using
dmpsx and he isn't. Could this be the cause?

Version Nos dmpsx 2.03 working aspsx 2.15 crashing aspsx 2.26

Thanks Glen.

From : SCE SUPPORT (Support)
To : CAPCOMUSA PSX
Subj : poly subdivision
Numb : 84 of 1102
11:09am
Read : 03/11/1995 4:40pm
Conf : 1 - PSX Common
Date : 03/11/1995
Reference : 1395
Private : NO

-> We are just starting to try to solve the PSX Poly Clipping/Sub division problem and are hoping someone can offer some advice.
->
-> We are using RotAverageNClip3 to render each poly in the model. We check the ClipVal, Flag, and OTZ value that comes back from that routine. If one of these checks fail, then we send it to be subdivided. Otherwise, we do an AddPrim() and add that poly to the OT table.
->
-> We are seeing that some polys which pass the check and are added to the OT table are later thrown out by the GPU and not rendered.
->
-> Is there some other info we need to check to avoid this condition?
-> Is this even the way to approach subdivision?
-> Is there a good way to check which polys are on the edge of the screen (i.e. one or two vertices are visible) and which polys are completely off screen (all vertices outside the viewing area)?

You can use rottrans to get the wc position of a poly even if it is off the screen.

There are subdivision functions available through the libraries. There is some sample code showing these in the library3.3 sample code.

I've not had any experience with this, so I can't really help much. Sorry.

Dave

From : TELSTAR PSX	
To : CAPCOMUSA PSX	
Subj : Re: poly subdivision	
Numb : 85 of 1102	Date : 03/11/1995
2:13pm	
Read : 03/11/1995 4:41pm	Reference : NONE
Conf : 1 - PSX Common	Private : NO

Hi,

CP> We are seeing that some polys which pass the check and are added to the OT table are later thrown out by the GPU and not rendered.

Yeah, we had this problem about 6 months ago and I put lots of messages

on the BBS about it but I had no reply! The problem is that the GPU cannot draw a polygon that is taller than 512 pixels high, or if it's wider than 1024 pixels, regardless of it being within the 12 bit coordinate limit - I can't find any documentation to back this up but it happens on all our development kits so it must be correct. It's a real bummer 'cos as you say the GTE doesn't tell you about it. When you have a facet in world coordinates that is say 512 units high and your perspective scaling value (SetGeomScreen()) is 256, the height of the polygon in 2D when its Z value is 256 (i.e. it's close to the screen) is 512, which means it won't be drawn!!!

CP> Is there some other info we need to check to avoid this condition?

Basically you have to do the subdivision checks yourself i.e. find

the width and height of the polygon and if width>1023 or height>511 at a given Z value then subdivide. We do this recursively and feed the results of the subdivide back into itself to check to see if it needs subdividing again. But make sure your stack is on the scratchpad ram area 'cos it'll chug bigtime if you don't!!

CP> Is this even the way to approach subdivision?

We tried all the other methods - z-clipping, z-clipping then subdividing, using the library subdivide (slow!!), forcing -ve Z values to zero. If you find out any better solution i'd be very interested in your results.

CP> Subdivision must be possible because other games have done it. Should

CP> we be looking towards the PSX libraries to help on this issue?

I think Ridge Racer's road map is made from large square polygons which are subdivided accordingly (maybe limiting the subdivision to 2 of these squares at a time), Wipeout uses a similar method I think. I think the key point is when designing a game, take this problem into consideration and never let the camera get too close to the ground/walls etc

Bill.

P.S. Let me know how you get on - I proved to be quite a problem with our game! Good Luck!

--- Blue Wave/QWK v2.10

From : MINDSCAPE PSX	
To : SCE SUPPORT (Support)	
Subj : overlay.zip	
Numb : 86 of 1102	Date : 03/11/1995
5:02pm	
Read : 06/11/1995 9:59am	Reference : NONE
Conf : 1 - PSX Common	Private : NO

OK. I'll try and put it in English this time. When I run the example in overlay.zip it didn't quite go according to plan. In the overlay created from level2.c there is a static vairiable 'var' which is initialised to 100. When I step through the function body_level_2() which imediatly decrements var, it has no effect to its value. It seems that any initialsied variable which is private to an overlay gets referenced incorrectly. Does this happen when you run the example?

I'm using the latest versions of the libs/tools except for the latest ASPSX and PSYLINK.

Colin.

From : SCE SUPPORT (Support)
To : INTERACTIVE PSX

Subj : CPE2X
Numb : 87 of 1102
9:59am
Read : 06/11/1995 4:21pm
Conf : 1 - PSX Common
Date : 06/11/1995
Reference : 1403
Private : NO

-> Sorry about the blurb that was in one of the last
-> messages. Tony Pony tried to use the phone when i was on the modem.
-> Silly bugger. Anyway, is it possible to get CPE2X 1.5 off the bulleti
-> board or do i have to go through Sarah Bennet. We haven't had any
-> response yet and i'm eager to get on with it.

It's not on the bbs, but I'll tell Sarah to give you a ring.

Dave

From : SCE SUPPORT (Support)
To : CTA PSX
Subj : Streaming
Numb : 88 of 1102
10:14am
Read : 06/11/1995 6:14pm
Conf : 1 - PSX Common
Date : 06/11/1995
Reference : 1393
Private : NO

-> When I put this code in my game, I get the error :-
-> MDEC_in_sync_timeout:
-> DMA (1,0) ADDR x -> y
-> FIFO = (1,1), BUSY = 1, DREQ=0,1, RGB24=0 STP=1

Well it looks like your overloading the Mdec, How much data are you
passing in/taking out ?

-> Secondly, calculation of frames seems buggy, the formula is currently
-> filelength / (sector length * sectors in FIRST frame). Looking ay my
-> streams, sectors per frame seems to vary. Solved by asking my GA "How
-> many frames in this stream ?"

Different frames will compress by different amounts, ie an all black
screen will compress well, a screen with grabbed images won't compress
well.

-> Finally, streaming under lib3.3 seems slower, is this correct ?

Streaming's real time? It can't be slower can it? I hope not.

Dave

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : msg 1405
Numb : 89 of 1102
3:04pm
Read : 06/11/1995 4:16pm (REPLIES)
Conf : 1 - PSX Common
Date : 06/11/1995
Reference : NONE
Private : NO

Can I have a reply to message 1405 please. I can't believe I'm
the only person to have come across this.

Colin.

From : SCE SUPPORT (Support)
To : MINDSCAPE PSX
Subj : msg 1405
Numb : 90 of 1102 Date : 06/11/1995
4:20pm
Read : 06/11/1995 6:05pm Reference : 1409
Conf : 1 - PSX Common Private : NO

Colin,

-> Can I have a reply to message 1405 please. I can't believe I'm
-> the only person to have come across this.

There does seem to be a problem with the sample code. I altered it so that it loads the level modules from cd, and it does not work with correctly on my devkit. It is bouncing around all over the code, (like executing bits of code that are not currently in memory) I am pretty confused. SN systems are supposedly looking into this problem and as soon as I get some info from then I will pass it on to you.

One thing that causes trouble is not flushing the i-cache after loading the new code into memory, this can be done by calling flushcache inside a critical section.

Thats all for now.

Dave

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : cd's
Numb : 91 of 1102 Date : 06/11/1995
4:27pm
Read : 07/11/1995 11:52am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Dave,

I got CPE2X this morning. I used it and tried to blow a bootable CD. It didn't work (Argggh!). If i use CPE2X with the /CJ command and get rid of all my pollhosts it should work right? I also changed the filename to SLPS_00.120. Is that ok? I then changed the system.cnf to use this filename. I am using a jap playstation with the sneaky bluetak technique. Are there any useful ways of telling me what has gone wrong.

Ta matey,

Paul

From : MERIT PSX
To : ALL
Subj : GTE Chip
Numb : 92 of 1102 Date : 06/11/1995
4:29pm
Read : NO (REPLIES) Reference : NONE

Conf : 1 - PSX Common

Private : NO

What is the 'outer product'? It appears to return the cross product, but I want to be sure that's what it's doing.

Is there any documentation to show me how to include GTE instructions from within assembly language because the GTE can obviously do the things I want it to and at the speed I want it to, but only if I really optimize my code and interleave it with GTE instructions. The GTE macros also seem to provide no way of efficiently doing a dot product - apart from loading in an entire matrix and then reading a vector and adding the components.

Thankyou
Andrew Richards

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : Running water
Numb : 93 of 1102
Date : 06/11/1995 6:25pm
Read : 07/11/1995 11:58am (REPLIES)
Conf : 1 - PSX Common
Reference : NONE
Private : NO

Dear Dave,
-> Overloading the MDEC ?
How come it works separately ? ie. when not in my game.

-> Streaming is real time.
At 20fps, only just. Dean @ Millenium has mentioned the slowness of the VLC decoding, and the frame dropping, frequently. My stream seems to drop more frames under libs3.3 than under libs3.2.

Cheers
John.

From : MILLENIUM PSX
To : CTA PSX
Subj : Running water
Numb : 94 of 1102
Date : 07/11/1995 7:25am
Read : 07/11/1995 6:09pm (REPLIES)
Conf : 1 - PSX Common
Reference : 1414
Private : NO

Hello... all our video is 15fps (on PAL and NTSC). Try these...

1. If it's a linear 'Play_stream(<my_filename>)' sort of thing, try running with the stack in the DCache, like this.

```
unsigned long old_stack;  
old_stack = SetSp(0x1f8003fc);  
Play_stream(<mr_streamy>);  
SetSp(old_stack);
```

2. When you swap frame buffers, you've probably got a VSync(0) in there just before. Comment it out. It was the only way I could get our video to not drop frames (although it now has shear lines instead, which is crap... but better than dropped frames).

3. Make sure, under 3.3, that you're using the new definition of CdlModeStream (now 0x120 instead of 0x100), when using CdRead2. If you are, and it's still shagged, try putting it back to 0x100 for a larf. You never know, SCEI may have shagged this new subheader thingy (a bit unlikely, really).
4. Build your stream with MDEC Version 2 in MovConv (not V3), or run some sort of image processing thang over the sequence to eliminate all those nasty high frequencies.
5. Complain to SCE/SCEI about the shittiness of their VLC decode, and they can sort it out (not ideal, and infact I tried this.. but had no confirmation back that SCEI were going to address this problem).
6. Just for a larf, try using all your libs at 3.3, except LibPress (use the 3.2 one). If it's slower, then blame SCEI for arsing up LibPress.
7. Sacrifice the voodoo chicken over your development kit, and hope for the best!

Hope this helps, John!

Cheeeers ears,

Dean

From : SCE SUPPORT (Support)
To : INTERACTIVE PSX
Subj : cd's
Numb : 95 of 1102 Date : 07/11/1995
11:57am
Read : 08/11/1995 9:26am Reference : 1411
Conf : 1 - PSX Common Private : NO

Hi Paul,

Take a look at DEVGUIDE.ZIP for all the info about blowing CD's .. it'll tell you that the name should be something lije SLPS_001.20.

As to 'it doesn't work' ... what are the symptoms ?

Are you hitting our old friend..the 2MB limit ?

Paul

-> -> Hi Dave, -> I got CPE2X this morning. I used it and tried to blow a -> bootable CD. It didn't work (Arggggh!). If i use CPE2X with the /CJ -> command and get rid of all my pollhosts it should work right? I also -> changed the filename to SLPS_00.120. Is that ok? I then changed the -> cystem.cnf to use this filename. I am using a jap playstation with th -> sneaky bluetak technique. Are there any useful ways of telling me wha -> has gone wrong. -> -> Ta matey, -> Paul

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : wahay, its cd time again

Numb : 96 of 1102

Date : 08/11/1995

9:30am

Read : 09/11/1995 8:57am (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hi Dave,

Got it all working in the end. Only one question now! I blew a CD with my dat file on it for DataEast and then blew one for myself. The one i blew for DataEast works fine but the one i use seems to come up with read retrys every now and then. Is it something to do with the delay you need at the beginning or something. Any help you can give would be nice....

Ta,

=äWZæöÖ^2_x%f&@³w

From : MILLENIUM PSX

To : SCE SUPPORT (Support)

Subj : Interlace mode, and what are Namco on....

Numb : 97 of 1102

Date : 08/11/1995

1:49pm

Read : 09/11/1995 9:07am (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hello Support chaps,

Question time. We notice that from screen shots of Namco's 'Soul Edge' (based on System 11/PlayStation hardware), and a corresponding article in this months 'Edge' mag, that 'Soul Edge' runs in 640x480 at 30fps.

How.

Simple, huh? We reckon that there must be a way of getting this to work without all that horrible ghosting effect, and that you chaps are the people to find ou (and perhaps post a demo program).

So, go to it.

:)

Dean/Mike/Tim @ Millennium

p.s. And if anyone else out there knows, maybe you could share the info?

From : SCE SUPPORT (Support)

To : INTERACTIVE PSX

Subj : wahay, its cd time again

Numb : 98 of 1102

Date : 09/11/1995

9:07am

Read : 09/11/1995 11:08am

Reference : 400

Conf : 1 - PSX Common

Private : NO

Bad disc ? Gold Discs can be badly affected by heat/light etc.

The problems with seeking (see DEVGUIDE.ZIP) tend to be with the last few minutes of the disc.

Try another one! (Incidentally, which version of the libraries are you using, lib3.3 seems have even more improvements in this area).

Dave/Paul

->
-> Hi Dave,
-> Got it all working in the end. Only one question now! I
-> blew a CD with my dat file on it for DataEast and then blew one for
-> myself. The one i blew for DataEast works fine but the one i use seem
-> to come up with read retrys every now and then. Is it something to do
-> with the delay you need at the beginning or something. Any help you c
-> give would be nice....
->
-> Ta,
-> =äWZæöðÓ^2_x%f&@^3w

From : SCE SUPPORT (Support)
To : SOFTGOLD PSX
Subj : MovieConvert
Numb : 99 of 1102 Date : 09/11/1995
11:09am
Read : 10/11/1995 10:28am Reference : 378
Conf : 1 - PSX Common Private : NO

Dear Sam,

Christmas has come early this year. There is a new beta version of mov conv in your file area. I have not tested this (i've been away for a couple of days and I have a big back log) but apparently it works.

Dave

From : SCE SUPPORT (Support)
To : MERIT PSX
Subj : GTE Chip
Numb : 100 of 1102 Date : 09/11/1995
12:16pm
Read : 20/11/1995 2:08pm (REPLIES) Reference : 395
Conf : 1 - PSX Common Private : NO

-> What is the 'outer product'? It appears to return the cross product,
-> I want to be sure that's what it's doing.

After looking in all our graphics/physics/math books we think they are probably the same....

-> Is there any documentation to show me how to include GTE instructions
-> from within assembly language because the GTE can obviously do the
-> things I want it to and at the speed I want it to, but only if I real
-> optimize my code and interleave it with GTE instructions. The GTE mac
-> also seem to provide no way of efficiently doing a dot product - apar
-> from loading in an entire matrix and then reading a vector and adding
-> the components.

urrrrr. i don't know what I am allowed to tell you about all of this, so I'll have to check to see what we are allowed to release (and what

you are allowed to use.) at this time.

Sony has a policy of keeping developers well away from the hardware because when the first dev kits were sent out the hardware standard was far from concrete.

What I can tell you is that we don't have any mips experience here and we've never tried any of this, so you'd be pretty much out there on your own. Are you trying to do something a bit tasty?

Dave

From : SCE SUPPORT (Support)
To : CTA PSX
Subj : Running water
Numb : 101 of 1102 Date : 09/11/1995
12:19pm
Read : 09/11/1995 4:36pm Reference : 397
Conf : 1 - PSX Common Private : NO

-> At 20fps, only just. Dean @ Millenium has mentioned the slowness of t
-> VLC decoding, and the frame dropping, frequently. My stream seems to
-> drop more frames under libs3.3 than under libs3.2.

dunno, maybe it has all slowed down a tad, 20 fps is a pretty high frame rate! what frame rate will you use for PAL?

Dave

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : malloc (ooh, nasty)
Numb : 102 of 1102 Date : 09/11/1995
12:20pm
Read : 09/11/1995 12:30pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Dave,
Can you tell me where the last memory address i can use
for my new improved malloc is (ie:how much should i save for stack,etc).
11/4fTT+XmÜ%
p«-§ÖND#~àGXí
Q`

8pg•Ñ8ßriê^/Zk\$V
:t-<xßéžª1/4DMİâ)Sn1/2P<@qü\3ûf»'

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Running water
Numb : 103 of 1102
12:21pm
Read : 09/11/1995 12:32pm
Conf : 1 - PSX Common

Date : 09/11/1995
Reference : 398
Private : NO

->
-> 7. Sacrifice the voodoo chicken over your development kit, and hope f
-> the best!
->
Don't try this without the supervision of an adult.

Dave

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Interlace mode, and what are Namco on....
Numb : 104 of 1102
12:30pm
Read : 09/11/1995 12:32pm
Conf : 1 - PSX Common

Date : 09/11/1995
Reference : 401
Private : NO

-> Question time. We notice that from screen shots of Namco's 'Soul Edge
-> (based on System 11/PlayStation hardware), and a corresponding articl
-> in this months 'Edge' mag, that 'Soul Edge' runs in 640x480 at 30fps.
->
-> How.

Well, your arcade board has quite a lot more vram (even if you could
get an acceptable screen display at 640*480 there would be no room for
all those textures!) and is probably faster in many ways.

-> Simple, huh? We reckon that there _must_ be a way of getting this to
-> work without all that horrible ghosting effect, and that you chaps ar
-> the people to find ou (and perhaps post a demo program).

I bet this is another classic 1.5 million polygons hype wank bollox
situation and if this game arrives on PS it will run at 320*240.

Dave

From : SCE SUPPORT (Support)
To : INTERACTIVE PSX
Subj : malloc (ooh, nasty)
Numb : 105 of 1102
12:32pm
Read : 14/11/1995 3:27pm
Conf : 1 - PSX Common

Date : 09/11/1995
Reference : 406
Private : NO

->
-> Can you tell me where the last memory address i can use
-> for my new improved malloc is (ie:how much should i save for stack,et

ramsize - stacksize is the highest safe address. ramsize and stack size are in libsn and can be accessed in your program.

Dave

From : CORE PSX
To : ALL
Subj : Fucked MDEC playback sweetened by Dude + Del
Numb : 106 of 1102 Date : 09/11/1995
9:07pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Got dodgy blocks at the top of your playback? Too lame to work out why? Step aside and WEAR the sweeeetness of the following pronouncement:-

Dude & Del (the PSX Elite Krew) have fixed it!

Call us on 01332 297797 to find out more.

As for Sony's advice (stick a black poly on top) - FUCK THAT. Jesus.

Dude & Del

From : MILLENIUM PSX
To : CORE PSX
Subj : Fucked MDEC playback sweetened by Dude + Del
Numb : 107 of 1102 Date : 10/11/1995
7:32am
Read : 10/11/1995 11:59pm (REPLIES) Reference : 410
Conf : 1 - PSX Common Private : NO

Errrrrm.... this happens when the 16-pixel wide MDEC strip buffer isn't double buffered, doesn't it?

And "Sweeeetness"? Yeah... right, mate.

Dean

From : SCE SUPPORT (Support)
To : ALL
Subj : bbs problems
Numb : 108 of 1102 Date : 10/11/1995
9:40am
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hello everybody,

Someone uploaded some huge files last night and as a result the bbs drive is now full (well there is a whopping 4k left) and as a result its all gone wobbly.

I'll try and sort it out, but in the mean time, don't try and down load stuff.

Dave

From : SCE SUPPORT (Support)
To : CORE PSX
Subj : Fucked MDEC playback sweetened by Dude + Del
Numb : 109 of 1102 Date : 10/11/1995
10:12am
Read : 11/11/1995 12:00am Reference : 410
Conf : 1 - PSX Common Private : NO

-> Got dodgy blocks at the top of your playback? Too lame to work out
-> why? Step aside and WEAR the sweeeetness of the following
-> pronouncement:-
->
-> Dude & Del (the PSX Elite Krew) have fixed it!
->
-> Call us on 01332 297797 to find out more.
->
-> As for Sony's advice (stick a black poly on top) - FUCK THAT. Jesu
->
-> Dude & Del

Dude and Del can't actually work movconv though.
Dave

From : SCE SUPPORT (Support)
To : ALL
Subj : BBS
Numb : 110 of 1102 Date : 10/11/1995
10:16am
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

The BBS is back to its usual self now.

IF YOU ARE GOING TO UPLOAD THINGS BIGGER THAN HALF A MEG CAN YOU PLEASE
SEND A MESSAGE TO THE SYSOP SAYING YOU'VE DONE IT, AND WHEN YOU'VE
FINISHED WITH IT, CAN YOU PLEASE GET RID OF IT FROM OUR DISK.

WE ARE LOOKING AT MAKING THE BBS QUITE A LOT NICER SOON.

DAVE

From : SOFTGOLD PSX
To : SCE SUPPORT
Subj : MovieConvert
Numb : 111 of 1102 Date : 10/11/1995
11:42am
Read : 10/11/1995 12:03pm Reference : 403
Conf : 1 - PSX Common Private : NO

Hi Dave,

SS>Dear Sam,

SS>Christmas has come early this year. There is a new beta version of
mov

SS>conv in your file area. I have not tested this (i've been away for a SS>couple of days and I have a big back log) but apparently it works.

SS>Dave

Thanx a lot, i'll check it out and report back to you as soon as possible.

I didnt have any problems with the movie convert since last time..

Sam

p SLMR 2.1a p

From : SCE SUPPORT (Support)
To : ALL
Subj : BBS Downtime - 4pm This Afternoon
Numb : 112 of 1102 Date : 10/11/1995
11:19am
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

We'll be taking down the BBS this afternoon to upgraded the version of Wildcat running on it from 4.01 to 4.11.

This will be the first step to improving service - we hope soon to have optional Window-based front-ends for all connected clients.

If successful, we should be up and running by 5pm ... if not, slightly longer, but either way it will be operational for the weekend.

Paul

From : SCE SUPPORT (Support)
To : ALL
Subj : Upgrade of BBS to Wildcat 4.11
Numb : 113 of 1102 Date : 10/11/1995
6:08pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Seems to have been a success...reliabilty and performance have been improved (much like an upgrade of the PS libraries ;-)), but let us know if anything appears untoward ...

Have a nice weekend,

Paul

From : CORE PSX
To : MILLENIUM PSX
Subj : Fucked MDEC playback sweetened by Dude + Del
Numb : 114 of 1102 Date : 11/11/1995
12:00am
Read : 13/11/1995 7:17am (REPLIES) Reference : 411

Conf : 1 - PSX Common

Private : NO

That's the one. Surprising how many people are still having trouble with it... it only took about 5 mins to fix...

From : MILLENIUM PSX

To : CORE PSX

Subj : Fucked MDEC playback sweetened by Dude + Del

Numb : 115 of 1102

Date : 13/11/1995

7:18am

Read : 13/11/1995 8:11pm

Reference : 418

Conf : 1 - PSX Common

Private : NO

Indeed. A 5 minute fix that SCEI should put in the example code, really. I hate to think how many people have just copied the streaming example code into their projects without fixing it... :)

Dean

From : TELSTAR PSX

To : MILLENIUM PSX

Subj : Re: interlace mode

Numb : 116 of 1102

Date : 12/11/1995

2:18pm

Read : 13/11/1995 12:28pm (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

MP> Simple, huh? We reckon that there must be a way of getting this to
MP> work without all that horrible ghosting effect, and that you chaps are
MP> the people to find ou (and perhaps post a demo program).

Hi Dean,

I maybe wrong here but if the 'ghosting' effect is the one I think you are talking about, it can be cured by setting the dfe flag within the DRAWENV struct to allow drawing to the interlaced odd or even lines that are being displayed. Is this what you mean??

Bill.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)

To : ALL

Subj : March 1996 Developers Conference

Numb : 117 of 1102

Date : 13/11/1995

11:53am

Read : NO

Reference : NONE

Conf : 1 - PSX Common

Private : NO

§

If it works, you've won several pints.. :)

Dean

..

MILLENIUM PSX

MILLENIUM PSX

From : SCE SUPPORT (Support)

To : ALL

Subj : March 1996 Developers Conference

Numb : 118 of 1102

Date : 13/11/1995

4:16pm

Read : NO (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

We're planning the 1996 Developers Conference - probably for mid-March next year. Guest speakers will be flying in from around the world, but there's one important question .. where shall we hold it...

- London (central .. but too Southern)
- Birmingham (would please Trevor)
- somewhere else

We've set up a Questionnaire for this question for this conference, to allow votes to be cast - please take a few minutes to fill it in.

Main proviso .. the site must be near an international airport to allow _other_ Europeans to attend..

Paul

From : WILLIAMS PSX

To : PHOLMAN

Subj : pal psx doom demo

Numb : 119 of 1102

Date : 13/11/1995

6:22pm

Read : 14/11/1995 9:00am

Reference : NONE

Conf : 1 - PSX Common

Private : NO

see attached file

From : MILLENIUM PSX

To : SCE SUPPORT (Support)

Subj : March 1996 Developers Conference

Numb : 120 of 1102

Date : 14/11/1995

7:12am

Read : 14/11/1995 9:00am (REPLIES)

Reference : 425

Conf : 1 - PSX Common

Private : NO

I can't see a questionnaire... once I do, I'll fill it in.. :)

Deany

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : March 1996 Developers Conference
Numb : 121 of 1102 Date : 14/11/1995
9:09am
Read : 14/11/1995 9:44am (REPLIES) Reference : 427
Conf : 1 - PSX Common Private : NO

Hi its there - I simply hadn't changed the title in the Ques.
menu ... but I have now.

In addition, due to local demand I've added Nottingham...

Paul

-> I can't see a questionnaire... once I do, I'll fill it in.. :)

->

-> Deany

From : SD PSX
To : SCE SUPPORT (Support)
Subj : March 1996 Developers Conference
Numb : 122 of 1102 Date : 14/11/1995
9:24am
Read : 14/11/1995 9:24am Reference : 428
Conf : 1 - PSX Common Private : NO

Paul,

How about sunny Manchester? (This has got nothing to do with the fact
that I live in Manchester...honest guvnor!)

Marc

From : TIMEWARNER PSX
To : SCE SUPPORT (Support)
Subj : DELAYS
Numb : 123 of 1102 Date : 14/11/1995
3:12pm
Read : 14/11/1995 4:37pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Why do all the playstation initilisation functions (i.e InitGraph,
InitPad etc..) take bloody ages to execute, I think 10-15 seconds to
initialise a psx is ridiculous!!.

TWI UK.

From : CTA PSX
To : TIMEWARNER PSX
Subj : Slow init
Numb : 124 of 1102 Date : 14/11/1995
6:15pm
Read : 15/11/1995 9:37am Reference : NONE
Conf : 1 - PSX Common Private : NO

Because they do a couple of printf's to the debugger.
Download noprint.cpe before your main code (along with snpatch.cpe and
selemu.cpe).

Cheers

John

From : TS PSX
To : SCE SUPPORT (Support)
Subj : dextbios compability -win95
Numb : 125 of 1102 Date : 14/11/1995
7:05pm
Read : 15/11/1995 9:11am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Are SCE updating DEXBIOS for windows 95?
The current version I'm running (1.22) is forcing
windows 95 diskaccess to MS-compability mode, thus
slowing down diskaccess noticably.

Alternately, are you making a alternate windows 95
"driver" to DEXBIOS?

In either case, if so, when are these due to release?

Thanx, Andreas Tadic, TS PSX

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : March 1996 Developers Conference
Numb : 126 of 1102 Date : 15/11/1995
9:33am
Read : 15/11/1995 9:58am (REPLIES) Reference : 427
Conf : 1 - PSX Common Private : NO

7:12 a.m. Don't you have a home. Do they bully you?

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : March 1996 Developers Conference
Numb : 127 of 1102 Date : 15/11/1995
9:59am
Read : 15/11/1995 10:14am Reference : 433
Conf : 1 - PSX Common Private : NO

Yeah... 7:12am. I generally work better early in the morning. Besides,
it means I can leave work in time to get to the pub in the evening.. :)

Dean

From : MICROPROSE PSX
To : ALL

Subj : 3D Object Tools

Numb : 128 of 1102

Date : 15/11/1995

11:44am

Read : NO (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

I was wondering what 3D editors are people using to create their objects? What format do you export them so some tool for the artist can use them?

I'm aware of the 3DS conversion tools, but is there anything else available?

Thanks.

-- Bob

From : MILLENIUM PSX

To : MICROPROSE PSX

Subj : 3D Object Tools

Numb : 129 of 1102

Date : 15/11/1995

1:20pm

Read : 15/11/1995 2:18pm

Reference : 435

Conf : 1 - PSX Common

Private : NO

For Defcon we've used Lightwave to model stuff, converted to TMD using the command-line tools, then converted them to our own format from that...

Dean

From : SCE SUPPORT (Support)

To : TS PSX

Subj : dexbios compability -win95

Numb : 130 of 1102

Date : 15/11/1995

3:33pm

Read : 15/11/1995 4:26pm (REPLIES)

Reference : 432

Conf : 1 - PSX Common

Private : NO

-> Are SCE updating DEXBIOS for windows 95?
-> The current version I'm running (1.22) is forcing
-> windows 95 diskaccess to MS-compability mode, thus
-> slowing down diskaccess noticably.
->
-> Alternately, are you making a alternate windows 95
-> "driver" to DEXBIOS?
->
-> In either case, if so, when are these due to release?
->

Andreas,

I have been informed by SN systems that DEXBIOS will remain for the PSY-Q DOS based software. On the otherhand the PSY-Q Windows 95 software will use its own (i.e. alternative) drivers which do not force MSDOS compatibility. The new Windows 95 PSY-Q software is currently being beta tested and will be released (hopefully) within the next few weeks.

By the way, if you use the current version of DEXBIOS (i.e. V1.22) from a DOS box it will not force MSDOS compatibility. This is the recommended way of using the current PSY-Q software under Windows 95. With any luck this should solve your problem.

Hope this helps,

Vince

From : TS PSX
To : SCE SUPPORT (Support)
Subj : dexbios compability -win95
Numb : 131 of 1102 Date : 15/11/1995
4:33pm
Read : 15/11/1995 4:35pm Reference : 437
Conf : 1 - PSX Common Private : NO

Thanx for replying Vince!!!

Yeah, I'm using a dos prompt when doing the "make" command, but since the game is kind of streamloading it tries to load more data after maybe 4 mins of playing. By this time the dosprompt with dexbios is gone and the game stops as dexbios is no longer present. Nevermind that. I'm using the "delay" command to work around that at the current stage, but it sure will be nice when PSYQ-95 is released. Thanx again for replying!!!

Andreas, Ts psx

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : DITHERED POLYGONS
Numb : 132 of 1102 Date : 15/11/1995
5:14pm
Read : 15/11/1995 5:23pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I AM HAVING A PROBLEM WITH ONE OF THE SONY LIBRAIES/ROUTINES. I AM USING THE GS ADVANCED GRAPHIC LIBRARIES THE PROBLEM IS THAT ALL POLYGONS P

BECOME DITHERED. I'VE LOOKED ON THE BBS AND CANT FIND ANYTHING ABOUT IT.(ALTHOUGH IT MIGHT BE THERE!)AFTER A LITTLE RESEARCH I FOUND THERE IS A DITHER FLAG DITHER FLAG IN GSDRAWENV.DTD BUT CHANGING THIS HAS NO EFFECT. I SWITCH BUFFERS (GSSWAPDISPBUFFER) THE DO GSDRAWENV.DTD=0 THE DRAW GSDRAWOT. I AM SURE IM MISSING SOMETHING REALLY OBVIOUS. CAN YOU HELP? THANKS ANDREW OLIVER ISL

From : CTA PSX
To : INTERACTIVE PSX
Subj : DITHERED POLYGONS
Numb : 133 of 1102 Date : 15/11/1995
10:00pm
Read : 16/11/1995 4:10pm Reference : 439
Conf : 1 - PSX Common Private : NO

The GsInitGraph function parameter dither should sort things out.

Cheers

John

From : MICROPROSE PSX
To : ALL
Subj : Code Relocator
Numb : 134 of 1102
2:54pm
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 16/11/1995
Reference : NONE
Private : NO

Hi folks...

Is there any news regarding a code relocater? There was some chat a looong time ago about this, but nothing recent.

Has anyone written a code relocater?

Thanks.

-- Bob

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : 3D Object Tools
Numb : 135 of 1102
3:10pm
Read : 17/11/1995 11:15am (REPLIES)
Conf : 1 - PSX Common
Date : 16/11/1995
Reference : 435
Private : NO

Well,

I notice that Caligari truespace and Softimage can also spit out PlayStation stuff...

We use the latter here for producing STR files...(check out the Demo Disc sent out with the consumer machines in Europe).

Paul

-> I was wondering what 3D editors are people using to create their
-> objects? What format do you export them so some tool for the artist
-> can use them?
->
-> I'm aware of the 3DS conversion tools, but is there anything else
-> available?
->
-> Thanks.
->
->
-> -- Bob

From : DMA PSX
To : ALL
Subj : Music Dev. Kit.
Numb : 136 of 1102 Date : 16/11/1995
3:48pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Can anyone help me with some music dev. info. please.

I've just got the Mac based system and a few things I think I should have are missing.

I need a copy of the sample folder and the VAB folder which should be on the sound artist tools disk. I also need a Mac version of the Acroread utility.

Lastly, can anyone recommend a supplier for the digital cable required for connection from the sound board to a DAT player and shouldn't it have been supplied anyway?

Thanks

Andy Whyte

From : SCE SUPPORT (Support)
To : DMA PSX
Subj : Music Dev. Kit.
Numb : 137 of 1102 Date : 16/11/1995
4:15pm
Read : 21/11/1995 9:02am Reference : 443
Conf : 1 - PSX Common Private : NO

Hi Andy,

Your paperwork was just going through our system .. I've given you access to the Sound Artist Area ... all the documentation is there, together with tool upgrades etc.

Enjoy,

Paul

-> Can anyone help me with some music dev. info. please.
->
-> I've just got the Mac based system and a few things I think I should
-> have are missing.
->
-> I need a copy of the sample folder and the VAB folder which should
-> be on the sound artist tools disk. I also need a Mac version of the
-> Acroread utility.
->
-> Lastly, can anyone recommend a supplier for the digital cable
-> required for connection from the sound board to a DAT player and
-> shouldn't it have been supplied anyway?
->
-> Thanks
->
-> Andy Whyte

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : MOVCONV
Numb : 138 of 1102 Date : 16/11/1995
4:21pm
Read : 16/11/1995 4:40pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

IM TRYING TO EXPT WITH MOVCON. IVE DOWNLOADED YOUR DEMO. SIM THE FLYING
THING ROUND THE ISLAND. IT HAS A .STR FILE. SO I WANT TO CREATE MY OWN
.STR FILE FROM A VIDEO FOR WINDOWS FORMAT .AVI FILE AND CANT APPEAR TO
CONVERT IT USING THE MOVCONV TOOL. MOST OF THE TIME IF CRASHES WITH AN
EXCEPTION FAULT. WHEN IT DOES APPEAR TO HAVE WORKED THE FILE SEEMS WAY
TO SMALL. THE PREVIEW OPTION ON MOVCONV WONT! NOTHING SAYING ITS
PROCESSING IT JUST WONT RESPOND FOR A WHILE. IS THERE AN IDEAL WINDOWS
MODE TO USE IT IN WHERE I MAY SEE SOMETHING. WHAT SIZE SHOULD MY AVI
FILE BE. I'VE USED 24BIT 640*480 IMAGES BUT NOWHERE SPECIFIES SCALE ETC
AND IM SURE THE SIM PRGRAM THAT I DOWN LOADED WANT A DEFINTE SIZE
THANKS
ANDREW OLIVER

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : 3D Object Tools
Numb : 139 of 1102 Date : 16/11/1995
4:30pm
Read : 16/11/1995 4:55pm (REPLIES) Reference : 442
Conf : 1 - PSX Common Private : NO

I've got TrueSpace, but it doesn't do PlayStation stuff. I spoke to
Caligari, and they didn't really have a clue about it.. :(

Dean

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : Code Relocator
Numb : 140 of 1102 Date : 16/11/1995
4:38pm
Read : 17/11/1995 11:16am Reference : 441
Conf : 1 - PSX Common Private : NO

-> Has anyone written a code relocater?

nope.

Dave

From : SCE SUPPORT (Support)
To : INTERACTIVE PSX
Subj : MOVCONV
Numb : 141 of 1102 Date : 16/11/1995
4:55pm
Read : 16/11/1995 7:03pm Reference : 446
Conf : 1 - PSX Common Private : NO

-> IM TRYING TO EXPT WITH MOVCON. IVE DOWNLOADED YOUR DEMO. SIM THE
-> FLYING THING ROUND THE ISLAND. IT HAS A .STR FILE. SO I WANT TO
-> CREATE MY OWN .STR FILE FROM A VIDEO FOR WINDOWS FORMAT .AVI FILE
-> AND CANT APPEAR TO CONVERT IT USING THE MOVCONV TOOL. MOST OF THE
-> TIME IF CRASHES WITH AN EXCEPTION FAULT. WHEN IT DOES APPEAR TO HAVE
-> WORKED THE FILE SEEMS WAY TO SMALL. THE PREVIEW OPTION ON MOVCONV
-> WONT! NOTHING SAYING ITS PROCESSING IT JUST WONT RESPOND FOR A
-> WHILE. IS THERE AN IDEAL WINDOWS MODE TO USE IT IN WHERE I MAY SEE
-> SOMETHING. WHAT SIZE SHOULD MY AVI FILE BE. I'VE USED 24BIT 640*480
-> IMAGES BUT NOWHERE SPECIFIES SCALE ETC AND IM SURE THE SIM PRGRAM
-> THAT I DOWN LOADED WANT A DEFINTE SIZE THANKS
-> ANDREW OLIVER

ITS OK WE CAN HEAR YOU if you use lower case. Often AVI files are compressed, with MS level 1 compresion. You must not have any compresion for input to MovConv else it crashes.

The best way to do a render like this, is to do it in the resolution it is to be displayed. You need a reasonable frame rate, so 320*240 images at 15 fps NTSC and 320*256 images @ 12.5fps PAL are probably the ideal options. See the palguide.zip file for more information on this.

640*480 * 24bit is way too big, the amount of compression required would be beyond the MDEC\CD ROM. 300K per second @ 15 fps is 20K per frame! Use 16bit images not 24. Use MDEC version 2. The most current version of the Movconv program is 1.65e You don't want to use 640*480 on Playstation because its interlaced and flickers like crazy and there is no room left in VRAM for textures.

The Mdec system on the playstation is designed to supply reasonable quality FMV (+ XA ADPCM sound) using less than 30% of the machines processor time.

Hope this helps some

Dave

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : 3D Object Tools
Numb : 142 of 1102 Date : 16/11/1995
4:56pm
Read : 17/11/1995 7:22am (REPLIES) Reference : 447
Conf : 1 - PSX Common Private : NO

-> I've got TrueSpace, but it doesn't do PlayStation stuff. I spoke to
-> Caligari, and they didn't really have a clue about it.. :(

There were some tools for use with TrueSpace but they were not too good aparently...

but it was before my time.

Dave

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : 3D Object Tools

Numb : 143 of 1102
5:08pm
Read : 16/11/1995 5:36pm
Conf : 1 - PSX Common

Date : 16/11/1995
Reference : 450
Private : NO

There are 2 versions of Truespace that you need to do Sony development. Version 2.0 that you can buy from Caligari. This is the latest modeling software and has nothing to do with Sony. Version 1.0 that you can only get from Sony (at least in the USA from SCEA). This version contains the tools to take a Caligari model and save it into RSD format. There is a modeler in this 1.0 version, but according to other people who have tried it, it is not as good as the 2.0 modeler.

We just got both copies about 2 weeks ago, so I don't know much more than that. We bought it because it allows you to model in quads, which 3D-Studio doesn't.

dave

From : MICROPROSE PSX
To : SCE SUPPORT (Support)
Subj : demo.zip
Numb : 144 of 1102
11:24am
Read : 17/11/1995 11:31am (REPLIES)
Conf : 1 - PSX Common

Date : 17/11/1995
Reference : NONE
Private : NO

Hi...

I tried to download demo.zip and I recieved a system error and I'm unable to get it. The annoying part is that it's been downloaded 33 times. :-/

Please sort it out at your earliest convenience. Thanks.

-- Bob

From : MICROPROSE PSX
To : SCE SUPPORT (Support)
Subj : demo.zip
Numb : 145 of 1102
11:27am
Read : 17/11/1995 11:32am
Conf : 1 - PSX Common

Date : 17/11/1995
Reference : NONE
Private : NO

<sigh>

Disregard my last message about not getting demo.zip. I went back there and it let me download it...Well barpy. :-/

Apologies for the inconvenience.

-- Bob

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : demo.zip
Numb : 146 of 1102 Date : 17/11/1995
11:32am
Read : 19/11/1995 7:52pm Reference : 452
Conf : 1 - PSX Common Private : NO

OK,

To be safe, we updated the BBS knowledge of the file, and tested an
download (using Win95 Hyperterm - works a treat)...ok for us, have
another go...

->
-> Hi...
->
->
-> I tried to download demo.zip and I recieved a system error and I'm
-> unable to get it. The annoying part is that it's been downloaded 33
-> times. :-/
->
-> Please sort it out at your earliest convienience. Thanks.
->
->
-> -- Bob

From : CRANBERRY PSX
To : SCE SUPPORT (Support)
Subj : R3000 Programming
Numb : 147 of 1102 Date : 17/11/1995
1:07pm
Read : 17/11/1995 1:15pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

We have had extreme difficulty in obtaining a book covering the R3000
instruction set and programming. Are you able to recommend a particular
tome (with ISBN number, if possible)?

Also, are there any "quirks" (or "design features" :) in the PSX
assembler program that we should be aware of?

From : MILLENIUM PSX
To : CRANBERRY PSX
Subj : R3000 Programming
Numb : 149 of 1102 Date : 17/11/1995
1:16pm
Read : 17/11/1995 4:27pm Reference : 455
Conf : 1 - PSX Common Private : NO

I'd recommend the book 'MIPS RISC Architecture', by Gerry Kane and Joe
Heinrich (Publisher: Prentice Hall, ISBN: 0-13-590472-2).

Hope this helps!

Dean

From : SCE SUPPORT (Support)
To : CRANBERRY PSX
Subj : R3000 Programming
Numb : 150 of 1102 Date : 17/11/1995
1:19pm
Read : 17/11/1995 4:29pm Reference : 455
Conf : 1 - PSX Common Private : NO

We have "MIPS Programmer's Handbook", by Farquhar & Bunce
Publisher..Morgan Kaufmann

ISBN 1-55860-297-6

->
-> We have had extreme difficulty in obtaining a book covering the R3000
-> instruction set and programming. Are you able to recommend a
-> particular tome (with ISBN number, if possible)?
->
-> Also, are there any "quirks" (or "design features" :) in the PSX
-> assembler program that we should be aware of?

From : SCE SUPPORT (Support)
To : INFOGRAMS PSX
Subj : demo.zip
Numb : 151 of 1102 Date : 17/11/1995
2:56pm
Read : 17/11/1995 3:24pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Fred,
it seems that we are having a problem with that particular file. Can
you try again, and it might work. Most people have found that it works
second or third go. Wierd stuff.

I checked the file and there is nothing wrong with it.

Sorry, if you have more problems, page me again and I'll sort something
else out.

I'll attach the file to this message.

Dave

NOTE: This message has a file, DEMO.ZIP, attached.

From : INTERACTIVE PSX
To : SCE SUPPORT (Support)
Subj : dithered polygons further to 439
Numb : 152 of 1102 Date : 17/11/1995
3:49pm
Read : 17/11/1995 4:02pm Reference : NONE
Conf : 1 - PSX Common Private : NO

I forgot to mention before that im using GsInitGraphics(320,240,0,0,0);
therefore im not asking for dither mode on. any other ideas.
thanks
andrew oliver

From : SCE SUPPORT (Support)
To : ALL
Subj : SCEE Power Outrage !
Numb : 153 of 1102 Date : 17/11/1995
4:46pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

We're being re-cabled this evening, so I'm afraid we're off the air from
6pm GMT This evening....back on the air tomorrow morning.

Paul

From : SD PSX
To : SCE SUPPORT (Support)
Subj : Dropping carriers
Numb : 154 of 1102 Date : 20/11/1995
9:27am
Read : 20/11/1995 9:46am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Ben/Dave,

As I don't know that much about modems I might be talking complete shite
but when I log on it seems to drop carriers at least 3 times during a
session. Is this a problem at my end or yours? I am connecting at 28800
bps.

Cheers me dears,
Marc

From : SCE SUPPORT (Support)
To : SD PSX
Subj : Dropping carriers
Numb : 155 of 1102 Date : 20/11/1995
4:58pm
Read : 21/11/1995 9:19am (REPLIES) Reference : 462
Conf : 1 - PSX Common Private : NO

Hi Marc,
When did you have the problem ...and with which number ?
Our error logs don't indicate any problem,,,

Paul

PS If it was over the weekend, I wouldn't be surprised, power was on and
off here due to building work..

-> Ben/Dave,
->

-> As I don't know that much about modems I might be talking complete
-> shite but when I log on it seems to drop carriers at least 3 times
-> during a session. Is this a problem at my end or yours? I am
-> connecting at 28800 bps.
->
-> Cheers me dears,
-> Marc

From : DMA PSX
To : SCE SUPPORT (Support)
Subj : Downloading
Numb : 156 of 1102 Date : 21/11/1995
9:19am
Read : 21/11/1995 9:33am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hello again

Thanks for adding the Sound Tools area to our account. Unfortunately for
some reason I can't download anything from it. I don't know if it's a
problem at my end or at yours. Hope you can help.

Cheers

AndyW

PS Can you suggest a supplier for the lead between the sound card and a
DAT player. Ta.

From : SD PSX
To : SCE SUPPORT (Support)
Subj : Dropping carriers
Numb : 157 of 1102 Date : 21/11/1995
9:23am
Read : 21/11/1995 9:35am (REPLIES) Reference : 463
Conf : 1 - PSX Common Private : NO

Paul,

It has been over the past few weeks. It did it a couple of times
yesterday when I was logged on. I think I was using line 1 (4327).
It isn't causing me any major problems but I just thought that I would
ask anyway!

Cheers,
Marc

P.S. Has Ben lad left technical support? Or has he been abducted by
aliens?

From : SD PSX
To : SCE SUPPORT (Support)
Subj : Sound effects
Numb : 158 of 1102 Date : 21/11/1995
9:29am
Read : 21/11/1995 9:35am Reference : NONE
Conf : 1 - PSX Common Private : NO

Dave/Ben/Paul/whoever,

I am in the process of writing the sound effects routines for our game and I run into problems sometimes with SsUtKeyOff not working properly (this is also the case with SsUtKeyOffV)

I set up the sound system and load in the VAB header and body as described in all of the examples etc. I start the sample with SsUtKeyOn and remember the channel number that is returned and the pitch, tone, fine tune info. I then stop it with a SsUtKeyOffV(channel_num). If I don't check the return value then it doesn't seem to stop it but if I print something out saying 'yes I've worked' then it will stop the sample.

Any ideas?

Cheers,
Marc

From : SCE SUPPORT (Support)
To : SD PSX
Subj : Dropping carriers
Numb : 159 of 1102
10:00am
Read : 22/11/1995 9:17am
Conf : 1 - PSX Common
Date : 21/11/1995
Reference : 465
Private : NO

Hi Marc,

Thanks, we'll keep a note of this (if anyone else has problems, please let us know the number).

Ben is working on a development project for a few weeks - don't worry, it's not internal competition, it's for a one-off exhibition at the Albert Hall with the Design Council.

So, yes...we use the libraries too ;-).

Paul

-> Paul,
->
-> It has been over the past few weeks. It did it a couple of times
-> yesterday when I was logged on. I think I was using line 1 (4327).
-> It isn't causing me any major problems but I just thought that I
-> would ask anyway!
->
-> Cheers,
-> Marc
->
-> P.S. Has Ben left technical support? Or has he been abducted by
-> aliens?

From : FUNCOM PSX
To : ALL
Subj : MovConv in plain 'C' or compiled for SGI?
Numb : 160 of 1102
10:24am
Date : 21/11/1995

Read : NO
Conf : 1 - PSX Common

Reference : NONE
Private : NO

I hate using Windows....

Anyways, are there any version of MovConv compiled for SGI made by Sony or others?

Cheers,

Paal-Kristian.

engstad@funcom.com

From : SCE SUPPORT (Support)
To : DMA PSX
Subj : Downloading
Numb : 161 of 1102
10:48am
Read : 22/11/1995 10:23am
Conf : 1 - PSX Common

Date : 21/11/1995
Reference : 464
Private : NO

-> Hello again

->

-> Thanks for adding the Sound Tools area to our account. Unfortunately
-> for some reason I can't download anything from it. I don't know if
-> it's a problem at my end or at yours. Hope you can help.

->

Try YMODEM ... for some reason ZMODEM is not working at the moment,
we'll check our configuration at some point today...

-> Cheers

->

-> AndyW

->

-> PS Can you suggest a supplier for the lead between the sound card
-> and a DAT player. Ta.

I'll ask...

From : FUNCOM PSX
To : ALL
Subj : Downloading stuff..
Numb : 162 of 1102
1:37pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 21/11/1995
Reference : NONE
Private : NO

It doesn't seem I can download anything from here... Whazzup?

PKE.

PS: There's a major bug in psylink 2.31, *do* upgrade to version
2.34, which is available at PSY-Q's BBS.

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Downloading stuff..
Numb : 163 of 1102
Date : 21/11/1995
1:47pm
Read : 22/11/1995 10:09am
Reference : 470
Conf : 1 - PSX Common
Private : NO

Hi PKE,

There seems to be a problem with downloads, which seems to be getting worse - we're on the case and are investigating at periods of low BBS activity.

Try another form of download protocol if possible, curiously different forms seem to work.

BTW, 2.34 Psylink is in our most recent CODETOOL.ZIP - we updated as soon as we received and tested it.

Paul

-> It doesn't seem I can download anything from here... Whazzup?
->
-> PKE.
->
-> PS: There's a major bug in psylink 2.31, *do* upgrade to version
-> 2.34, which is available at PSY-Q's BBS.

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : access
Numb : 164 of 1102
Date : 21/11/1995
5:23pm
Read : 22/11/1995 9:38am
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Your account looks fine. It maybe the conference thing.....

leave a message if you still have problems....

Dave

From : SCE SUPPORT (Support)
To : ALL
Subj : Downloads from BBS
Numb : 165 of 1102
Date : 21/11/1995
6:38pm
Read : NO
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi,

After speaking to Wildcat, and upping the amount of memory available to each session, I think we've sorted some of the recent download problems.

Sorry about the problem, seems like the new version of Wildcat needs a little more memory than the older one...

(no jokes, please)

Paul

From : SD PSX
To : SCE SUPPORT (Support)
Subj : Sound stuff...
Numb : 166 of 1102 Date : 22/11/1995
9:27am
Read : 22/11/1995 9:29am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Paul/Dave,

Are there any utilities which will allow the creation of .VABs from multiple .VAGs? (Other than the Sound Artist Tool/Board thing!)

Are there any commercial packages which would be quite useful (and quite cheap)? I just need to create a .VAB of sound effects.

Cheers,
Marc

P.S. I haven't had any dropped carriers for the past two days Paul.

From : SCE SUPPORT (Support)
To : SD PSX
Subj : Sound stuff...
Numb : 167 of 1102 Date : 22/11/1995
9:44am
Read : 23/11/1995 9:09am Reference : 474
Conf : 1 - PSX Common Private : NO

-> Are there any utilities which will allow the creation of .VABs from
-> multiple .VAGs? (Other than the Sound Artist Tool/Board thing!)
Nope.
-> Are there any commercial packages which would be quite useful (and
-> quite cheap)? I just need to create a .VAB of sound effects.
Nope.

Sorry.

Dave.

From : SCE SUPPORT (Support)
To : INFOGRAMES PSX
Subj : the file you need.
Numb : 168 of 1102 Date : 22/11/1995
5:06pm
Read : 23/11/1995 1:32pm Reference : NONE
Conf : 1 - PSX Common Private : NO

The file you need is in your file area....

Dave

From : CREATIONS PSX
To : SCE SUPPORT (Support)
Subj : Submission specification.
Numb : 169 of 1102 Date : 23/11/1995
9:28am
Read : 23/11/1995 10:32am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Are there any notes about product submission available on the BBS?

Andy.

From : SCE SUPPORT (Support)
To : CREATIONS PSX
Subj : Submission specification.
Numb : 170 of 1102 Date : 23/11/1995
10:35am
Read : 05/12/1995 11:13am Reference : 477
Conf : 1 - PSX Common Private : NO

-> Are there any notes about product submission available on the BBS?

Try the mastering guidelines mastguid.zip and the qadoc.zip files in the psxdoc file area....

Dave

From : INFOGRAMS PSX
To : ALL
Subj : EXES/DEBUG/SERIAL NIGHTMARES
Numb : 171 of 1102 Date : 23/11/1995
2:46pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Having taken the file demo.zip (after much modem problems) from the sony bbs (something to do with the exec function and child programmes).

I found out that you cannot use the same header (snlib) in an .exe as in a .cpe (Pisser). the snlib always forces the stack to ramtop (no problem). the exec function sets the stack (cool). the cpe2x does not set the stack (not cool). the very handy setsp.exe sets the stack (wild), unfortunately it clears the stacksize (the exec fuction hates this very much,and refuses to ever exit again (not so cool)).

Ok.days pass.....snlib can not return to another process (its got a fucking handy break 1 command.None2 is just a pain in the arse.

So I modded snlib to do all the groovy stuff (stack set/not set,good return etc.) First problem solved (triumph over fucking R3000).

Second and rather worse problem (Serial install/Deinstall coupled with the joypad). It seems at the moment we init the serial, use serial, uninit serial,Exec,Return,Init serial,Use serial,Exec,CRASH

The crash happens in StartPAD. If anyone knows where the connection

between the joypads stuff and the serial stuff is (i assume its the same chip,theyre both serial stuff,ie in the system or what, Speak now.

PS leave a message if you need the snlib stuff for the same program running from the debugger and from an exec function.

From : SCE SUPPORT (Support)
To : INFOGRAMS PSX
Subj : EXES/DEBUG/SERIAL NIGHTMARES
Numb : 172 of 1102 Date : 23/11/1995
3:03pm
Read : 30/11/1995 10:11am Reference : 480
Conf : 1 - PSX Common Private : NO

We're not sure of the what you're trying to achieve (although we have a few theories).

The main point is that DEMO.ZIP is designed for creating demos to be included in demo discs (both included with the consumer machine and mags etc.), and yes, you can't use snlib .. which is why none2.lib is provided (you shouldn't need to roll your own).

Are you thinking of a providing a demo of a link up game ?

Paul

PS Incidentally, if all this is for something else, please take a look at Clause 2.4 of the "Licensed Developer Agreement" - you'll notice that its verbotten to tack on equipment to the development system.....

-> Having taken the file demo.zip (after much modem problems) from the
-> sony bbs (something to do with the exec function and child
-> programes).
-> I found out that you cannot use the same header (snlib) in an .exe
-> as in a .cpe (Pisser). the snlib always forces the stack to ramtop
-> (no problem). the exec function sets the stack (cool). the cpe2x
-> does not set the stack (not cool). the very handy setsp.exe sets the
-> stack (wild), unfortunately it clears the stacksize (the exec
-> fuction hates this very much,and refuses to ever exit again (not so
-> cool)).
-> Ok.days pass.....snlib can not return to another process (its got a
-> fucking handy break 1 command.None2 is just a pain in the arse.
->
-> So I modded snlib to do all the groovy stuff (stack set/not set,good
-> return etc.) First problem solved (triumph over fucking R3000).
->
-> Second and rather worse problem (Serial install/Deinstall coupled
-> with the joypad). It seems at the moment we init the serial, use
-> serial, uninit serial,Exec,Return,Init serial,Use serial,Exec,CRASH
->
-> The crash happens in StartPAD. If anyone knows where the connection
-> between the joypads stuff and the serial stuff is (i assume its the
-> same chip,theyre both serial stuff,ie in the system or what, Speak
-> now.
-> PS leave a message if you need the snlib stuff for the same program
-> running from the debugger and from an exec function.

From : ARGONAUT PSX

To : ALL
Subj : Bug in C compiler or 'something'
Numb : 173 of 1102
8:51pm
Read : NO
Conf : 1 - PSX Common

Date : 23/11/1995
Reference : NONE
Private : NO

I've just encountered a bug.
An odd one at that.

```
temp1 = fp.size;  
temp2 = temp1;  
temp3 = temp1;
```

The values in temp2 and temp3 are CORRECT... however temp1's value becomes that of the LAST assigned variable above the lines.

This is with -O optimization - the bug doesn't occur with -O2 optimization.

Is this known about? I am using the latest version of the compiler.

Dyl

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : MargePrim()
Numb : 174 of 1102
3:08pm
Read : 24/11/1995 3:16pm (REPLIES)
Conf : 1 - PSX Common

Date : 24/11/1995
Reference : NONE
Private : NO

Hello,

I have a structure like this...

```
typedef struct __vp_offset  
{  
    DR_AREA    vp_change_area;  
    DR_OFFSET  vp_change_offset;  
} VP_OFFSET;
```

..and I'm doing this...

```
VP_OFFSET    my_own_primitive;
```

```
SetDrawArea(...)  
SetDrawOffset(...)  
MargePrim(&my_own_primitive.vp_change_area,  
          &my_own_primitive.vp_change_offset);  
addPrim(my_ot,&my_own_primitive).
```

..and it only sets the draw area. If I don't MargePrim() but instead add the DR_AREA and DR_OFFSET separately, it works ok (but obviously takes more time to DMA the primitives to the GPU local RAM).

What am I doing wrong?

Dean

From : DMA PSX
To : ALL
Subj : PSX Mouse
Numb : 175 of 1102
2:16pm
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 27/11/1995
Reference : NONE
Private : NO

Hello again

Can anyone suggest where I would find info on using the mouse?

I have been through the BBS and none of the file descriptions mention the mouse (unless I have missed it) so rather than downloading everything, can anyone tell me where to find some info.

Thanks

AndyW

From : SCE SUPPORT (Support)
To : DMA PSX
Subj : PSX Mouse
Numb : 176 of 1102
2:21pm
Read : 28/11/1995 9:50am
Conf : 1 - PSX Common
Date : 27/11/1995
Reference : 484
Private : NO

Try CTRLER.ZIP (cf DEVGUIDE.ZIP), which will demonstrate how the mouse can be used, and includes ctrller.h which provides easy access..

Paul

-> Hello again
->
-> Can anyone suggest where I would find info on using the mouse?
->
-> I have been through the BBS and none of the file descriptions mention
-> the mouse (unless I have missed it) so rather than downloading
-> everything, can anyone tell me where to find some info.
->
-> Thanks
->
-> AndyW

From : ARGONAUT PSX
To : ARGONAUT PSX
Subj : PSX Common
Numb : 177 of 1102
2:29pm
Read : 27/11/1995 3:27pm
Conf : 1 - PSX Common
Date : 27/11/1995
Reference : NONE
Private : NO

Hi Simon,

You need to be in PSX Common to see the Argonaut file area!

Paul

```
From : SCE SUPPORT (Support)
To   : MILLENIUM PSX
Subj : MargePrim();
Numb : 178 of 1102
Date      : 27/11/1995
4:55pm
Read  : 28/11/1995 9:12am (REPLIES)
Reference : 483
Conf   : 1 - PSX Common
Private : NO
```

```
-> I have a structure like this...
->
-> typedef struct __vp_offset
-> {
-> DR_AREA    vp_change_area;
-> DR_OFFSET vp_change_offset;
-> } VP_OFFSET;
->
-> ..and I'm doing this...
->
-> VP_OFFSET    my_own_primitive;
->
-> SetDrawArea(...)
-> SetDrawOffset(...)
-> MargePrim(&my_own_primitive.vp_change_area,
-> &my_own_primitive.vp_change_offset);
-> addPrim(my_ot,&my_own_primitive).
->
-> ..and it only sets the draw area. If I don't MargePrim() but instead
-> add the DR_AREA and DR_OFFSET separately, it works ok (but obviously
-> takes more time to DMA the primitives to the GPU local RAM).
->
-> What am I doing wrong?
```

Hi Dean,

From what I understand of MargePrim() everything you are doing is correct. When I used MargePrim() with you're structure only the first primitive, as you say, is executed?!? I've also used MargePrim() in exactly the same way using the following structure,

```
typedef struct {
    DR_MODE    mode;
    SPRT       sprt;
} TSPRT;
```

This can be used to set the current texture before a sprite is drawn. Suprisingly using this structure MargePrim() worked fine. Look at the graphics sample code in sample.33\graphics\tuto\lscr.c.

Unfortunately I do not know why the TSPRT primitive works, but the VP_OFFSET does not? I have notified Japan, and I'am sure they'll give a reasonable answer within the next few days. =:-D

Sorry that I could not be more helpful, however, I will keep you posted with any new information as I recieve it.

Vince.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : MargePrim();
Numb : 179 of 1102 Date : 28/11/1995
9:15am
Read : 28/11/1995 9:19am Reference : 487
Conf : 1 - PSX Common Private : NO

Cool... I'm pleased it failed for you too.. :)

Thanks for looking into this. I look forward to hearing what SCEI say about it...

Later,

Dean

From : MILLENIUM PSX
To : DMA PSX
Subj : PSX Mouse
Numb : 180 of 1102 Date : 28/11/1995
9:16am
Read : 28/11/1995 9:51am Reference : 484
Conf : 1 - PSX Common Private : NO

Look in CTRLER.ZIP... it's groooooovy!

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Hmmmm....
Numb : 181 of 1102 Date : 28/11/1995
11:53am
Read : 28/11/1995 12:51pm Reference : NONE
Conf : 1 - PSX Common Private : NO

From DEVGUIDE.DOC,

'Documentation tends to change frequently...'

If this is the case, when can we expect documentation for the library release we're using (ie 3.3)...

Dean :)

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : DrawSyncCallbacks
Numb : 182 of 1102 Date : 29/11/1995
10:23am
Read : 29/11/1995 11:02am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

We've been knocking up a multi-viewport based display system, where

each viewport has it's own DR_AREA and DR_OFFSET primitive and it's own OT.

We've got a DrawSyncCallback() set up that copies the value of an HBlank counter (Root counter 1) into a global.

What I want to know is this.. if I queue DrawOTag() calls, will the DrawSyncCallback() be executed on completion of rendering for each OT, or once at the end of them all (when the queue is empty), or indeed only once (for the first OT). It _looks_ like latter is the case, but I'm finding it quite hard to debug callback stuff... :(

Any clues, chaps?

Dean

p.s. I'm basically wanting a hblank count of how long all the rendering is taking.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Bugs.
Numb : 183 of 1102 Date : 29/11/1995
10:24am
Read : 29/11/1995 11:03am Reference : NONE
Conf : 1 - PSX Common Private : NO

The bugs conference is a bit quiet. I can't believe for a minute that there aren't any...

Dean

From : SCE SUPPORT (Support)
To : ALL
Subj : Library Manuals for 3.1, 3.2 & 3.3
Numb : 184 of 1102 Date : 29/11/1995
12:10pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

There are updates to Library Reference and Overview Manuals 3.0.

These are: 31update.zip, 32update.zip (beta version), 33update.zip (beta version).

Please let me know of any errors in these.

Cheers,

Laura

E-Mail: laura_smith @ interactive.sony.com

From : SCE SUPPORT (Support)
To : ALL
Subj : Second Noteification - Bad Lot of Master Discs (AH5B1)

Numb : 185 of 1102
4:40pm
Read : NO
Conf : 1 - PSX Common

Date : 29/11/1995
Reference : NONE
Private : NO

As noted previously, please contact us if you have Mastering CD-R Discs marked with Lot # AH5B1.

Our QA department has confirmed that almost all media problems with submitted titles have come from this lot.

**** DO NOT USE THEM TO SUBMIT DISCS FOR APPROVAL ****

Please pass on !

Paul

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : ASPSX
Numb : 186 of 1102
5:39pm
Read : 29/11/1995 5:44pm (REPLIES)
Conf : 1 - PSX Common

Date : 29/11/1995
Reference : NONE
Private : NO

Could you put the version of ASPSX prior to 2.15 up on the board.
Its been reported that 2.15+ are bugged and I don't have a backup copy.

Colin.

From : SCE SUPPORT (Support)
To : MINDSCAPE PSX
Subj : ASPSX
Numb : 187 of 1102
9:36am
Read : 30/11/1995 12:24pm (REPLIES)
Conf : 1 - PSX Common

Date : 30/11/1995
Reference : 495
Private : NO

Sure - aspsx211.exe is now in codetool.zip - version 2.11.

Do you know what (for those reading) the problems with 2.15+ are ?

Paul

-> Could you put the version of ASPSX prior to 2.15 up on the board.
-> Its been reported that 2.15+ are bugged and I don't have a backup
-> copy.
-> Colin.

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : ASPSX
Numb : 188 of 1102
12:30pm
Read : 30/11/1995 2:14pm
Conf : 1 - PSX Common

Date : 30/11/1995
Reference : 496
Private : NO

I've been getting the same problems reported by John at CTA PSX
in Conf 5 Msg 4.

Colin.

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
Subj : GPU DMA size
Numb : 189 of 1102 Date : 30/11/1995
2:03pm
Read : 30/11/1995 2:16pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Dave,

What is the largest size of a DMA packet to the GPU? How many bytes is
the largest primitive packet that can be generated by MargePrim() for
the GPU? The libgpu header seems to indicate 256 bytes. Is this
possible?

Thanks,

Simon.

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
Subj : Library Manuals for 3.1, 3.2 & 3.3
Numb : 190 of 1102 Date : 30/11/1995
2:49pm
Read : 30/11/1995 3:30pm Reference : 493
Conf : 1 - PSX Common Private : NO

-> There are updates to Library Reference and Overview Manuals 3.0.
->
-> These are: 3lupdate.zip, 32update.zip (beta version), 33update.zip
-> (beta version).
->
-> Please let me know of any errors in these.
->

No errors, how about complete omissions - for example, none of the new
gte rotmesh functions have any documentation! Just a load of headers.
What use is that? I knew the functions existed in the v3.0 manual
because they were on the contents page (but weren't in the reference
section) and the v3.2 update doesn't tell me anything more.

By looking at example code I've worked out how most of it all works
however it would be nice if it was in the manual too.

Dyl

From : ARGONAUT PSX
To : ALL
Subj : GS WSMATRIX
Numb : 191 of 1102 Date : 30/11/1995
2:59pm
Read : NO (REPLIES) Reference : NONE

Conf : 1 - PSX Common

Private : NO

Due to using a mutation of GS and GPU library stuff, I am having difficulty tying GSDOBJ5 objects to non-GS stuff, (in this case a tri strip mesh), on-screen. I am using GsRVIEW2 as a viewpoint setting and need to know whether the WSMATRIX, that the GS sets up on GsSetRefView2 invocation, can be read, directly or indirectly. If not, is there anyway that the equivalent information regarding the view may be obtained? Basically, I need to ensure that non-Gs objects are being projected with the same view settings as the Gs..it's almost there at the moment but, annoyingly not quite.
Cheers,
Matt Utd

From : MERIT PSX

To : SCE SUPPORT (Support)

Subj : GTE Chip

Numb : 192 of 1102

Date : 30/11/1995

3:14pm

Read : 30/11/1995 3:32pm (REPLIES)

Reference : 404

Conf : 1 - PSX Common

Private : NO

Have you had any reply from Japan about using the GTE chip from assembly language? I cannot see any problem about compatibility because the GTE macros already write direct GTE instructions into my code.

How do I use gp-relative addressing with the assembler? I am trying to read and write variables defined in C in my assembly language code. At the moment I can only address these variables with 32-bit addressing, which requires 2 instructions.

Thankyou.

Andrew Richards

From : MILLENIUM PSX

To : ARGONAUT PSX

Subj : GPU DMA size

Numb : 193 of 1102

Date : 30/11/1995

3:21pm

Read : 30/11/1995 3:22pm

Reference : 498

Conf : 1 - PSX Common

Private : NO

I thought it was a 64-byte buffer on the GPU.....

Dean

From : MILLENIUM PSX

To : ARGONAUT PSX

Subj : GS WSMATRIX

Numb : 194 of 1102

Date : 30/11/1995

3:21pm

Read : 30/11/1995 3:22pm

Reference : 500

Conf : 1 - PSX Common

Private : NO

Check the lib3.3 LIBGS.H file, it's got a load of handy externs in there... :)

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Audio problem.
Numb : 195 of 1102 Date : 30/11/1995
3:25pm
Read : 30/11/1995 3:34pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi, one of our projects has a requirement for lots of speech. This was initially done as a large CDDA track, and to play a speech fragment meant seeking to a section of the file, and playing 'n' vblanks worth of data...

However, the CDDA is going to be around 700Mb (!!!). We need ideas as to how to handle this. My initial thoughts are to generate an 8-channel stream, using CdlSetFilter() to pick out the relevant channel, but I'm stumped as to how to index into the bloody thing... Can I have a file like this and just CdlSetFilter() and then CdlRead() a number of sectors?

Help me.... I'm melting

Dean (and Gary)

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Audio problem.
Numb : 196 of 1102 Date : 30/11/1995
3:57pm
Read : 30/11/1995 3:58pm (REPLIES) Reference : 504
Conf : 1 - PSX Common Private : NO

By chance, we've just in the middle of doing something like this as part of a design council expo...its can be found in the "CD Programming" conference as XAPLAY.ZIP.

During our investigations, Harry also found that Movconv was better than Buildcd for some of this work.

I haven't had time to test the code fully myself, so let us know what you think.....

-> Hi, one of our projects has a requirement for lots of speech. This
-> was initially done as a large CDDA track, and to play a speech
-> fragment meant seeking to a section of the file, and playing 'n'
-> vblanks worth of data...
->
-> However, the CDDA is going to be around 700Mb (!!!). We need ideas as
-> to how to handle this. My initial thoughts are to generate an
-> 8-channel stream, using CdlSetFilter() to pick out the relevant
-> channel, but I'm stumped as to how to index into the bloody thing...
-> Can I have a file like this and just CdlSetFilter() and then
-> CdlRead() a number of sectors?
->
-> Help me.... I'm melting

->

-> Dean (and Gary)

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Audio problem.
Numb : 197 of 1102 Date : 30/11/1995
3:59pm
Read : 30/11/1995 4:01pm Reference : 505
Conf : 1 - PSX Common Private : NO

Cooooo. I'll get it straight away. The other cunning idea we've had is this... the speech is mono, so have one set of speech on the left track and another set on the right channel, and use the CdlAtv controls to make the left (or right) track appear on both channels...

Smart. 2 things to try... Beer on me..

Bye!

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Audio problem.
Numb : 198 of 1102 Date : 01/12/1995
10:29am
Read : 01/12/1995 11:53am (REPLIES) Reference : 504
Conf : 1 - PSX Common Private : NO

-> However, the CDDA is going to be around 700Mb (!!!). We need ideas as to how to handle this. My initial thoughts are to generate an 8-channel stream, using CdlSetFilter() to pick out the relevant channel, but I'm stumped as to how to index into the bloody thing...
-> Can I have a file like this and just CdlSetFilter() and then CdlRead() a number of sectors?

Yeah, no problem. Ben's done this and it works ok!

use Movpack to create the interleaved files. Use .xa files without removing the subheaders.

If you don't use MovPack the CdlSetFilter doesn't work (so I'm told)

The input and output subheader check boxes should be set, but the Terminate with null sectors check box should be cleared. It will pad out any blank channels and also pad out the shorter xa tracks to the length of the longest (which is what you want). So you want sort the files in order of length before you begin (within the context they will be used.)

The interleave rates are in the overview manual section on CD.

Dave

From : TELSTAR PSX
To : SCE SUPPORT

Subj : Debugging station
Numb : 199 of 1102
11:52am
Read : 01/12/1995 12:13pm (REPLIES)
Conf : 1 - PSX Common
Date : 25/11/1995
Reference : NONE
Private : NO

Hi,

We're having some problems with our game! It hangs very rarely on a blue debugging station - but never on the development kit. What are the differences between the two?? Please!

Bill.

--- Blue Wave/QWK v2.10

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Re: second notification
Numb : 200 of 1102
12:27pm
Read : 01/12/1995 12:44pm (REPLIES)
Conf : 1 - PSX Common
Date : 25/11/1995
Reference : NONE
Private : NO

SS> As noted previously, please contact us if you have Mastering CD-R
SS> Discs marked with Lot # AH5B1.
SS> Paul

We have some of these!!

Bill.

P.S. There was no first notification! Or is the mail bundler a bit dicky?

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : Debugging station
Numb : 201 of 1102
12:46pm
Read : 01/12/1995 12:34pm (REPLIES)
Conf : 1 - PSX Common
Date : 01/12/1995
Reference : 509
Private : NO

Hi Bill,

Where do we start...

1. The biggie ... debug-stations (like the consumer machines) have only 2MB memory (rather than 8Mb)...make sure you've been running your final progs with SetMem/___ramsize set correctly (see DEVGUIDE)
2. There are three types, representing the different PROM-resident

Operating Systems (OSD) of each of the Consumer Machines. At least they are fully functional, no need to initialise them with software patches....

3. CD-R seeking is faster than the Cd-emulator (which actually emulates the performance of the dev-kit CD-R drive)
 4. Setpoll is not allowed
 5. Obvious things, printf goes no-where, no PC-drive access !
- :
- :

Er, can't think of any more of hand.

->

-> Hi,

->

-> We're having some problems with our game! It hangs very rarely on

-> a blue debugging station - but never on the development kit. What

-> are the differences between the two?? Please!

->

-> Bill.

->

->

->

-> --- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)

To : TELSTAR PSX

Subj : Re: second notification

Numb : 202 of 1102

Date : 01/12/1995

12:49pm

Read : 04/12/1995 3:50pm

Reference : 511

Conf : 1 - PSX Common

Private : NO

Hi Bill,

Well it was first announced in the CD rom burner conference (seems appropriate) ... anyway, don't use them for mastering, contact our production co-ordinator, return them, and we'll send out a replacement batch.

Paul

->

-> SS> As noted previously, please contact us if you have Mastering CD-R

-> SS> Discs marked with Lot # AH5B1.

-> SS> Paul

->

-> We have some of these!!

->

-> Bill.

->

-> P.S. There was no first notification! Or is the mail bundler a bit

-> dicky?

-> --- Blue Wave/QWK v2.10

->

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Debugging station
Numb : 203 of 1102 Date : 01/12/1995
5:28pm
Read : 01/12/1995 5:28pm Reference : 510
Conf : 1 - PSX Common Private : NO

And of course the memory card stuff is b****d to f**k on early
Japanese debug stations... :)

Dean

From : DIGILL PSX
To : ALL
Subj : Interlace ODD/Even frame?
Numb : 204 of 1102 Date : 02/12/1995
10:48am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Does any body now how to controll or see if you got an ODD or EVEN
frame when displaying graphics in interlace mode.

We are now getting synchronizaiton errors as we some time end upp
displaying in the wrong order.

All help appreciated.

Fredrik / Dice

From : MILLENIUM PSX
To : DIGILL PSX
Subj : Interlace ODD/Even frame?
Numb : 205 of 1102 Date : 04/12/1995
8:07am
Read : 04/12/1995 8:05pm Reference : 514
Conf : 1 - PSX Common Private : NO

I don't think you can either tell which field you're rendering, or tell
it which field you want to render. It's a shame, really... :(

Dean

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : library versions
Numb : 206 of 1102 Date : 04/12/1995
5:29pm
Read : 04/12/1995 5:32pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I've just had a call from one of our guys in the US who is trying to
convert his title to run in PAL. He had trouble mode switching and it

turns out that he is using 2.1 libraries (!?!).

Now, he can fix this by changing just the libraries that include display mode switching rather than all of them. Is this OK?

The basic questions are - is it acceptable to mix library versions for submission and is it ok to use libraries that are this old ?

Andy K.

From : SCE SUPPORT (Support)
To : MINDSCAPE PSX
Subj : library versions
Numb : 207 of 1102 Date : 04/12/1995
5:42pm
Read : 04/12/1995 6:24pm (REPLIES) Reference : 516
Conf : 1 - PSX Common Private : NO

Gulp,

Well although it isn't (for obvious reasons) recommended, it isn't forbidden.

However, normally we see swaps of one component (especially the CD), and only between one or two library versions differences...and you have to be careful with header files.

In summary .. if it works, and no bugs are found, pragmatically, no problem.

If you get some horrendous little problem, its unlikely we (or SCEA) will be able to help. We don't even have libraries older than 3.0 anymore ..

Paul

->
-> I've just had a call from one of our guys in the US who is trying to
-> convert his title to run in PAL. He had trouble mode switching and
-> it turns out that he is using 2.1 libraries (!?!).
->
-> Now, he can fix this by changing just the libraries that include
-> display mode switching rather than all of them. Is this OK?
->
-> The basic questions are - is it acceptable to mix library versions
-> for submission and is it ok to use libraries that are this old ?
->
-> Andy K.

From : UBI PSX
To : SCE SUPPORT (Support)
Subj : GeomOffset update on the fly
Numb : 208 of 1102 Date : 05/12/1995
12:09am
Read : 05/12/1995 9:57am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

Is there a way of changing the GeomOffset using a primitive in the OT

buffer. (For example a 2 player split screen game would need the
GeomOffset reset during the drawing of the OT to create the second view)

Thanks,

Steve

From : MILLENIUM PSX
To : MINDSCAPE PSX
Subj : library versions
Numb : 209 of 1102 Date : 05/12/1995
7:14am
Read : 05/12/1995 11:49am Reference : 516
Conf : 1 - PSX Common Private : NO

We're mixing library versions (LIBSS.LIB 3.2+ breaks our SEQ files)...

Dean

From : MILLENIUM PSX
To : UBI PSX
Subj : GeomOffset update on the fly
Numb : 210 of 1102 Date : 05/12/1995
7:20am
Read : 05/12/1995 1:54pm (REPLIES) Reference : 518
Conf : 1 - PSX Common Private : NO

Naaaah. Set the geometry offset when you're calculating your polys
(viewport width/2, viewport height/2), and use DR_AREA and DR_OFFSET
primitives in your OT to change the clipping area (DR_AREA), and the
offset to get the poly onto the appropriate screen buffer (DR_OFFSET).

It's a doddle. It's made easier if you have an OT for each viewport
though (although remember that big OT's are as slow as hell)..

Dean

From : FUNCOM PSX
To : ALL
Subj : gpopt in assembly?
Numb : 211 of 1102 Date : 05/12/1995
1:38pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi!

I also want to know how I can access the gp pointer as is used
when compiling C programs with -mgpopt in ASMPGX. It may speed up
my routines a lot.

For MargePrim(): Isn't it better to provide (or make your own) macro
called margePrim() which sets the correct pointers instead of using
this function? (or am i not getting this.. hmm.)

Paal-Kr. // engstad@func.com

From : UBI PSX
To : MILLENIUM PSX
Subj : GeomOffset update on the fly
Numb : 212 of 1102 Date : 05/12/1995
1:56pm
Read : 05/12/1995 2:21pm (REPLIES) Reference : 520
Conf : 1 - PSX Common Private : NO

Thanks for the reply re GeomOffset, I've got it in and working.

Steve

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : library versions
Numb : 213 of 1102 Date : 05/12/1995
2:10pm
Read : 05/12/1995 2:24pm Reference : 517
Conf : 1 - PSX Common Private : NO

Ok, great, thanx. I've no idea why they're still working with such old libraries!

Andy K.

From : MILLENIUM PSX
To : UBI PSX
Subj : GeomOffset update on the fly
Numb : 214 of 1102 Date : 05/12/1995
2:21pm
Read : 16/01/1996 12:49am Reference : 522
Conf : 1 - PSX Common Private : NO

No problem.. :)

Dean

From : SD PSX
To : SCE SUPPORT (Support)
Subj : Audio problem.
Numb : 215 of 1102 Date : 05/12/1995
2:25pm
Read : 05/12/1995 2:38pm Reference : 505
Conf : 1 - PSX Common Private : NO

Paul/Dave,

I downloaded the XA speech streaming zip but there are no .XAs in it. Is there any chance you could put them on the BBS?

Cheers,
Marc

From : SCE SUPPORT (Support)

To : ALL
Subj : sample33
Numb : 216 of 1102
10:25am
Read : NO
Conf : 1 - PSX Common

Date : 06/12/1995
Reference : NONE
Private : NO

Dear All,

I've broken up the sample.33 file into zip files based around the core subjects, this will mean that down loaded the bits you want will be easier, or at least you will be affected less by flaky telecoms.....

Dave

From : SOFTGOLD PSX
To : SCE SUPPORT
Subj : Fonts
Numb : 217 of 1102
5:41pm
Read : 06/12/1995 5:37pm (REPLIES)
Conf : 1 - PSX Common

Date : 06/12/1995
Reference : NONE
Private : NO

Hi,

I'm using the Kanjifont for the memory cards, but I got one BIG problem, how to Close a font after I opened it!!! This is also the same case if I use the normal font.

PLEASE HELP.

Regards
Sam

p SLMR 2.1a p

From : SCE SUPPORT (Support)
To : ALL
Subj : assembler and gp addresses c vars....
Numb : 218 of 1102
4:56pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 06/12/1995
Reference : NONE
Private : NO

we've had a couple of questions relating to this ie...

how do I modify a variable declared in C using GP addressing from an assembler routine. Well I cobbled an example together that seems to do this (i'm 99% sure but I'm not very clever)
its called gsassmod.zip and its in the useful code area.....

if i've totally screwed up, or if its not what you want leave a message.

Dave

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : overlay code example
Numb : 219 of 1102
8:01pm
Read : 07/12/1995 8:34am (REPLIES)
Conf : 1 - PSX Common
Date : 06/12/1995
Reference : NONE
Private : NO

I downloaded and ran the latest overlay code example. Everything worked and ran. My question regards the behavior of the debugger.

As I was stepping thru the overlay code in the SOURCE window, the debugger kept bouncing back and forth from OVERLAY1.C and OVERLAY2.C files. It would display source lines from both files. The DISASSEMBLY window showed that it was really just running the correct code from OVERLAY1.C.

So what is going on with the Source window being able to handle overlays? Am I doing something wrong? Is this a known bug with SN Systems debugger?

thanks,

dave

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : RE: overlay code example
Numb : 220 of 1102
11:19pm
Read : 07/12/1995 8:35am (REPLIES)
Conf : 1 - PSX Common
Date : 06/12/1995
Reference : 533
Private : NO

I was able to answer my own question about the debugger working correctly when using code overlays (although I couldn't find this answer documented anywhere).

You have to add /v to psylink when doing code overlays. According to the psylink listing, this will "enable automatic overlay recognition by the debugger".

Adding this flag fixed my problem. You might want to add it to the overlay example with a comment as to why it is there.

dave

From : SCE SUPPORT (Support)
To : CAPCOMUSA PSX
Subj : RE: overlay code example
Numb : 221 of 1102
9:48am
Read : 07/12/1995 5:31pm (REPLIES)
Conf : 1 - PSX Common
Date : 07/12/1995
Reference : 534
Private : NO

-> I was able to answer my own question about the debugger working
-> correctly when using code overlays (although I couldn't find this
-> answer documented anywhere).
->
-> You have to add /v to psylink when doing code overlays. According to
-> the psylink listing, this will "enable automatic overlay recognition
-> by the debugger".

Nice one ! What version of the linker are you using as I don't have the
problem you reported and I don't seem to have the /v option available..

Dave

From : SOFTGOLD PSX
To : SCE SUPPORT
Subj : FntPrint Color
Numb : 222 of 1102
Date : 07/12/1995
1:05pm
Read : 07/12/1995 12:20pm (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private : NO

HI,

I'm using the KanjiFont to write the names of the memory cards, and I
would like to change the color. In the manual update to lib 3.2 on page
5 there is described how to make colors using the normal FntPrint, can
this be done with Kanji also.

And what char is in the use before c800....
I think it ~, but I'm not sure

Regards

Sam

p SLMR 2.1a p

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : GTE Macros
Numb : 223 of 1102
Date : 07/12/1995
12:56pm
Read : 07/12/1995 1:14pm
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi,

Questions about GTE macros...

1. When is the next release due? LIB 3.3 includes contain a new GTEMAC.H
and INLINE.H, but we've not got a new INLINE.TBL to go with it.
2. Is there any chance at all of us getting cycle timings for the
GTE operations. Being able to interleave CPU stuff and GTE stuff is
all fine 'n' dandy, but only when you know which GTE calls are taking
all the time up...
3. Some better docs on the actual functions would be nice...

Later,
Dean

From : CREATIONS PSX
To : SCE SUPPORT (Support)
Subj : .HGX
Numb : 224 of 1102 Date : 07/12/1995
1:03pm
Read : 07/12/1995 1:26pm Reference : NONE
Conf : 1 - PSX Common Private : NO

This might sound like a daft question, but how do we unarchive the .hgx files?

Andy.

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : RE: overlay code example
Numb : 225 of 1102 Date : 07/12/1995
5:34pm
Read : 08/12/1995 9:21am Reference : 535
Conf : 1 - PSX Common Private : NO

For the overlay support, I am using version 2.34 of the linker and version 4.81 of the debugger.

dave

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : Does CdIStandby mode work?
Numb : 226 of 1102 Date : 07/12/1995
7:32pm
Read : 08/12/1995 9:22am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Does anyone know if CdIStandby works on the CD. Whenever I finish a disk read, I try CdControlB(CdIStandby,0,0);

As soon as this command executes, I get the following printed 4 times to the message window in the debugger:

CdIStandby: DiskError(23) or
CdIStandby: DiskError(03)

According to libcd.h the 03 means that I am in standby mode but an error has been detected. Does anyone else use CdIStandby? Is it supposed to work?

I got around the problem by doing CdControlB(CdIPause,0,0); when I ended a disk read.

thanks,

dave

From : MILLENIUM PSX
To : CAPCOMUSA PSX
Subj : Does CdlStandby mode work?
Numb : 227 of 1102 Date : 08/12/1995
7:12am
Read : 08/12/1995 5:00pm Reference : 543
Conf : 1 - PSX Common Private : NO

I too had this very problem....

...and I had to change it to use CdlPause instead.

:(

Dean

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : assembler and gp addresses c vars....
Numb : 228 of 1102 Date : 08/12/1995
12:39pm
Read : 08/12/1995 1:32pm Reference : 531
Conf : 1 - PSX Common Private : NO

Hi!

It was not *exactly* what I had in mind.

The point is that the assembler does not make

```
lw    t0, var_in_sbbs_or_sdata_section
```

to:

```
lw    t0, offset_of_var(gp)
```

but rather to:

```
lw    at, high_halfword_of_var  
lw    t0, low_halfword_of_var
```

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : assembler and gp addresses c vars....
Numb : 229 of 1102 Date : 08/12/1995
1:07pm
Read : 08/12/1995 1:32pm (REPLIES) Reference : 531
Conf : 1 - PSX Common Private : NO

Hi!

I think you have misunderstood the problem. Assume a variable in the .sbbs or .sdata section:

```
SECTION .sdata
var dl  $12345678
```

```
SECTION .text
myfunc:
```

```
  .
  .
  ld  t0, var
```

This is assembled as the following (assuming the address of 'var' is \$80001000):

```
    lui  t0, $8000
    lw   t0, $1000(t0)
```

Instead of the faster

```
    lw   t0, $<offset of gp relative to var>(gp)
```

which is the way the c compiler does it.

PKE.

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : assembler and gp addresses c vars....
Numb : 230 of 1102 Date : 08/12/1995
1:11pm
Read : 09/12/1995 1:08am Reference : 546
Conf : 1 - PSX Common Private : NO

Can you not just use asmpsx's 'OFFSET' function?

ie:

```
lw t0,offset(my_variable)(gp)
```

Dean

From : SCE SUPPORT (Support)
To : MERIT PSX
Subj : GTE Chip
Numb : 231 of 1102 Date : 08/12/1995
2:25pm
Read : 12/12/1995 4:55pm (REPLIES) Reference : 501
Conf : 1 - PSX Common Private : NO

-> Have you had any reply from Japan about using the GTE chip from
-> assembly language? I cannot see any problem about compatibility
-> because the GTE macros already write direct GTE instructions into my
-> code.

They want to know what you are trying to achieve.....

> How do I use gp-relative addressing with the assembler? I am trying
-> to read and write variables defined in C in my assembly language

-> code. At the moment I can only address these variables with 32-bit
-> addressing, which requires 2 instructions.

I did an example called gpassmod.zip, is this what you wanted??
Dave

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : assembler and gp addresses c vars....
Numb : 232 of 1102 Date : 08/12/1995
2:32pm
Read : 09/12/1995 1:08am (REPLIES) Reference : 546
Conf : 1 - PSX Common Private : NO

->
-> I think you have misunderstood the problem. Assume a variable in
-> the .sbbs or .sdata section:
->
-> SECTION .sdata
-> var dl \$12345678
->
-> SECTION .text
-> myfunc:
-> .
-> .
-> ld t0, var
->
-> This is assembled as the following (assuming the address of 'var' is
-> \$80001000:
->
-> lui t0, \$8000
-> lw t0, \$1000(t0)
->
-> Instead of the faster
->
-> lw t0, \$<offset of gp relative to var>(gp)
->
-> which is the way the c compiler does it.

Deano's left a reply to this suggesting the offset command, does this
crack the problem?

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : assembler and gp addresses c vars....
Numb : 233 of 1102 Date : 09/12/1995
1:38am
Read : 11/12/1995 12:36pm (REPLIES) Reference : 550
Conf : 1 - PSX Common Private : NO

Sorry, it did not work as I had hoped..

It seems like asmpsx do not understand that 'gp' points to
a special section of the code (containing .sbbs and .sdata, right?),
thus needing to resolve the address at link stage, and not DC
:oh,pu,dn=ok:m4[E]=su:A[E]=pu:m0[E]=eu:m7[E]=os:m0[E]=es:C[E]=dn:A[E]=uk
:C[E]=rk:D[E]=lk:H[E]=hk:B[E]=dk:?=bk:XOE\=9k:WOE\=8k:VOE\=7k:UOE\=6k:T
OE\=5k:SOE\=4k:ROE\=3k:QOE\=2k:POE\=1k:@[E]=ci:h7?[E]h89?[E]=1i:H[E]=oh:

M[E\=ld:P[E\=cd:Hd%;d%i%[E\=mc:J2[E\H[E\=lc:K[E\=ec:J[E\=dc:O^=sa:L[E\=l
a:N^=ea:Ad%[E\=PU:Cd%[E\=IR:Dd%[E\=EL:@d%[E\=CI:Bd%[E\=OD:Md%[E\=LD:Pd%[
E\=CD:Ld%[E\=LA:3#nk:52#il:08#oc:tp:sb:sm:mk:ma:elosnoc-ISNA-CP|isnacpB[

From : RAGE PSX
To : SCE SUPPORT (Support)
Subj : Movie Player
Numb : 234 of 1102 Date : 11/12/1995
2:55pm
Read : 11/12/1995 3:21pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

I have written a movie player, running in the background using callbacks
(ie. processing VLC data streamed from CD, then passing this data to the
MDEC and outputting to VRAM).

The sound is playing fine, but there is a problem with the video data,
causing things to run at half the speed they should. The CD is running
at double speed.

Any ideas or is there a basic framework anywhere of how this should be
done.

Thanks,

Dave
Rage Software - Birmingham

From : TWOK PSX
To : ALL
Subj : LoadExec
Numb : 235 of 1102 Date : 12/12/1995
8:34am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Folks,
I've got several .EXE files and I want to load and execute the from
my code. The problem is that LoadExec fails to work within my code.
When I make it really short like :

```
_96_remove();  
_96_init();  
LoadExec("cdrom:BLABLA.EXE;1", 0x801FFF00, 0);
```

it actually works. When I put some other code like a PadInit/PadRead
before it the LoadExec functions never returns, never starts the code
but when I check it with the debugger it crashes at an total
impossible address (0xB1035634 or something similar...)

Thanx in advance...

From : SCE SUPPORT (Support)

To : TWOK PSX
Subj : LoadExec
Numb : 236 of 1102 Date : 12/12/1995
10:03am
Read : 12/12/1995 10:14am Reference : 402
Conf : 1 - PSX Common Private : NO

-> Hi Folks,
-> I've got several .EXE files and I want to load and execute the from
-> my code. The problem is that LoadExec fails to work within my code.
-> When I make it really short like :
->
-> _96_remove();
-> _96_init();
-> LoadExec("cdrom:BLABLA.EXE;1", 0x801FFF00, 0);

The example of doing this that I have here, removes the pad (padstop())
and all the callbacks and the vsynccallback and sets the stack to a
different area to preserve the calling programs stack intact....
before calling the child program...

Maybe overlays might be a more appropriate solution....

Dave

From : SCE SUPPORT (Support)
To : SOFTGOLD PSX
Subj : Fonts
Numb : 237 of 1102 Date : 12/12/1995
10:41am
Read : 13/12/1995 10:24am Reference : 381
Conf : 1 - PSX Common Private : NO

To Sam,

-> I'm using the Kanjifont for the memory cards, but I got one BIG
-> problem, how to Close a font after I opened it!!! This is also the
-> same case if I use the normal font.

Urr don't know...

Why do you want to close the font? It doesn't have any performance
impact..... Just stop using it...

Dave

From : SCE SUPPORT (Support)
To : SOFTGOLD PSX
Subj : FntPrint Color
Numb : 238 of 1102 Date : 12/12/1995
10:45am
Read : 13/12/1995 10:24am Reference : 387
Conf : 1 - PSX Common Private : NO

-> I'm using the KanjiFont to write the names of the memory cards, and I
-> would like to change the color. In the manual update to lib 3.2 on
-> page 5 there is described how to make colors using the normal
-> FntPrint, can this be done with Kanji also.

Yeah, i guess.... (i'm looking into it...)

-> And what char is in the use before c800....

-> I think it ~, but I'm not sure

have a look at kanjicon.zip in psxdemo file area

Dave

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : assembler and gp addresses c vars....
Numb : 239 of 1102 Date : 12/12/1995
10:49am
Read : 13/12/1995 9:18am (REPLIES) Reference : 398
Conf : 1 - PSX Common Private : NO

-> Sorry, it did not work as I had hoped..

->

-> It seems like asmpsx do not understand that 'gp' points to
-> a special section of the code (containing .sbbs and .sdata, right?),
-> thus needing to resolve the address at link stage, and not DC
-> :oh,pu,dn=ok:m4[E=su:A[E=pu:m0[E=eu:m7[E=os:m0[E=es:C[E=dn:A[E\
-> =uk
-> :C[E=rk:D[E=lk:H[E=hk:B[E=dk:?=bk:XOE=9k:WOE=8k:VOE=7k:UOE=6
-> k:T
-> OE=5k:SOE=4k:ROE=3k:QOE=2k:POE=1k:@[E=ci:h7?[E\h89?[E=1i:H[E=
-> M[E=ld:P[E=cd:Hd%;d%i%[E=mc:J2[E\H[E=l c:K[E=ec:J[E=dc:O^=sa:L[E
-> a:N^=ea:Ad%[E=PU:Cd%[E=IR:Dd%[E=EL:@d%[E=CI:Bd%[E=OD:Md%[E=LD:P
-> E=CD:Ld%[E=LA:3#nk:52#il:08#oc:tp:sb:sm:mk:ma:elosnoc-ISNA-CP|isnac

sorry, I don't understand...

Dave

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : snowmen
Numb : 240 of 1102 Date : 12/12/1995
10:50am
Read : 12/12/1995 11:43am (REPLIES) Reference : 400
Conf : 1 - PSX Common Private : NO

->

-> I'll tell Chris that you like it then, shall I?

Well it looks quite nice....

It was just erm a bit of a surprise thats all.

dave

From : SCE SUPPORT (Support)
To : RAGE PSX
Subj : Movie Player

Numb : 241 of 1102
10:54am
Read : 13/12/1995 12:15pm
Conf : 1 - PSX Common

Date : 12/12/1995
Reference : 401
Private : NO

Dave,

-> I have written a movie player, running in the background using
-> callbacks (ie. processing VLC data streamed from CD, then passing
-> this data to the MDEC and outputting to VRAM).
->
-> The sound is playing fine, but there is a problem with the video
-> data, causing things to run at half the speed they should. The CD is
-> running at double speed.

When you say running at half speed what do you mean? the video, the
sound or everything???
How did you create the movie. There are several example stream players
in the bbs in the sample code (but they are all quite horrid..)

Sorry.

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : snowmen
Numb : 242 of 1102
11:44am
Read : 12/12/1995 12:15pm
Conf : 1 - PSX Common

Date : 12/12/1995
Reference : 407
Private : NO

Not as much as a surprise Chris had when he was told he had to do it...
:)

Dean

From : SCE SUPPORT (Support)
To : SUN SOFT
Subj : License File Attached
Numb : 243 of 1102
12:15pm
Read : 12/12/1995 12:20pm
Conf : 1 - PSX Common

Date : 12/12/1995
Reference : NONE
Private : NO

Attached is European license file.

Kind Regards

Paul Holman

NOTE: This message has a file, LICENSEE.DAT, attached.

From : TWOK PSX
To : ALL
Subj : CD DA

Numb : 244 of 1102
3:28pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 12/12/1995
Reference : NONE
Private : NO

Hi Folks,
I need an example CTI file and some information about the data
format that is used when playing DA.

Thanx in advance

From : MERIT PSX
To : SCE SUPPORT (Support)
Subj : GTE Chip
Numb : 245 of 1102
5:14pm
Read : 12/12/1995 5:16pm (REPLIES)
Conf : 1 - PSX Common

Date : 12/12/1995
Reference : 396
Private : NO

About the GTE documentation :-

I am writing a driving game and I am wanting to do loads of special effects like specular highlights, reflections, snow, fog, rain and fire. The compiler produces very slow code, so the only way to make the game look really good is to write the most-used routines in assembly. I want to be able to use the GTE to help with the calculations, but there is no documented way to access the GTE from assembly other than to call the libraries, but this is a massive waste of time. One of the advantages of the GTE is that you can execute CPU code at the same time. Without the documentation, my game will have to use the libraries, so it will look exactly the same as every other PlayStation game, which I really don't want.

Andrew Richards

From : SCE SUPPORT (Support)
To : TWOK PSX
Subj : CD DA
Numb : 246 of 1102
5:20pm
Read : 13/12/1995 8:12am
Conf : 1 - PSX Common

Date : 12/12/1995
Reference : 412
Private : NO

-> Hi Folks,
-> I need an example CTI file and some information about the data
-> format that is used when playing DA.

There is a program called raw2da that can be used to create Da tracks,
There is plenty more information on this in the sound artist tool
manual.

There is an example cti in your file area..

Dave

From : SCE SUPPORT (Support)
To : MERIT PSX

Subj : GTE Chip
Numb : 247 of 1102
5:51pm
Read : 13/12/1995 3:42pm (REPLIES)
Conf : 1 - PSX Common

Date : 12/12/1995
Reference : 414
Private : NO

-> I am writing a driving game and I am wanting to do loads of special
-> effects like specular highlights, reflections, snow, fog, rain and
-> fire.

How are you gonna do this?

-> The compiler produces very slow code, so the only way to make
-> the game look really good is to write the most-used routines in
-> assembly. I want to be able to use the GTE to help with the
-> calculations, but there is no documented way to access the GTE from
-> assembly other than to call the libraries, but this is a massive
-> waste of time. One of the advantages of the GTE is that you can
-> execute CPU code at the same time. Without the documentation, my
-> game will have to use the libraries, so it will look exactly the
-> same as every other PlayStation game, which I really do want.

Have you used in the inline gte functions, these get around the function
calling and also allow you to better sync your gte/cpu operations...
So they are a bit quicker....

If it was up to me, i'd just give you the docs (which I don't have!) and
leave you to get on with it....

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : GTE Chip
Numb : 248 of 1102
7:19am
Read : 13/12/1995 9:16am (REPLIES)
Conf : 1 - PSX Common

Date : 13/12/1995
Reference : 416
Private : NO

So, are there no plans for a version of the GTE macros for ASMPGX?

Dean

From : TWOK PSX
To : ALL
Subj : CD DA
Numb : 249 of 1102
8:18am
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 13/12/1995
Reference : NONE
Private : NO

Hi Folks (again),
if I need the 'raw2da' tool to generate DA tracks with the
CD-Emulator, then where is it ??? We don't have the SoundArtist
Toolkit, cause we feel we don't need it to create sound-fx with
the playstation and it's much too expensive buying a MAC just to
convert some samples cause the PC-DOS tool 'aif2vag' already does

the job ok. So is there a 'raw2da' converter for the PC or ???

Thanx in advance

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : assembler and gp addresses c vars....
Numb : 250 of 1102 Date : 13/12/1995
9:32am
Read : 13/12/1995 10:29am Reference : 406
Conf : 1 - PSX Common Private : NO

Sorry, 'bout that, the line went down during my writing of this letter.

To the issue, I've still not found a way to get the assembler understand the gp-relative addressing. Using offset() gave me 0 for my first var and 4 for my second, and so on. This is incorrect, since I know it ought to be relative to sect(.sbbs), i.e.: the section start.

I would like to have the ASSUME directive, but it's not in ASMPSX. Then I could write:

```
ASSUME gp, sect(.sbbs)
```

```
lw t0, offset(my_var)(gp)
```

What startles me however, is that aspsx (the assembler 'C' uses) gets this right with -mgpopt..

Lastly, you asked why we should need the exact timings of the 'cop2' commands. The reason is simply effective pipelining, i.e.: knowing exactly when a certain coprocessor function is finished. It would also be nice to know if you can read/transfer to the coprocessors registers and/or special registers without deadlocks (i.e.: does for instance
cfc2 a0, _flg; _flg = r31
wait for the last coprocessor command to finish?)

PKE/ engstad@funcom.com

PS: I've made a couple of files which defines the registers and special registers of the GPE. I think there might be many programmers wanting it, but I am not sure you would like it in "public". What _is_ your policy in these matters?

From : SCE SUPPORT (Support)
To : TWOK PSX
Subj : CD DA
Numb : 251 of 1102 Date : 13/12/1995
10:29am
Read : 13/12/1995 3:51pm Reference : 418
Conf : 1 - PSX Common Private : NO

-> Hi Folks (again),
-> if I need the 'raw2da' tool to generate DA tracks with the
-> CD-Emulator, then where is it ??? We don't have the SoundArtist
-> Toolkit, cause we feel we don't need it to create sound-fx with
-> the playstation and it's much too expensive buying a MAC just to
-> convert some samples cause the PC-DOS tool 'aif2vag' already does
-> the job ok. So is there a 'raw2da' converter for the PC or ???

urrr dunno, I've left a message with our sound guy, there is no tool from Sony as yet, but there must be something commercially available

The sony CDROM generator can be used to stick DA onto a gold CD from a .wav file, if this helps?

Dave

From : SCE SUPPORT (Support)
To : ALL
Subj : A few General Notes on Development
Numb : 252 of 1102 Date : 13/12/1995
11:29am
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

As you know, we attempt to act on behalf of everyone to get you the information you need to develop the best possible PlayStation games.

One particular area concerns low-level (assembler) access to allow fine tuning, for which we are actively campaigning for more extensive information from Sony Japan R&D.

At the moment, though, we'd like to gently remind everyone that we develop under the terms of the "Licensed Developer Agreement", which includes a number of restrictions which are worth reading (Section 5).

These include:

A "Developer shall not ... carry out any (undocumented) procedure to bypass the Operating System ... (which) transmits programming instructions direct to the registers and/or addresses of the computer chips comprised in such Operating System other than ...RAM..".

and

A "Developer (is)..strictly prohibited from disassembling or decompiling software, peeling semiconductor components or otherwise reverse engineering ... to derive source code from all part(s) of the Development System".

We fully understand that many people want to push the PlayStation hardware to its limits, but SCE plan to improve the system over time, and using undocumented features may cause your games to fail on later versions of the OS ... and no-one wants that !

Its hard enough to ensure that the whole range of peripherals work correctly with every title; using assembler to play manipulate the GTE may appear to work, but can anyone be sure that some of the seemingly extraneous code that doesn't seem to do anything today, won't in the future.

One (higher level example) is Resetcallback ... although documented as being required, some early titles didn't use it ... and low and behold fell over with later version of the consumer PlayStation and had to be (expensively) re-mastered.

As I said, we're not here to Police development (thankfully thats the responsibility of the QA department, who are becoming ever more cunning in their testing and analysis of submitted titles), but we are here to advise you of the any risks you might be taking.

Paul

PS Incidentally, wouldn't some effort in picking apart the system be better spent on improving Gameplay ?

From : MERIT PSX
To : SCE SUPPORT (Support)
Subj : GTE Chip
Numb : 253 of 1102 Date : 13/12/1995
3:55pm
Read : 13/12/1995 4:01pm (REPLIES) Reference : 416
Conf : 1 - PSX Common Private : NO

About GTE docs:

I have written code to do some of the effects I have talked about, but it isn't fast enough yet, but I am very confident of being able to make it fast enough. The problem is that to get the speed, I need to write in assembly language. The GTE macros, however, only work in C. They also require you to write data to memory, then read it back into the GTE. I am pretty sure that you can copy from registers directly to and from the GTE, because this is how R3000 coprocessors work. I assume that the GTE is implemented as a normal R3000 co-processor. The GTE is so fast, that moving data to memory and back again is taking up around half the time. I can't understand what the problem is. If the macros include GTE instructions in my code, then how can the GTE specification be changed. The other problem is that there is no 'dot-product' function within the libraries or macros. This could be implemented by partially loading the rotation matrix and applying a transformation, then adding the results. If I use the libraries or macros to do this, there is so much processor overhead that it's quicker to write it in code. It seems such a pity to make such a fantastic console and then halve its power by forcing programmers to use these library routines. If you look at what Sega are doing on the Saturn, which has inferior hardware. The latest software actually looks at least as impressive as PlayStation software. Just because the programmers have been allowed to really push the Saturn to its limits. That's what I want to do on the PlayStation.

Andrew Richards

From : TWOK PSX
To : SCE SUPPORT (Support)
Subj : CD DA
Numb : 254 of 1102 Date : 13/12/1995
3:55pm
Read : 13/12/1995 4:03pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Folks,

so the CD-Generator can generate AudioTracks out of WAV files, that's fine but of no use when trying to use the emulator !

Thanx for the info... Could you suggest which tool is needed ???
Is SoundForge 3.0d (Sonic Foundry) OK ???

Thanx in advance...

From : FLAIR PSX
To : ALL
Subj : Source level debugging
Numb : 255 of 1102
Date : 13/12/1995
4:05pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

For some reason, probably obvious to every one else, I cant seem to get source level debugging. Every time I enter a file window and try to insert breakpoints the debugger comes back with a not enough info error My current compile line is ccpsx -g -X0\$8001000 wizz.c -owizz.cpe, whizz.sym. Being able to insert traps in the C code would be most useful.

Cheers

Martin

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : overlays
Numb : 256 of 1102
Date : 13/12/1995
4:13pm
Read : 13/12/1995 4:32pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

When I do a malloc within overlaid code its allocates an area which is part of the overlaid .text group.

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : ...
Numb : 257 of 1102
Date : 13/12/1995
4:15pm
Read : 13/12/1995 4:33pm Reference : NONE
Conf : 1 - PSX Common Private : NO

.... I've tried InitHeap variations but get the same result.
Any sugestions.
Colin.

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : Source level debugging
Numb : 258 of 1102
Date : 13/12/1995
4:16pm
Read : 13/12/1995 4:34pm Reference : NONE
Conf : 1 - PSX Common Private : NO

From some reason, probably obvious to every one else, I am unable to get source level debugging. Every time I open a file window in the debugger and try to insert a breakpoint, the debugger returns a 'not enough information error'. My current compile line is ccpsx -g -Xo\$8001000 wizz.c -owizz.cpe,wizz.sym, obviously something is missing, but what. Also when opening C structures in the debugger I find it most annoying that when virtual windows are changed the structure collapses back down again. Is there a version where this doesn't happen?

Your help will be greatly appreciated.

Martin

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : Source level debugging
Numb : 259 of 1102
Date : 13/12/1995
4:32pm
Read : 15/12/1995 4:05pm
Reference : 427
Conf : 1 - PSX Common
Private : NO

Hi Martin,

Standard stuff ... which versions of everything are you running ? (Look at BBS_VERS.TXT).

Are you using DBUGPSX/E ? Your command line looks OK (we normally specify the map file as well, it shouldn't be necessary, but why not try adding it).

-> For some reason, probably obvious to every one else, I cant seem to
-> get source level debugging. Every time I enter a file window and
-> try to insert breakpoints the debugger comes back with a not enough
-> info error My current compile line is ccpsx -g -X0\$8001000 wizz.c
-> -owizz.cpe, whizz.sym. Being able to insert traps in the C code
-> would be most useful.
->
-> Cheers
->
->
-> Martin

From : MICROPROSE PSX
To : TWOK PSX
Subj : CD DA
Numb : 260 of 1102
Date : 13/12/1995
7:21pm
Read : 14/12/1995 8:45am (REPLIES)
Reference : 418
Conf : 1 - PSX Common
Private : NO

Hey dude...

Here's what I do for my product:

Take a .wav file of the DA track.

Strip the Wave header off the front.

Use that stripped file as the DA source when I use buildcd or cut a gold disc.

Is this any help to you?

-- Bob

From : MICROPROSE PSX
To : MICROPROSE PSX
Subj : CD DA
Numb : 261 of 1102 Date : 13/12/1995
7:25pm
Read : 13/12/1995 7:25pm (REPLIES) Reference : 433
Conf : 1 - PSX Common Private : NO

Oh yes...I forgot to mention why I strip the Wave header off the front:

Because if you don't, your audio track will have a (very annoying) click on the front.

-- Bob

From : TWOK PSX
To : MICROPROSE PSX
Subj : CD DA
Numb : 262 of 1102 Date : 14/12/1995
8:48am
Read : 14/12/1995 1:10pm (REPLIES) Reference : 433
Conf : 1 - PSX Common Private : NO

Hi Dude,
you can't believe my please at reading this, that means that this 'raw' format that is needed is simple 16bit-signed-44.1kHz data ???

Wonderful, really.... Thank you Sony for this information. Please send a SoundArtists-ToolKit so I can convert samples and DA tracks which every PD-program can create... Thanx a lot...

C U SOON in March...

From : SCE SUPPORT (Support)
To : MERIT PSX
Subj : GTE Chip
Numb : 263 of 1102 Date : 14/12/1995
9:33am
Read : 15/12/1995 1:03pm (REPLIES) Reference : 425
Conf : 1 - PSX Common Private : NO

In principle we agree with you, but we have already had one massive scare due to a change in the hardware.....

We are trying to get a definite line on this from Japan. Until then I would suggest that you work on the game play.... rather than the flashy

graphics...

Sorry

Dave

From : SCE SUPPORT (Support)
To : TWOK PSX
Subj : CD DA
Numb : 264 of 1102 Date : 14/12/1995
9:39am
Read : 14/12/1995 2:38pm Reference : 426
Conf : 1 - PSX Common Private : NO

-> so the CD-Generator can generate AudioTracks out of WAV files,
-> that's fine but of no use when trying to use the emulator !

Yes I know.

-> Thanx for the info... Could you suggest which tool is needed ???
-> Is SoundForge 3.0d (Sonic Foundry) OK ???

We think not, as the only reason for creating DA is to put it onto a CD
and all the CD gen programs already do this for you. Sorry.
I guess you'll either have to find someone to do the conversion for you
or write a convertor, or leave the Da out until the Golddisk stage.
The PC based sound tools that were supposed to be released in October
may be ready for a January release....

Dave

From : SCE SUPPORT (Support)
To : MINDSCAPE PSX
Subj : overlays
Numb : 265 of 1102 Date : 14/12/1995
9:41am
Read : 14/12/1995 10:21am Reference : 428
Conf : 1 - PSX Common Private : NO

-> When I do a malloc within overlaid code its allocates an area
-> which is part of the overlaid .text group.

This is because your heapbase is initialised to the the end of the
.sbss section, you need to either work out the last address used by
your overlay code and use this as heapbase or swap the modules about so
that .sbss is the last module ?

Dave

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : CD DA
Numb : 266 of 1102 Date : 14/12/1995
9:46am
Read : 14/12/1995 1:11pm (REPLIES) Reference : 434
Conf : 1 - PSX Common Private : NO

-> Oh yes....I forgot to mention why I strip the Wave header off the
-> front:
-> Because if you don't, your audio track will have a (very annoying)
-> click on the front.
Cool. So I suppose that has to be a 44.1 Stereo, so urrrr what is the
format of a wav header ??

Dave

From : SCE SUPPORT (Support)
To : TWOK PSX
Subj : CD DA
Numb : 267 of 1102 Date : 14/12/1995
9:51am
Read : 14/12/1995 2:38pm (REPLIES) Reference : 435
Conf : 1 - PSX Common Private : NO

-> you can't believe my please at reading this, that means that
-> this 'raw' format that is needed is simple 16bit-signed-44.1kHz data
-> ???
-> Wonderful, really.... Thank you Sony for this information.

Hey, I sort of told you that, only I didn't know you could use this with
builtdcd. I'm not a sound engineer... I'm pleased you can do this
without having to buy a shed load of stuff. And you can be sure that
we'll tell everyone else as well.

Does this mean your game is nearly done, I'm looking forward to seeing
the final product !

Dave

Please
-> send a SoundArtists-ToolKit so I can convert samples and DA tracks
-> which every PD-program can create... Thanx a lot...
->
-> C U SOON in March...

From : GAME DESIGN
To : MERIT PSX
Subj : GTE Chip
Numb : 268 of 1102 Date : 14/12/1995
10:09am
Read : 15/12/1995 1:05pm (REPLIES) Reference : 414
Conf : 1 - PSX Common Private : NO

This is exactly what we also want to do.
I wish Sony could give this very useful information.
The fast way to do math stuff is probably via the GTE
and Sony can't write all our different routines for us.. or?
Everybody have different purposes. So please Sony release full
information about the GTE or better ways to access it.

Jesper Rudberg and Stefan Persson

From : SCE SUPPORT (Support)

To : GAME DESIGN

Subj : GTE Chip

Numb : 269 of 1102

Date : 14/12/1995

10:37am

Read : 15/12/1995 9:53am

Reference : 441

Conf : 1 - PSX Common

Private : NO

-> This is exactly what we also want to do.
-> I wish Sony could give this very useful information.
-> The fast way to do math stuff is probably via the GTE
-> and Sony can't write all our different routines for us.. or?
-> Everybody have different purposes. So please Sony release full
-> information about the GTE or better ways to access it.

Love to, but can't (yet), since we don't have the information ourselves!

However, we're continuing to hassle SCE R&D, and are escalating the matter in SCEE as well.

Dave

From : MICROPROSE PSX

To : SCE SUPPORT (Support)

Subj : WAV Header

Numb : 270 of 1102

Date : 14/12/1995

1:18pm

Read : 14/12/1995 3:38pm (REPLIES)

Reference : 439

Conf : 1 - PSX Common

Private : NO

Uhm...The format of a WAV header is, uhm, 40 bytes at the beginning. ;)

In other words, I haven't the foggiest...All I do is split it 40 bytes in.

-- Bob

From : MICROPROSE PSX

To : TWOK PSX

Subj : CD DA

Numb : 271 of 1102

Date : 14/12/1995

1:24pm

Read : 14/12/1995 2:43pm

Reference : 435

Conf : 1 - PSX Common

Private : NO

-> you can't believe my please at reading this, that means that
-> this 'raw' format that is needed is simple 16bit-signed-44.1kHz data
-> ???

Yep.

I did find it a tad amusing that I had to use the movie converter to convert audio files. (.wav -> .xa) :-/

-- Bob

From : TWOK PSX
To : SCE SUPPORT (Support)
Subj : CD DA
Numb : 272 of 1102 Date : 14/12/1995
2:43pm
Read : 14/12/1995 3:38pm (REPLIES) Reference : 440
Conf : 1 - PSX Common Private : NO

Hi Dave,
sorry, but no the game is not nearly finished. You'll have to wait
until the end of march (the 20th march is the offical mastering date...)
But I need to know if the emulator is capable of playing DA...
I've downloaded a demo called cdda.zip which should play and loop
DA but it simply does nothing...

Thanx in advance....

P.S.: I've written a 'Strip' tool to wash away the WAV-Header from
.WAV files. So if you're interested, I could upload it for
everyone!

From : FUNCOM PSX
To : ALL
Subj : SPU streaming
Numb : 273 of 1102 Date : 14/12/1995
3:08pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi
Does anyone know if it is possible to use the lib spu streaming facility
but load normal files whilst streaming is taking place?
thanks
Dave

From : FUNCOM PSX
To : ALL
Subj : GTE.
Numb : 274 of 1102 Date : 14/12/1995
6:11pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

What is all this fuzz about the GTE?

If Sony is so nice to _change_ the behaviour of the GTE
chip radically, that means that all the games having used
the gte macros need to be remastered, (and come to think
about it, all other games using libgpu.lib).

If someone provides GTE _macros_ which behave exactly the
same way as the inlined macros which already is in public,
I fail to see any reason for not using them.

As for trying out scary commands (like the dot product, which
is _very_ easy to do in assembly), I can understand the objections.

However, the dot product example would only use the very used
cop2 rt
command, so I do fail to see any reasons not to do this either.

For information, I can tell you that the GTE chip is filled with
no less than 64 32-bit registers. Normally you do not use all of them
at the same time, and some clever hacker certainly will find other uses
of them.

Access to GTE registers are done through lwc2/swc2, mfc2/mtc2 and
cfc2/ctc2 codes.

From what I gather, (I have tested it), the only scary thing about it is
what happens when you issue a wrong cop2 command..

PKE.

(Btw: Matrix-vector product $A*b = [a0.b, a1.b, a2.b]'$, where a_n is the
 n 'th row of the matrix, and $'$ is the dot product.)

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : GTE.
Numb : 275 of 1102 Date : 15/12/1995
8:55am
Read : 15/12/1995 9:57am Reference : 447
Conf : 1 - PSX Common Private : NO

Hi PKE,

I fully understand what everyone (esp you and Merit) are saying, and
believe me, you have a great deal of support here.

Nevertheless, whilst I campaign on your behalf, we do
represent SCE, and hence can't advocate anything that (currently) goes
against SCE R&D Policy.

Yes, we might agree with you and say that the GTE etc. probably
won't change, but what if we're wrong over some subtle feature ? Or if
the QA team discover the rules are being broken ?

Ok, you might understand, but who do you Megga Corp., Smallteam's
publisher will blame ?

The good news is that we're gradually getting more official
information from SCE R&D - we've been promised GTE timing information,
and a new set of in-line macros before Christmas...

Paul

-> What is all this fuzz about the GTE?
->
-> If Sony is so nice to change the behaviour of the GTE
-> chip radically, that means that all the games having used
-> the gte macros need to be remastered, (and come to think
-> about it, all other games using libgpu.lib).
->
-> If someone provides GTE macros which behave exactly the
-> same way as the inlined macros which already is in public,
-> I fail to see any reason for not using them.

->
-> As for trying out scary commands (like the dot product, which
-> is very easy to do in assembly), I can understand the objections.
-> However, the dot product example would only use the very used
-> cop2 rt
-> command, so I do fail to see any reasons not to do this either.
->
-> For information, I can tell you that the GTE chip is filled with
-> no less than 64 32-bit registers. Normally you do not use all of
-> them at the same time, and some clever hacker certainly will find
-> other uses of them.
->
-> Access to GTE registers are done through lwc2/swc2, mfc2/mtc2 and
-> cfc2/ctc2 codes.
->
-> From what I gather, (I have tested it), the only scary thing about
-> it is what happens when you issue a wrong cop2 command..
->
-> PKE.
->
-> (Btw: Matrix-vector product $A*b = [a0.b, a1.b, a2.b]'$, where a_n is
-> the n 'th row of the matrix, and $'.'$ is the dot product.)

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : SPU streaming
Numb : 276 of 1102 Date : 15/12/1995
12:08pm
Read : 15/12/1995 4:25pm (REPLIES) Reference : 446
Conf : 1 - PSX Common Private : NO

-> Does anyone know if it is possible to use the lib spu streaming
-> facility
-> but load normal files whilst streaming is taking place?

Yes, there is no problem doing this... as you choose where each sector
goes as it is loaded.....

Dave

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : GTE.
Numb : 277 of 1102 Date : 15/12/1995
12:13pm
Read : 15/12/1995 4:25pm (REPLIES) Reference : 447
Conf : 1 - PSX Common Private : NO

-> What is all this fuzz about the GTE?

Don't hassle us.... We'd give them to you if we could.

I've explained to Japan that people are going to use them whatever.
Don't blame us if they refuse to approve and thus master your game.

Sorry, as soon as we have a concrete answer either way, we will let you know.....

Dave

From : MERIT PSX
To : SCE SUPPORT (Support)
Subj : GTE Chip
Numb : 278 of 1102 Date : 15/12/1995
1:12pm
Read : 15/12/1995 1:14pm (REPLIES) Reference : 436
Conf : 1 - PSX Common Private : NO

The routine on the BBS to show how to do gp-relative addressing is not what I wanted. Although it accesses the variable correctly, it doesn't use the gp-register that the C compiler uses. This means that 2 instructions are used to load/store a value, or load the address of a variable. I would like to use only one instruction to load variables, otherwise I can't put load instructions in branch delay slots. That's a good complaint about the assembler - it should give an error message if one instruction is expanded to more than one instruction if it is in a branch delay slot, otherwise you get a very difficult to find bug.

Andrew Richards

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : GTE.
Numb : 279 of 1102 Date : 15/12/1995
4:30pm
Read : 15/12/1995 8:19pm (REPLIES) Reference : 450
Conf : 1 - PSX Common Private : NO

I apology if my previous post was a bit harsh. It's just frustrating to know some of the capabilities of the PSX and not being able to use it to its full extent.

I am also aware of your situation (regarding that the japanese are in control of everything), but I am very happy with you doing a god job. I think I can say that we all appreciate you support guys a lot!

Paal-Kristian.

engstad@funcom.com

From : FUNCOM PSX
To : MERIT PSX
Subj : gp relative stuff
Numb : 280 of 1102 Date : 15/12/1995
4:34pm
Read : 19/12/1995 12:39pm (REPLIES) Reference : 451
Conf : 1 - PSX Common Private : NO

I've been mailing martin@snsys about this, and he told me to:

OPT m-

```
lw    t0, _myvar-sect(.sdata)(gp)
OPT m+
```

The m- option makes the default using of two instruction for each load invalid. Note that you must use sect(.sdata), even if _myvar is in the .sbbs section.

Paal-Kristian

engstad@funcom.com

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : CD Emulator
Numb : 281 of 1102 Date : 15/12/1995
7:10pm
Read : 15/12/1995 8:21pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I will lend my PC aswell, and am only based 20 miles away in Weston-s-Mare.

Let me know when is convenient.

Cheers

John

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : GTE.
Numb : 282 of 1102 Date : 15/12/1995
8:20pm
Read : 18/12/1995 10:22am Reference : 452
Conf : 1 - PSX Common Private : NO

-> I apology if my previous post was a bit harsh. It's just frustrating
-> to know some of the capabilities of the PSX and not being able to
-> use it to its full extent.

No problem.

-> I am also aware of your situation (regarding that the japanese are in
-> control of everything), but I am very happy with you doing a god
-> job. I think I can say that we all appreciate you support guys a lot!
->

A god job ??? shit, were not that good.

Dave

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : WAV Header
Numb : 283 of 1102 Date : 18/12/1995
9:41am
Read : 18/12/1995 3:28pm Reference : 443
Conf : 1 - PSX Common Private : NO

-> Uhm...The format of a WAV header is, uhm, 40 bytes at the beginning.
-> ;)
-> In other words, I haven't the foggiest...All I do is split it 40
-> bytes in.

cool.
Dave

From : SCE SUPPORT (Support)
To : TWOK PSX
Subj : CD DA
Numb : 284 of 1102 Date : 18/12/1995
9:44am
Read : 18/12/1995 1:59pm Reference : 445
Conf : 1 - PSX Common Private : NO

-> sorry, but no the game is not nearly finished. You'll have to wait
-> until the end of march (the 20th march is the offical mastering
-> date...) But I need to know if the emulator is capable of playing
-> DA... I've downloaded a demo called cdda.zip which should play and
-> loop DA but it simply does nothing...

Yes, it can play DA. I'll check the example...

-> P.S.: I've written a 'Strip' tool to wash away the WAV-Header from
-> .WAV files. So if you're interested, I could upload it for
-> everyone!

Yes that would be nice..

Dave

From : SCE SUPPORT (Support)
To : MERIT PSX
Subj : GTE Chip
Numb : 285 of 1102 Date : 18/12/1995
9:48am
Read : 19/12/1995 12:41pm Reference : 451
Conf : 1 - PSX Common Private : NO

-> The routine on the BBS to show how to do gp-relative addressing is
-> not what I wanted. Although it accesses the variable correctly, it
-> doesn't use the gp-register that the C compiler uses. This means
-> that 2 instructions are used to load/store a value, or load the
-> address of a variable.

I thought it seemed too easy to be true, looks like those top boys at
funcom have found a solution though...

->I would like to use only one instruction to
-> load variables, otherwise I can't put load instructions in branch
-> delay slots. That's a good complaint about the assembler - it should
-> give an error message if one instruction is expanded to more than
-> one instruction if it is in a branch delay slot, otherwise you get a
-> very difficult to find bug.

Sure, I'll mention this to SN

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Xmas present time.
Numb : 286 of 1102 Date : 18/12/1995
10:13am
Read : 18/12/1995 10:15am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,
Do we get Library Release 3.4 as a Christmas present then? Or will it be
a New Year present instead?

Deany

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Xmas present time.
Numb : 287 of 1102 Date : 18/12/1995
10:18am
Read : 18/12/1995 11:35am Reference : 459
Conf : 1 - PSX Common Private : NO

Not yet (our Japanese teacher says that _New Year_ is far more
important in Tokyo), but maybe...

You'll get a wonderful artistic Christmas card though, with a trial copy
of the Win95 debugger..

Paul

-> Hi,
-> Do we get Library Release 3.4 as a Christmas present then? Or will
-> it be a New Year present instead?
->
-> Deany

From : FUNCOM PSX
To : ALL
Subj : Making CD Images
Numb : 288 of 1102 Date : 18/12/1995
10:32am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi all

Having a bit of trouble making a CD image now.. buildcd just hangs up
when I try and make one. It's probably due to the number of files I've
got (since before I added more files it worked fine)...

Anyone got a solution to this problem? Don't say delete files :-)

Dave
FunCom

From : SCE SUPPORT (Support)
To : CTA PSX
Subj : CD Emulator
Numb : 289 of 1102 Date : 18/12/1995
10:43am
Read : 18/12/1995 2:08pm (REPLIES) Reference : 454
Conf : 1 - PSX Common Private : NO

Much appreciated John .. I've spoken to SN, who will contact you. I think everyone on the BBS waits with bated breath...

Paul

-> I will lend my PC aswell, and am only based 20 miles away in
-> Weston-s-Mare.
->
-> Let me know when is convenient.
->
-> Cheers
-> John

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Making CD Images
Numb : 290 of 1102 Date : 18/12/1995
12:14pm
Read : 18/12/1995 12:37pm (REPLIES) Reference : 461
Conf : 1 - PSX Common Private : NO

First the standard stuff .. which versions of buildcd are you using ?

Second, just how many files and directories do you have ? You didn't say at what point things hang (I would imagine you tried the "power off and leave for a long while@ trick), but I presume you're aware of the PS limitations of around 40 directories with 30 files in each (the limit is dependent on the lengths of the filenames).....

Paul

PS Some games appear to get around this limit (eg Parodious with 67 files in one of its directories), apparently using the ISO-9660 file driver, but we're not aware if anyone doing this ...

-> Hi all
->
-> Having a bit of trouble making a CD image now.. buildcd just hangs up
-> when I try and make one. It's probably due to the number of files
-> I've got (since before I added more files it worked fine)...
->
-> Anyone got a solution to this problem? Don't say delete files :-)
->
-> Dave
-> FunCom

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : Making CD Images

Numb : 291 of 1102

Date : 18/12/1995

1:18pm

Read : 18/12/1995 2:14pm (REPLIES)

Reference : 463

Conf : 1 - PSX Common

Private : NO

Hi

I'm using builcd version 2.31 which hangs up when 'parsing control file' and I also tried using bcdflat 2.01 which also hangs up there, too. It doesn't get past "inside process_dir". I'm using 26 directories (A-Z) with 36 files in each directory (but only 1 character filenames, like 0 or C with a .psx extension). Things worked fine until I added some sound files (just normal samples) and it seems to be just too many files for builcd to handle.

I hope this can be fixed - I'm beginning to worry :(

/Dave

FunCom

From : SCE SUPPORT (Support)

To : TWOK PSX

Subj : CD DA

Numb : 292 of 1102

Date : 18/12/1995

2:12pm

Read : 19/12/1995 8:09am

Reference : 445

Conf : 1 - PSX Common

Private : NO

-> But I need to know if the emulator is capable of playing
-> DA... I've downloaded a demo called cdda.zip which should play and
-> loop DA but it simply does nothing...

Yes the emu can play DA.

hmmmm. was this the code from the cdrom programing file area? that code all looks a bit old..

I have put a new piece of code (including cti and every thing!!) called newcdda.zip in the cdrom programming area. This very definitely works.

It doesn't loop though...

Jim from Gremlin showed us this way of looping

if you do.....

```
event =OpenEvent(HwCdRom,EvSpDR,EvMdINTR,track_end_callback);
```

```
EnableEvent(event);
```

```
track_ended=0;
```

and then play the cd with CDlModeDA|CDlModeAP the Cd auto pauses at the end of the track and calls the call back....

Set the track_ended flag in the call back. You don't need to check the flag very often as the CD will sit in pause mode forever.

However once the event has been called it seems to get disabled, so it has to be closed and then reopened....

Or, if you don't want to run to the end of the track, use a counter in the main game loop...

Dave

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Making CD Images
Numb : 293 of 1102 Date : 18/12/1995
2:18pm
Read : 18/12/1995 2:27pm Reference : 464
Conf : 1 - PSX Common Private : NO

-> I'm using builcd version 2.31 which hangs up when 'parsing control
-> file' and I also tried using bcdflat 2.01 which also hangs up there,
-> too. It doesn't get past "inside process_dir". I'm using 26
-> directories (A-Z) with 36 files in each directory (but only 1
-> character filenames, like 0 or C with a .psx extension). Things
-> worked fine until I added some sound files (just normal samples) and
-> it seems to be just too many files for builcd to handle.
I'll look at this.....

meantime, try joining some of your data files together, if you know the
length of all the files you've merged you can calculate the offsets
within the big file. Its a pain if your data is going to change often,
but once the data is finished, you can do this to reduce the number of
files.

Dave

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Making CD Images
Numb : 294 of 1102 Date : 18/12/1995
3:45pm
Read : 18/12/1995 4:11pm (REPLIES) Reference : 464
Conf : 1 - PSX Common Private : NO

-> I'm using builcd version 2.31 which hangs up when 'parsing control
-> file' and I also tried using bcdflat 2.01 which also hangs up there,
-> too. It doesn't get past "inside process_dir". I'm using 26
-> directories (A-Z) with 36 files in each directory (but only 1
-> character filenames, like 0 or C with a .psx extension). Things
-> worked fine until I added some sound files (just normal samples) and
-> it seems to be just too many files for builcd to handle.
it does seem as if you have hit some kind of upper limit here. I created
26 directories with 36 files in each and this crashes every time. If I
remove 2 directories it works fine... Then I tried shortening the file
names... This made no difference...

If I were you I would start to seriously consider reducing the number of
files you have by joining some of them together. I am worried that the
Playstation won't be able to read all of these files.

->
-> I hope this can be fixed - I'm beginning to worry :(
->
I'll ask SN if anything can be done.

Dave

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : Making CD Images
Numb : 295 of 1102 Date : 18/12/1995
4:13pm
Read : 18/12/1995 4:26pm (REPLIES) Reference : 467
Conf : 1 - PSX Common Private : NO

Just removing 2 directories made it work fine?

It's possible I could get rid of enough files to empty 2 directories.
Would this be OK?

Or can SNSystems do something about it? Having to add files together
doesn't sound very appealing...

Thanks

/Dave
FunCom

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Making CD Images
Numb : 296 of 1102 Date : 18/12/1995
4:30pm
Read : 18/12/1995 4:52pm Reference : 468
Conf : 1 - PSX Common Private : NO

Hi Dave,

Sound like you are hitting a limit...'suppose you saw the 40 dirx30
file limitation note.

I'm afraid its not an SN limitation, but more intrinsic with the
system, concatenation or re-organization may be the answer.

Paul

PS I've added this to DEVGUIDE..

-> Just removing 2 directories made it work fine?
->
-> It's possible I could get rid of enough files to empty 2 directories.
-> Would this be OK?
->
-> Or can SNSystems do something about it? Having to add files together
-> doesn't sound very appealing...
->
-> Thanks
->
-> /Dave
-> FunCom

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : CD Emulator

Numb : 297 of 1102
4:39pm
Read : 18/12/1995 4:53pm
Conf : 1 - PSX Common

Date : 18/12/1995
Reference : 462
Private : NO

I've just spoken to SN (Duncan), and they have not heard anything about this.

Cheers (with bated breath)
John

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : Making CD Images
Numb : 298 of 1102
6:12pm
Read : 18/12/1995 6:27pm (REPLIES)
Conf : 1 - PSX Common

Date : 18/12/1995
Reference : 463
Private : NO

Just wanted to confirm that the 35 file limit only applies if you are using CDSearchFile() to access files on the CD. If you are keeping track of the sector location and sector size of the files on the disk, then it shouldn't matter how many files are in a directory.

CDDisk will crash and reboot my machine if I try and look at the contents of a subdirectory in a partition with more than 33 files.

I also have problems with running CDDisk, BuildCD, UpdateCD from a DOS box in windows. They will hang for no reason. SN's response was that these are DOS only tools and not guaranteed to function under a DOS box in windows.

dave

From : SILICON PSX
To : ALL
Subj : Memory cards
Numb : 299 of 1102
6:50pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 18/12/1995
Reference : NONE
Private : NO

When I put a 32 character description on a memory card, only the first 16 are displayed on the PlayStation card editor. What am I doing wrong? What is the encoding used on some PlayStation game descriptions (e.g. Japanese Ridge Racer) so they can be displayed within our games or at least so we know not to try to display them?

Thanks for your help,

Rod Mack

From : MILLENIUM PSX
To : SILICON PSX
Subj : Memory cards
Numb : 300 of 1102
7:22am

Date : 19/12/1995

Read : 19/12/1995 3:19pm
Conf : 1 - PSX Common

Reference : 472
Private : NO

It's because it's expecting it to be dual-byte Kanji (or something).
Have a look at the KANJICON.ZIP file on this BBS, 'cos I think one of
those nice support-type chaps has sorted this problem completely.

Me? Well... I just don't use a name > 16 characters. I can't be arsed...
:)

Dean

From : MICROPROSE PSX
To : SILICON PSX
Subj : Memory Cards
Numb : 301 of 1102
9:26am

Date : 19/12/1995

Read : 19/12/1995 3:21pm (REPLIES)
Conf : 1 - PSX Common

Reference : 472
Private : NO

Hey dude...

The reason you only see the first 16 characters is because it uses the
description as a Level 1 Kanji (2 bytes per character) byte stream.
I'd recommend only using the first 16 as English (ASCII) because you'll
bugger up the entire card otherwise. (It will try to use the other
bytes as Kanji data and addresses will go all over the shop.)

Hope this is of some use.

-- Bob

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : New MovConv
Numb : 302 of 1102
9:38am
Read : 19/12/1995 9:41am (REPLIES)
Conf : 1 - PSX Common

Date : 19/12/1995

Reference : NONE
Private : NO

Hi,

Does anyone have any information as to how to calculate
appropriate Y/C Quantization Matrices for input into the new version of
MovConv?

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : New MovConv
Numb : 303 of 1102
10:48am
Read : 19/12/1995 11:23am
Conf : 1 - PSX Common

Date : 19/12/1995

Reference : 475
Private : NO

-> Does anyone have any information as to how to calculate
-> appropriate Y/C Quantization Matrices for input into the new version
-> of MovConv?

NO. they're top secret.

Dave.

(i'll try and find out. it should now support underscores in file
names as well..)

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Making CD Images
Numb : 304 of 1102 Date : 19/12/1995
11:13am
Read : 19/12/1995 5:13pm (REPLIES) Reference : 468
Conf : 1 - PSX Common Private : NO

-> Just removing 2 directories made it work fine?

-> It's possible I could get rid of enough files to empty 2 directories.
-> Would this be OK?

I don't know, I'm unsure how any of this works?? so I can't guarantee
anything...

-> Or can SNSystems do something about it? Having to add files together
-> doesn't sound very appealing...

I have to ask them some things today and this is one of them.

Dave

From : SCE SUPPORT (Support)
To : CAPCOMUSA PSX
Subj : Making CD Images
Numb : 305 of 1102 Date : 19/12/1995
11:17am
Read : 19/12/1995 4:48pm Reference : 471
Conf : 1 - PSX Common Private : NO

-> Just wanted to confirm that the 35 file limit only applies if you are
-> using CDSearchFile() to access files on the CD. If you are keeping
-> track of the sector location and sector size of the files on the
-> disk, then it shouldn't matter how many files are in a directory.

In this case you are not actually using the file system at all...
Which is cool on CD because files never change.

-> CDDisk will crash and reboot my machine if I try and look at the
-> contents of a subdirectory in a partition with more than 33 files.

-> I also have problems with running CDDisk, BuildCD, UpdateCD from a
-> DOS box in windows. They will hang for no reason. SN's response
-> was that these are DOS only tools and not guaranteed to function
-> under a DOS box in windows.

Apparently the CD generator software has a similar limit.

Dave

From : MERIT PSX
To : FUNCOM PSX
Subj : gp relative stuff
Numb : 306 of 1102
12:41pm
Read : 19/12/1995 5:13pm
Conf : 1 - PSX Common
Date : 19/12/1995
Reference : 453
Private : NO

Thanks for the tip

Andrew Richards

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Memory cards
Numb : 307 of 1102
2:26pm
Read : 19/12/1995 2:27pm (REPLIES)
Conf : 1 - PSX Common
Date : 19/12/1995
Reference : NONE
Private : NO

Hi,

My memory card code takes ages to detect/read/write. I'm not sure whether it's because I'm screwing something up though. On one hand I can see Ridge Racer/Tekken etc accessing the memory card extremely quickly, but on the other hand I can't see any documentation as to why it's so bloooooody slow when I use the card stuff here...

Ideas?

Dean

From : MICROPROSE PSX
To : MILLENIUM PSX
Subj : Memory Cards
Numb : 308 of 1102
2:44pm
Read : 19/12/1995 3:27pm (REPLIES)
Conf : 1 - PSX Common
Date : 19/12/1995
Reference : 480
Private : NO

It could be that they save so little data that it appears that it takes no time to write out an entire block? Can you tell I'm guessing? :)

Doesn't the thing only hit 128 bytes per access, then wait for 20 ms (I think) then hit 128 more bytes?

-- Bob

From : MILLENIUM PSX
To : MICROPROSE PSX

Subj : Memory Cards
Numb : 309 of 1102 Date : 19/12/1995
3:29pm
Read : 19/12/1995 4:59pm (REPLIES) Reference : 481
Conf : 1 - PSX Common Private : NO

Hmmm... yeah. Sounds reasonable, I guess.. :)

Presumably you suffer a bit from slow memory card access too then?

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : Memory Cards
Numb : 310 of 1102 Date : 19/12/1995
4:44pm
Read : 19/12/1995 5:04pm (REPLIES) Reference : 481
Conf : 1 - PSX Common Private : NO

->
-> Doesn't the thing only hit 128 bytes per access, then wait for 20 ms
-> (I think) then hit 128 more bytes?

The Tekken save is less than 1K in size.

I think this is correct, if you write 128 bytes at a time its quicker, something to do with retry time? Also maybe the speed depends on the order in which things are initialised.

Urr its all shrouded in mystery, as I should be doing some REAL work on this in the new year. Stay on this channel, anything could happen in the next half hour (well couple of months anyway...)
Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Memory Cards
Numb : 311 of 1102 Date : 19/12/1995
4:57pm
Read : 19/12/1995 5:32pm Reference : 483
Conf : 1 - PSX Common Private : NO

Smart. We'll just be needing it in our next project (due for completion in umm.... July/August). Don't want it to be too slow for the user, do we? :)

Deany

From : MICROPROSE PSX
To : MILLENIUM PSX
Subj : Memory Cards
Numb : 312 of 1102 Date : 19/12/1995
5:08pm
Read : 20/12/1995 9:14am Reference : 482
Conf : 1 - PSX Common Private : NO

Actually, every game I've seen so far that writes more than 1 block takes ages to read/write.

-- Bob

From : MICROPROSE PSX
To : SCE SUPPORT (Support)
Subj : Memory Cards
Numb : 313 of 1102 Date : 19/12/1995
5:13pm
Read : 19/12/1995 5:34pm (REPLIES) Reference : 483
Conf : 1 - PSX Common Private : NO

-> I think this is correct, if you write 128 bytes at a time its
-> quicker, something to do with retry time? Also maybe the speed

I thought the libraries handle the reading/writing of whatever multiple makes it most efficient. Is this not so?

For example: if I give it 8K of data to write in one go, how do I know it will save it efficiently? What's a better question: how do I garantee that it will use the most efficient multiple (128 bytes)?

-- Bob

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : SPU streaming
Numb : 314 of 1102 Date : 19/12/1995
5:19pm
Read : 19/12/1995 5:35pm (REPLIES) Reference : 449
Conf : 1 - PSX Common Private : NO

-> Yes, there is no problem doing this... as you choose where each
-> sector goes as it is loaded.....
Could you elaborate a little on this? I haven't looked at the SPU stuff properly yet, but I need to load normal files (eg non-interleaved graphics files) at the same time as streaming music. Will this be possible using LIBSPU ?

Thanks
Dave

From : FUNCOM PSX
To : CAPCOMUSA PSX
Subj : Making CD Images
Numb : 315 of 1102 Date : 19/12/1995
5:22pm
Read : 20/12/1995 7:45pm Reference : 471
Conf : 1 - PSX Common Private : NO

-> CDDisk will crash and reboot my machine if I try and look at the
-> contents of a subdirectory in a partition with more than 33 files.
Up until a few days ago, I had about 20 directories, each with 36 files in, and cddisk allowed me to view them all OK. Doesn't work now, though :)

/Dave
FunCom

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : Making CD Images
Numb : 316 of 1102 Date : 19/12/1995
5:24pm
Read : 19/12/1995 5:36pm Reference : 477
Conf : 1 - PSX Common Private : NO

-> I have to ask them some things today and this is one of them.
Well, I'm apparently using an old version of BCDFlat, even though I
thought 2.31 was the latest. I've also decreased the number of files
so hopefully this should alleviate the problem. I now have much less
files than I used to.

/Dave
FunCom

From : FUNCOM PSX
To : ALL
Subj : Loading data fast.
Numb : 317 of 1102 Date : 20/12/1995
10:17am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi!

I was wondering if there are any example files showing how to load data
from a large file fast. I have a huge file, and for each 32 kB I want to
process the data recieved.

PKE.

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : Memory Cards
Numb : 318 of 1102 Date : 20/12/1995
11:07am
Read : 20/12/1995 12:24pm Reference : 486
Conf : 1 - PSX Common Private : NO

->
-> For example: if I give it 8K of data to write in one go, how do I
-> know it will save it efficiently? What's a better question: how do I
-> _garaantee_ that it will use the most efficient multiple (128 bytes)?
->

I don't know bob, as soon as I have some time I will become the arch
master of memory cards....

Dave

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Loading data fast.

Numb : 319 of 1102
11:20am
Read : 20/12/1995 11:21am
Conf : 1 - PSX Common

Date : 20/12/1995
Reference : 491
Private : NO

-> I was wondering if there are any example files showing how to load
-> data from a large file fast. I have a huge file, and for each 32 kB
-> I want to process the data recieved.

There are no examples of how to do this, unless you include the
streaming examples... I think the best way to load this data really
depends on what processing needs to be done on it....

The first thing you want to do is make sure you are sending the smallest
possible amount of data... (cd's are really slow so the less data the
better)

How much memory do you have available in main ram for a buffer?

When a read is done, the position of the head is not presevered so you
must seek again before doing another read. Therefore is it most
efficient to load in the data in big chunks (as seeking is slow)...
You can do a nonblocking seek using CdlControlF while you are processing
the current data. Maybe you could have two buffers and seek/read into
one whilst processing the contents of the other.....

It depends on the time to process the 32k segments... You might
consider looking at the streaming code that uses a ring buffer if your
processing is very quick....

Does this help at all?
Dave

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : SPU streaming
Numb : 320 of 1102
11:28am
Read : 20/12/1995 6:09pm
Conf : 1 - PSX Common

Date : 20/12/1995
Reference : 487
Private : NO

-> -> Yes, there is no problem doing this... as you choose where each
-> -> sector goes as it is loaded.....

The SPU streaming demo on the bbs apparently (i've not really looked
at it either) streams out of RAM. One of our internal development guys
has written a demo that does this though and reads from CD

SPU streaming is used in this case to have several sound tracks together
and mix between them.

-> stuff properly yet, but I need to load normal files (eg
-> non-interleaved graphics files) at the same time as streaming music.
-> Will this be possible using LIBSPU ?

So you will need to write your own cdloading scheme for the SPU
streaming anyway. This will be an interleaved file with 1 channel per
sound track (and you could make some of these data rather than sound
(it is all the same to the cdplayer code at this point))

The only reason for SPU streaming is to allow for interactive sound effects and stuff like that, if you just want to play a tune whilst loading, why not just play it out of SPU ram, or interleave XA-ADPCM music sectors with your data (this is how the music is done with streams!)

Dave

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : Loading data fast.
Numb : 321 of 1102 Date : 20/12/1995
11:35am
Read : 20/12/1995 6:10pm Reference : 491
Conf : 1 - PSX Common Private : NO

Well, you know how many sectors you're loading in, and you can get the number of sectors left at any given time by CdReadSync(), so I'd have thought It'd be easy to call some code every 16 sectors...?

Dean

From : SCE SUPPORT (Support)
To : PSYGNOSIS SW
Subj : the files you wanted are attached to this message
Numb : 322 of 1102 Date : 20/12/1995
12:44pm
Read : 20/12/1995 1:20pm Reference : NONE
Conf : 1 - PSX Common Private : NO

the first of the files you wanted should be fixed to this message..

Dave

NOTE: This message has a file, LICENSEE.DAT, attached.

From : SCE SUPPORT (Support)
To : PSYGNOSIS SW
Subj : files
Numb : 323 of 1102 Date : 20/12/1995
12:45pm
Read : 20/12/1995 1:21pm Reference : NONE
Conf : 1 - PSX Common Private : NO

the other file is attached to this message.....

Dave

NOTE: This message has a file, CPE2X.EXE, attached.

From : SOFTGOLD PSX
To : SCE SUPPORT
Subj : BOOT....

Numb : 324 of 1102

Date : 20/12/1995

4:13pm

Read : 20/12/1995 3:15pm (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hi,

PLEASE HELP ME

I need to burn some bootable CD today or tomorrow, but they wont boot on the blue-debugging station. So please tell me what I do wrong (I dont want to waste more CD's, I have allready wasted 12). The program crashes right after the black license screen. (I use licensea.dat).

I read that CPE2X has a version number of 1.5, how can I check if the one I have is the same, the size of my CPE2X is 11832 bytes.

What I do is following:

I use library 3.3 and mmgm.obj for memory allocation. Right now I also link none2.obj (program wont start if I use none3.obj), do I need to link any of these or what...

In the begning of the program I setup the memory system the following way:

```
int main()
{
    _ramsize =0x00200000;
    _stacksize=0x00008000;

    TailOfMemory=get_tail();
    InitHeap2(TailOfMemory,1100*1024);

    ... And the my normal program starts...
}
```

The get_tail function looks like this:

```
opt      c+

section .bss
xdef      get_tail
section .text
get_tail: la      v0,sectend(.bss)
jr        ra
```

My first and only assembler code.

For booting I tried first using PSX.EXE and now I use system.cnf that look like this:

```
BOOT=cdrom:\SLUS_123.45;1
TCB=4
EVENT=10
STACK=081fff00
```

PLEASE help me.....

Regards

Sam

p SLMR 2.1a p

From : SCE SUPPORT (Support)

To : SOFTGOLD PSX

Subj : BOOT....

Numb : 325 of 1102

Date : 20/12/1995

4:16pm

Read : 20/12/1995 5:07pm

Reference : 498

Conf : 1 - PSX Common

Private : NO

Does the program work ok on the development kit? I assume it does.

-> I need to burn some bootable CD today or tomorrow, but they wont
-> boot on the blue-debugging station. So please tell me what I do
-> wrong (I dont want to waste more CD's, I have allready wasted 12).
-> The program crashes right after the black license screen. (I use
-> licensea.dat).

ok, thats good, because it means the licensea file is being found

-> I read that CPE2X has a version number of 1.5, how can I check if
-> the one I have is the same, the size of my CPE2X is 11832 bytes.

ok, if it does not tell you a version number then its not version 1.5
see attached file. You need to set the country setting to A for
american to match your license file

-> I use library 3.3 and mmgm.obj for memory allocation.
-> Right now I also link none2.obj (program wont start if I use
-> none3.obj), do I need to link any of these or what...

If you don't use sub programs then you don't need none2.obj

THE FIRST LINE OF YOUR PROGRAM SHOULD BE A RESETCALLBACK();

```
-> int main()  
-> {  
->   _ramsize  =0x00200000;  
->   _stacksize=0x00008000;  
->  
->   TailOfMemory=get_tail();  
->   InitHeap2(TailOfMemory,1100*1024);
```

why is your stack so big (1100*1023 is very big !!)

```
->  
-> The get_tail function looks like this:  
->  
-> opt      c+  
->  
-> section .bss  
-> xdef      get_tail  
-> section .text
```

```

-> get_tail: la    v0,sectend(.bss)
-> jr          ra
->
->

```

This code looks OK. but its hard to tell, does the symbol table look OK? What is the address that is returned by this function?

Gettail returns the address of the end of the .bss section, is this the last section in your program, and the stack grows upward? This is correct for init_heap2??? This would make the stacksize to pass to initheap2 (ramsize - tailofmemory) Does this sound right to you?

```

-> For booting I tried first using PSX.EXE and now I use system.cnf that
-> look like this:
-> BOOT=cdrom:\SLUS_123.45;1    <<< this is ok
-> TCB=4                        <<< this is ok
-> EVENT=10                     <<< this is ok
-> STACK=081fff00              <<< this is probably not right

```

change the stack to a valid address (this is just the initial position at the start of main but there may be some stack usage before you set it up correctly)

make sure that there are no pollhosts or other accesses to the PC link left inside your program...

if you have an external CDROM unit for your debugging station you can test the gold disk on your dev kit... If it runs on the dev kit then it is an a memory error or a pc-access error

I would guess that you have a memory access error caused by your stack rather than a problem with the cpe2x program...

Hope this helps you

Dave

```

From : SCE SUPPORT (Support)
To   : MICROPROSE PSX
Subj : Memory Cards
Numb : 326 of 1102
Date      : 21/12/1995
9:30am
Read : 21/12/1995 12:15pm
Reference : 486
Conf : 1 - PSX Common
Private  : NO

```

```

-> -> I think this is correct, if you write 128 bytes at a time its
-> -> quicker, something to do with retry time? Also maybe the speed
->
-> I thought the libraries handle the reading/writing of whatever
-> multiple makes it most efficient. Is this not so?
->
-> For example: if I give it 8K of data to write in one go, how do I
-> know it will save it efficiently? What's a better question: how do I
-> _garauntee_ that it will use the most efficient multiple (128 bytes)?
->

```

OK, I wrote a test file and it turns out that I was talking utter bollox (like normal ?). It took nearly twice as long to write the file using

128 blocks as it did to write it using a single 8k chunk....

Dave

From : SCE SUPPORT (Support)
To : ALL
Subj : bcdflat
Numb : 327 of 1102
9:52am
Read : NO
Conf : 1 - PSX Common
Date : 21/12/1995
Reference : NONE
Private : NO

Recently quite a few of you have complained about BCD bombing out when you have a large number of subdirectories and files....

With BCD this is a problem in that the package runs out of memory and dies without warning. However BCDflat should be OK.

I know this is an obvious statement but, CDROM is verrrrrry slow, especially for seeking so try to minimize the amount of access as far as possible. No one likes staring at loading screens nomatter how pretty they are.

One way of doing this is to merge small data files together, you could set up a makefile to do this....

You should design your game bearing in mind the shitness of CDROM when compared to a hard disk....

Dave

From : SOFTGOLD PSX
To : SCE SUPPORT
Subj : BOOT....
Numb : 328 of 1102
10:59am
Read : 21/12/1995 10:00am
Conf : 1 - PSX Common
Date : 21/12/1995
Reference : 499
Private : NO

Hi Dave,

YES YES YES, its working, I'm booting on the blue one. THANK a lot for the help and extra thanx for the very fast response.

Some comments to your last letter:

SS>THE FIRST LINE OF YOUR PROGRAM SHOULD BE A RESETCALLBACK();

Yes, I know this and my six line was a RESETCALLBACK but I did as you said and moved it to the first line.

```
SS>-> int main()  
SS>-> {  
SS>-> _ramsize =0x00200000;  
SS>-> _stacksize=0x00008000;  
SS>->  
SS>-> TailOfMemory=get_tail();
```

SS>-> InitHeap2(TailOfMemory,1100*1024);

SS>why is your stack so big (1100*1023 is very big !!)

!!! Stack !!! the 1100*1024 is the size of the heap and not the stack, I checked this with the sample which came with MMGM.

SS>-> For booting I tried first using PSX.EXE and now I use system.cnf that

SS>-> look like this:

SS>-> BOOT=cdrom:\SLUS_123.45;1 <<< this is ok

SS>-> TCB=4 <<< this is ok

SS>-> EVENT=10 <<< this is ok

SS>-> STACK=081fff00 <<< this is probably not right

SS>change the stack to a valid address (this is just the initial position at the start of main but there may be some stack usage before

SS>you set it up correctly)

UPS the stack should be 0801fff00 (just missed a zero).

SS>make sure that there are no pollhosts or other accesses to the PC link

SS>left inside your program...

Yes I did this BUT I forgot the PCInit.

Thanx for the new CPE2X.

Okay thats it.

If I meet you at the next workshop then please remember me that I own you a beer.

Regards Samuel

p SLMR 2.1a p

From : SCE SUPPORT (Support)

To : MICROPROSE PSX

Subj : Memory Cards

Numb : 329 of 1102

Date : 21/12/1995

4:23pm

Read : 04/01/1996 4:22pm

Reference : 474

Conf : 1 - PSX Common

Private : NO

Hi Bob, Dean ...

Actually, the latest word from Japan (which will eventually make it into the standards) is that _only_ Shift-JIS codes should be used - even in non-Japanese territories. (Its in DEVGUIDE).

Cultural imperialism ? or Uniform Standards ? (Your choice).

Remember to terminate your title with a null (0x00) or pad out the 32 characters with blanks(0x8140).

Paul

```
-> Hey dude...
->
->
-> The reason you only see the first 16 characters is because it uses
-> the description as a Level 1 Kanji (2 bytes per character) byte
-> stream. I'd recommend only using the first 16 as English (ASCII)
-> because you'll bugger up the entire card otherwise. (It will try to
-> use the other bytes as Kanji data and addresses will go all over the
-> shop.)
-> Hope this is of some use.
->
->
-> -- Bob
```

```
From : INFOGRAMS PSX
To   : TWOK PSX
Subj : LoadExec
Numb : 330 of 1102
Date      : 22/12/1995
9:43am
Read : 22/12/1995 3:14pm
Conf : 1 - PSX Common
Reference : 402
Private  : NO
```

For the problem of the Exec function, you may find it a mulit folded problem!!!

First if you use the libsn, which you should when running the cpes, then the libsn will automatically force the stack to ramtop. Ie the stack will not be set by the exec at all. Also another problem with libsn is the fact that it will not return to the calling program, to resolve these problems we modded the libsn (source somewhere on the bbs) to init the stack from the exec header, save the relevent stuff, restore it at end, and jump back, following the code itself!!

```
__SN_ENTRY_POINT:
    li    t0,-1-3          ;All bits set with the lower 2 bits clear
    nop
    and   v1,v1,t0         ;V1=Address of Exec Head (or in the case of the
    nop                      ;Debugger points to garbage (1 on our system),so
force to even address
```

```
    lw    t4,$48(v1)       ;Get Base
    lw    t0,$44(v1)       ;Get return address
    lw    t1,$40(v1)       ;Get GP
    lw    t2,$3c(v1)       ;Get FP
    lw    t3,$38(v1)       ;Get SP
    sw    t0,__finalreturn
    sw    t1,__returngp
    sw    t2,__returnfp
    sw    t3,__returnsp
    sw    t4,__returnbase   ;Save these for the exec return

    la    v0,sect(.sbss)
    la    v1,sectend(.bss)
@clrit:
    opt   at-
    sw    zero,0(v0)
    addiu v0,v0,4
    sltu  at,v0,v1
```

```

    bne at,zero,@clrit          ;Clear BSS Section
    nop
    opt at+

    lw v0,_ramsize              ;Top of Ram
    nop                          ;

    li t1,2                     ;Number of parameters needed to be an exec
    (argc)                      ;Here we use argc to determine wether or not is
                                ;was exec'ed or not

    sub v0,v0,8                  ;but leave room for two parameters
    lui t0,$8000                ;(mem seg for kernel cached RAM)
    beq a0,t1,@NoStackInit      ;2 params (a0=Argc),so stack is already
    inited.
    nop                          ;Otherwise set the stack to the top of ram
    or sp,v0,t0                 ;set stack in kseg0
@NoStackInit
    la a0,sectend(.bss)         ; a0 = heap base
    sll a0,a0,3
    srl a0,a0,3                  ;remove mem seg bits
    lw v1,_stacksize
    nop
    subu al,v0,v1                ;calc al = top of heap
    subu al,al,a0                ; -heap base, => al = size of heap
    sw al,__heapsize
    or a0,a0,t0                  ;heap in kseg0
    sw a0,__heapbase             ;Address of the heap

    sw ra,__ra_temp
    la gp,sect(.sdata)
    move fp,sp
    jal InitHeap
    addi a0,a0,4                 ;don't know why they do this.

    lw ra,__ra_temp              ;Get return address back
    nop

    jal main                     ;Jump and link to the programs main
    nop

;Here the main loop has finished.
;Note,from the debugger, it will all go horribly wrong
;at this point,as there is nothing to return to
;This is for the sake of the exec function.

    lw gp,__returngp            ;Restore all the stuff we need
    lw fp,__returnfp
    lw sp,__returnsp
    lw ra,__finalreturn          ;Return address
    nop
    jr ra                        ;And return from exec fuction
    nop

```

PS We have had shit loads of problems with the exec/card/serial.
Note set the stack of your exec with setsp.exe, and force the stacksize
before the exec, or with diskedit, otherwise the exec will crash when it
encounters a stacksize of 0
Hope this helps

Good LUCK
Fred

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Hello.
Numb : 331 of 1102 Date : 02/01/1996
10:54am
Read : 02/01/1996 11:19am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hello,

It's the new year, so when do we get presents..

ie:

1. New libraries (3.4)
2. New GTE macros
3. Proper GTE timing information

:)

Deany

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : 3.4/GTE etc.
Numb : 332 of 1102 Date : 02/01/1996
11:30am
Read : 02/01/1996 1:30pm (REPLIES) Reference : 506
Conf : 1 - PSX Common Private : NO

Hi Deany,

Well the new 3.4 stuff (beta) arrived today, and we'lll have it on the BBS after some testing here, by the end of the week.

And yes, it has new GTE information, but no, we've been unable to obtain "proper" timings - only the relative timings in DEVGUIDE.ZIP (well, its a start).

Paul

-> Hello,
->
-> It's the new year, so when do we get presents..
->
-> ie:
->
-> 1. New libraries (3.4)
-> 2. New GTE macros
-> 3. Proper GTE timing information
->
-> :)
->
-> Deany

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : 3.4/GTE etc.
Numb : 333 of 1102 Date : 02/01/1996
1:31pm
Read : 02/01/1996 1:52pm Reference : 507
Conf : 1 - PSX Common Private : NO

Excellent. I look forward to getting 'em... :)

Dean

From : SCE SUPPORT (Support)
To : OCEAN PSX
Subj : Memory Cards
Numb : 334 of 1102 Date : 02/01/1996
2:14pm
Read : 02/01/1996 2:36pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Cardman updated. Not sure what new version called. Card guru on holiday until tomorrow. I have placed three files in your area which may be of some help.

Ben

From : SCE SUPPORT (Support)
To : OCEAN PSX
Subj : Card Manager Code
Numb : 335 of 1102 Date : 03/01/1996
1:37pm
Read : 05/01/1996 11:56am Reference : NONE
Conf : 1 - PSX Common Private : NO

The file you required yesterday is not called cardman.zip but cman.zip. This is on the BBS.

Sorry for being so inadequate!!!

Ben

From : SCE SUPPORT (Support)
To : GRAFTGOLD PSX
Subj : license file
Numb : 336 of 1102 Date : 03/01/1996
4:55pm
Read : 03/01/1996 5:01pm Reference : NONE
Conf : 1 - PSX Common Private : NO

here you go.....

Dave

NOTE: This message has a file, LICENSEE.DAT, attached.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : MDEC information
Numb : 337 of 1102 Date : 04/01/1996
10:17am
Read : 05/01/1996 9:59am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

That MDEC format information is interesting... but is it likely we'll get MDEC h/w programming information (or would there be nothing to gain from it)...?

Also, the document mentions various methods that can be used to modify the image at the encoding stage, but MovConv doesn't seem to use them... (like gamma correction and frame averaging). Are there any plans to increase the feature set in MovConv to incorporate these things? Infact, is MovConv going to be changed to be a 32-bit application for Win32s/Win95/WinNT, 'cos it's bloody slow and would probably benefit from a swift 32-bit kick up the arse... :)

Deany

From : ARGONAUT PSX
To : ALL
Subj : load command
Numb : 338 of 1102 Date : 04/01/1996
12:21pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

I am currently attempting to write a small bootstrap prog. for CSHOCK. This resides in mem. above the system area, and calls in executables for the walking/flying sections when they are needed. Except it doesn't! I assume I have to do this using the Load and Exec commands to spawn off the child sections when required. I have created a dummy executable, compiled to load and start at 64k above my bootstrap, and have converted the .cpe to an exe. However, when the bootstrap tries to load this in using LOAD(.EXE FILENAME, EXE STRUCT) command, it always returns 0, ie: unsuccessful load. I have done a __96_init() before the load, and have stopped all interrupts at this point, is there any more info. on this stuff aside from the sample warez given with lib.33?
Cheers, Matt

From : IGUANA PSX
To : SCE SUPPORT (Support)
Subj : multi taps
Numb : 339 of 1102 Date : 04/01/1996
1:54pm
Read : 05/01/1996 10:00am Reference : NONE
Conf : 1 - PSX Common Private : NO

I am wanting to find prices for Multi Taps, but I am not able to get through using the telephone, so can someone give me a call?

The telephone number is 01642 213633, ask for Louise.

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : Slowconv
Numb : 340 of 1102 Date : 04/01/1996
6:37pm
Read : 05/01/1996 10:00am Reference : NONE
Conf : 1 - PSX Common Private : NO

Deany:

>> movconv would benefit from a 32 bit kick up the arse.

John:

Too _bloody_ right it would.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Hulloo..
Numb : 341 of 1102 Date : 05/01/1996
9:13am
Read : 05/01/1996 10:00am Reference : NONE
Conf : 1 - PSX Common Private : NO

```
if (end_of_week)
{
    printf("Please upload new libraries\n");
}
```

Ta very much...

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Libraries 3.4 (Beta)
Numb : 342 of 1102 Date : 05/01/1996
11:37am
Read : 05/01/1996 12:48pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

Questions/observations about library version 3.4 (Beta):

1. Our object display file (mr_mesh.obj) uses GTE macros. When the .obj is generated using the 3.4 include files, DMPSX fails with the message 'Fault processing with 0000087E'.
2. What are the advantages of using this new streaming mode (StrModeStream2) over the old mode? I know it's using sub-header stuff, but _why_ should I use it? What's CdDataSync() too?
3. I notice that LibPress has functions designed to let us change the quantization matrices used for decoding. Presumably these should be set to the same matrices used in the new version of MovConv?

Obviously point 1 is a bit worrying... if you want the object file to look at (compiled under 3.3 and 3.4) then just mail me and I'll upload them to my file area. I'm using DMPSX 2.03, by the way...

Thanks a lot!

Dean

From : MILLENIUM PSX
To : MILLENIUM PSX
Subj : Libraries 3.4 (Beta)
Numb : 343 of 1102 Date : 05/01/1996
11:47am
Read : 05/01/1996 11:38am Reference : 518
Conf : 1 - PSX Common Private : NO

And infact I've noticed you've posted a new version of the GTE macros stuff (oddly with the same version, but a new INLINE.TBL). I'll have a go with this, I think... :)

<FX: Wanders off
Dean and tests>

Oh.. it works now. I'll go and have lunch now... mmmmm.. humble pie.. :)

Deany

From : REBEL PSX
To : SCE SUPPORT (Support)
Subj : cd write-once drive
Numb : 344 of 1102 Date : 05/01/1996
12:34pm
Read : 05/01/1996 12:49pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

Is Sony planning to release a new CD generator in the near future? We may be getting a CDW 900E CD Write-Once Drive and so I am obviously interested in whether new technology is expected soon.

Thanks,

Rob.

From : WAVE PSX
To : SCE SUPPORT (Support)
Subj : child program
Numb : 345 of 1102 Date : 05/01/1996
12:45pm
Read : 05/01/1996 12:50pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

After returning back from a child program the sound chip will not

play samples. What do I need to do to get it working again?

From : SCE SUPPORT (Support)
To : WAVE PSX
Subj : child program
Numb : 346 of 1102 Date : 05/01/1996
12:54pm
Read : 05/01/1996 1:50pm Reference : 521
Conf : 1 - PSX Common Private : NO

How are you starting your child program ?
Which sound functions ?
Which version of the libraries ?
Any Sample Code ?

FYI Our Demo Disc uses Exec and LoadExec to start child programs, after a PadStop etc. and sound (both from SPU loops and streamed with video) is fine!

Paul

-> After returning back from a child program the sound chip will not
-> play samples. What do I need to do to get it working again?

From : SCE SUPPORT (Support)
To : REBEL PSX
Subj : cd write-once drive
Numb : 347 of 1102 Date : 05/01/1996
12:57pm
Read : 08/01/1996 3:50pm Reference : 520
Conf : 1 - PSX Common Private : NO

There have been rumours for some time about eventual replacement of the drive, but noting really concrete at the moment.

So (at least for the foreseeable future) the CDW900E remains the only system capable of creating PlayStation Gold Discs.

We'll keep you posted.

Paul

-> Hi,
->
-> Is Sony planning to release a new CD generator in the near
-> future? We may be getting a CDW 900E CD Write-Once Drive
-> and so I am obviously interested in whether new technology
-> is expected soon.
->
-> Thanks,
->
-> Rob.

From : WAVE PSX
To : SCE SUPPORT (Support)
Subj : child sound

make sure you have a c:\tmp directory
make sure your bitmaps are in the directory defined by the 3ds.set
file.
Use the "region-fit" option when doing texture mapping.
don't do box mapping.

dave

From : ARGONAUT PSX
To : ALL
Subj : EXECs
Numb : 351 of 1102
3:57pm
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 06/01/1996
Reference : NONE
Private : NO

OK, I am doing this bootstrap code for Creature Shock. A simple matter of having a small resident parent, above the system area, that Execs its children EXEs...or so I thought. I have successfully managed to load up a child process and execute it, however, I do not seem to be able to return from it.

This is the way my EXEs are set out :

All EXEs, ie: the parent and two children, have been linked with LIBSN.LIB.
The children have their origins set to 80020000, the parent's origin being at 80010000.
Children have their _ramsize set to 80200000, and _stacksize set to 0x00004000.
The bootstrap loads up a child process and executes it thus :

```
_96_init();  
load("exe name",&child);  
child.s_addr=0x801effff;  
child.s_size=0;  
EnterCriticalSection();  
Exec(&child,1,0);
```

This works and the child ups and goes as required. Does not return though.

Looking through the mess of BBS notes, incomplete LIB docs and assorted scattered text files given with sample code..(come on guys, can't anyone collate all this stuff into one whole document?).. I come across some notes that state that I may need to link child EXEs with none2.obj, so as they may return successfully to the parent.

So I do this, and retry..and bingo....this time the child process won't even run..let alone return..

Please, could anyone give us some info as to which obj/libs we have to link to the child and parent processes to exact the correct entry states within processes, and a definitive description of the differences in linking with the LIBSN.LIB, NONE2.OBJ and 2MBYTE.OBJ, in terms of entry conditions would be great. Hope someone can give us some pointers as soon as possible. Cheers.

.

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : EXECs
Numb : 352 of 1102 Date : 08/01/1996
7:38am
Read : 08/01/1996 10:02am Reference : 529
Conf : 1 - PSX Common Private : NO

One complete document? Wash your mouth out with soap, m'lad... :)

Dean

From : MICROPROSE PSX
To : ARGONAUT PSX
Subj : Resident Program
Numb : 353 of 1102 Date : 08/01/1996
2:28pm
Read : 08/01/1996 5:01pm (REPLIES) Reference : 529
Conf : 1 - PSX Common Private : NO

Hey dude...

I've done exactly this for XCom. Give me a bell at 01454-893893 ext. 4015 and I'll try to sort you out.

-- Bob

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : CD ROM Burner area
Numb : 354 of 1102 Date : 09/01/1996
8:53am
Read : 09/01/1996 10:06am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Deano,

You do have access to this area. Its NOT under PSX common.
And just to show how thorough I am, I logged in as you and
downloaded the file that you want - and it works.

Any probs - let me know

Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CD ROM Burner area

Date : 09/01/1996

Reference : NONE

Private : NO

Just a silly question: what is the DTL-SS/N?
(Someone told me about this one day, and...)

Date : 09/01/1996

Reference : 537

Private : NO

Date : 09/01/1996

Reference : NONE

Private : NO

Subj : multi-tap sample code

Numb : 365 of 1102 Date : 10/01/1996
9:17am
Read : 10/01/1996 5:26pm Reference : 539
Conf : 1 - PSX Common Private : NO

->

-> Is there any sample code around for using the multi-tap?

Have a look at ctrller.zip in PSX Libraries area. That'll tell
you all you need to know.

Ben

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : bug
Numb : 372 of 1102 Date : 10/01/1996
3:34pm
Read : 15/01/1996 10:53am Reference : 549
Conf : 1 - PSX Common Private : NO

Thanks - this is in the 'Known Bugs' conference, together with a
solution !

Paul

-> Dave,
->
-> In libc2 in v 3.3, memcmp doesn't work.
->
-> Try : memcmp ("ab", "bb", 2);
->
-> The result is 0 which indicates they are the same. Oops!
->
-> Simon.

From : REBEL PSX
To : ALL
Subj : I-cache
Numb : 373 of 1102 Date : 10/01/1996
5:08pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Dear people in the know,

Maybe I'm a bit thick or something, but I think I need some information
about the I-cache.

Where is the documentation?

How can I structure code to make best use of it?

How can I make sure that the compiler puts important bits of code into
the I-cached bits of memory?

Thanks for any help,
Tim.

From : MINDSCAPE PSX

To : SCE SUPPORT (Support)
Subj : passwords
Numb : 374 of 1102 Date : 10/01/1996
5:16pm
Read : 10/01/1996 6:47pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

with regards to passwords :

Warhammer uses rather large save game files (2meg+) on the pc version, so trying to produce a reasonable password that will incorporate any useful data is going to be a problem !

do we HAVE to supply a password save option (specifically in the US version)

thanx

Andy K

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : mutli-tap performance
Numb : 375 of 1102 Date : 10/01/1996
5:39pm
Read : 10/01/1996 6:47pm Reference : NONE
Conf : 1 - PSX Common Private : NO

I am working with SCEA on the following, but thought I would also post here in case you had any comments.

I was doing some performance measuring with the multi-tap and find the library code to be very slow. I am using lib 3.3 version of libtap.lib because of the extreme slowdown using lib 3.4 (which you mention in your known bugs conference).

For my testing, I turned off my code that would parse the joypad bits and used Time = Vsync(0); to get the timing info.

With no joypad library code running at all, my data processing time was 719. With just the standard joypad library from libapi.lib running, my time was 738. With the mtap library running and a mtap plugged into port 1 and a joypad plugged into port 2, my time was 765. With a mtap plugged into both PSX ports, my time was 802.

So, unless I screwed up something, to support the multi-tap costs me 70 scan lines of processing time.

dave

From : PSY LONDON
To : ALL
Subj : Acroreadery exasperationsville... heard it before?

Numb : 376 of 1102
10:45pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 10/01/1996
Reference : NONE
Private : NO

I've just swallowed deeply and downloaded ACROREAD.ZIP, just so that I could have a squinty look at MDECENG.PDF (a subject close to my heart).

What a frustrating experience.

I'd like to be able to export any of the document (y'know, tables and all that), but (1) I can't print out (it claims I haven't got enough memory to do that: 8Mb?), (2) I can't export it (and I find it a bit bizarre having to buy the full Acrobat package just to read in a portable text file, that's probably been converted from a raw text file in the first place), and (3) if I try to write it to the Windows clipboard, I can only copy a page at a time, and all formatting goes kaflloey.

Obviously, it's not Adobe's interests to give away something that's actually useful: so can I suggest you include raw text versions in the same zip file where possible? (addressed to Sony people)

Am I the only person that thinks PDFs aren't exactly, erm, portable?

Go on, flame me. 8')

.....Nick "victim complex" Pelling.....

From : SCE SUPPORT (Support)
To : MINDSCAPE PSX
Subj : passwords
Numb : 377 of 1102
9:44am
Read : 11/01/1996 11:35am (REPLIES)
Conf : 1 - PSX Common

Date : 11/01/1996
Reference : 552
Private : NO

Hmm - standards questions.

Will you be supporting memory card saves ?

I've passed on the query to our QA manager, and also asked who the best person to contact in the US is - have you tried asking your US publisher ?

UPDATE: SCEEA QA Indicate that if a password save is not meaningful, the standard will not be enforced - they do suggest where a game is 'mission' based, a pre-generated password could be considered. I have the some contacts in the US (who have the reputation of being stricter).

Paul

->
-> with regards to passwords :
->
-> Warhammer uses rather large save game files (2meg+) on the pc
-> version, so trying to produce a reasonable password that will
-> incorporate any useful data is going to be a problem !

->
-> do we HAVE to supply a password save option (specifically in the US
-> version)
->
-> thanx
->
-> Andy K

From : SCE SUPPORT (Support)
To : PSY LONDON
Subj : Acroreadery exasperationsville... heard it before?
Numb : 379 of 1102 Date : 11/01/1996
11:37am
Read : 11/01/1996 4:10pm (REPLIES) Reference : 554
Conf : 1 - PSX Common Private : NO

-> I've just swallowed deeply and downloaded ACROREAD.ZIP, just so that
-> I could have a squinty look at MDECENG.PDF (a subject close to my
-> heart).
-> What a frustrating experience.
->
-> I'd like to be able to export any of the document (y'know, tables and
-> all that), but (1) I can't print out (it claims I haven't got enough
-> memory to do that: 8Mb?), (2) I can't export it (and I find it a bit
-> bizarre having to buy the full Acrobat package just to read in a
-> portable text file, that's probably been converted from a raw text
-> file in the first place), and (3) if I try to write it to the Windows
-> clipboard, I can only copy a page at a time, and all formatting goes
-> kablooey.

Well. Adobe recomend 4 megs of memory on your PC. Maybe it is a printer
memory thing. Sometimes there are printer problems when you try to print
out tables - they just disappear..but this is because they have not been
created as PDF files properly???? I don't really know anything about
this particular file, although I have just been handed a copy by my
assistant, Mr Coombes, in hard copy - I can FAX it to you, if you so
desire.

Yes, you can't export from Acrobat and yes, you can only copy to the
clip board a page at a time and yes it is irritating. Unfortunately as
most docs originate in Japan on MACS using Quark Xpress (Japanese),
Acrobat has been our saviour in terms of making those docs available
quickly to everyone. (Although I don't think that this is the case for
this file, see below.)

->
-> Obviously, it's not Adobe's interests to give away something that's
-> actually useful: so can I suggest you include raw text versions in
-> the same zip file where possible? (addressed to Sony people)
->

Often we bung text files on the BBS and this is a text file really, so I
am not sure why it was "acrobatised".

-> Am I the only person that thinks PDFs aren't exactly, erm, portable?
No. But they are in terms of platform and source application (see
above) and they are very environmentally friendly too.

->
-> Go on, flame me. 8')
Yes, like a Burger King Whopper, you got it.

->

->Nick "victim complex" Pelling.....

I'll check that we can print the file here, anyway and fix it up if we can't.

love,

Laura "go see a therapist, then" Smith

From : MICROPROSE PSX
To : MINDSCAPE PSX
Subj : Save Games
Numb : 380 of 1102 Date : 11/01/1996
11:44am
Read : 12/01/1996 8:58am (REPLIES) Reference : 552
Conf : 1 - PSX Common Private : NO

Hey dude...

Call me old fashioned, but isn't a 2Meg+ save game HUGE? One has to go out of their way to make a save game that big. :-/ What could the game possibly be saving out that's so large??

Just curious is all.

-- Bob

From : MILLENIUM PSX
To : MICROPROSE PSX
Subj : Save Games
Numb : 381 of 1102 Date : 11/01/1996
11:57am
Read : 11/01/1996 12:56pm Reference : 559
Conf : 1 - PSX Common Private : NO

Maybe it's a dump of the PC's RAM... :)

Dean

From : SCE SUPPORT (Support)
To : REBEL PSX
Subj : I-cache
Numb : 382 of 1102 Date : 11/01/1996
2:11pm
Read : 12/01/1996 3:55pm Reference : 551
Conf : 1 - PSX Common Private : NO

-> Dear people in the know,
->
-> Maybe I'm a bit thick or something, but I think I need some
-> information about the I-cache.
-> Where is the documentation?
-> How can I structure code to make best use of it?
-> How can I make sure that the compiler puts important bits of code into
-> the I-cached bits of memory?

->

Tim,

There is no documentation on the I-cache (other than a brief mention in DEVGUIDE). It is 4Kb. Your code is directly mapped onto this area (i.e. your code is split into 4K chunks, and loaded into cache when executed). Therefore, to make the most of I-cache, group functions which are repetively called from within one-another together, so that they sit in I-cache at the same time. No attempt is made by the compiler to do this for you. You have to position the code you want to reside in I-cache, at the same time, yourself.

Sorry, not much help,

Ben

From : PSY LONDON
To : SCE SUPPORT (Support)
Subj : Hello Yellow Pages? It's just possible you could save my life...
Numb : 383 of 1102 Date : 11/01/1996
4:17pm
Read : 11/01/1996 4:58pm Reference : 558
Conf : 1 - PSX Common Private : NO

Laura "What's your hourly rate, doctor?"

If there's a copy of Acrobat round about, then an export to plain text would be very useful. If you can't, then faxing me a printout on 0181-391-1322 would place you in even higher esteem (than very high).

As an idea for the future: looking at the PDF file, it seems to be the case that all the text content has been put through a Lempel-Ziv compression filter. If the originators could tell Acrobat _not_ to do that (and as it's then placed in a ZIP file, I can't exactly see the point), then there's a high (90%+) chance that the contents of the PDF will be extractable using conventional tools. ie by mere mortals.

As an aside: is _any_ amount of memory _ever_ enough for Windows?

Cheer an' that,Nick "MDEC" Pelling.....

From : SD PSX
To : SCE SUPPORT (Support)
Subj : Changing clip areas
Numb : 384 of 1102 Date : 11/01/1996
4:42pm
Read : 11/01/1996 4:59pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Ben/Dave,

I am currently rendering my lovely 3d world in a viewport which is 320 by 174 pixels (the full screen being 320x240) I want to wack in a panel (a big poly FT4) at the bottom _but_ still render the scene at 320x174. I have tried using DR_AREA and SetDrawArea(...) but I can't get them working. As my middle name is 'Joseph Deacon Esq.' I thought that somebody will have an idea what I am doing wrong.

Any ideas?

Cheers,
Marc

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : passwords
Numb : 385 of 1102 Date : 11/01/1996
5:18pm
Read : 11/01/1996 6:05pm (REPLIES) Reference : 555
Conf : 1 - PSX Common Private : NO

There are released US games that support the Ram card but have no password feature. Konami's "In the Zone" basketball game and EA's PGA Tour golf game are 2 examples.

dave

From : MILLENIUM PSX
To : CAPCOMUSA PSX
Subj : passwords
Numb : 386 of 1102 Date : 12/01/1996
7:13am
Read : 15/01/1996 5:06pm Reference : 563
Conf : 1 - PSX Common Private : NO

And indeed our title, Defcon 5, uses the RAM card (for a 6.5k game) and has no password...

Dean

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Demo disk
Numb : 390 of 1102 Date : 11/01/1996
5:53pm
Read : 12/01/1996 11:39am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

We're been trying to get a demo disk working for the Playstation mag, we

have followed all the rules contained in demo.zip and have linked our code

with none2.lib (taking out libsn.obj). We have our code ORGed at 0x18000,

and the startup code is the same as in the example (except PadInit is InitPad). We have used setsp to set the stack to 0x801ffff0, and have done

EVERYTHING in the demo doc file. When we burn the demo onto CD (cos our bloomin CD emulator is knacked), the bootstrap loads fine, and so does our

demo but as soon as it gets to the first file seek, it hangs. The demo

works fine if we don't link it with none2 and compile it and run it on
its
own. What's going on????

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Demo disk!
Numb : 392 of 1102 Date : 12/01/1996
12:08pm
Read : 12/01/1996 12:34pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

A follow up from our last message. We have found out that it is malloc
that is crashing our demo. Are there any problems with malloc when
being
executed in a program that has been EXECed?? Please could you get back
to
us ASAP?

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : Demo disk!
Numb : 393 of 1102 Date : 12/01/1996
12:48pm
Read : 12/01/1996 6:13pm Reference : 570
Conf : 1 - PSX Common Private : NO

Hi Bill,

Which version of malloc are you using (MALLOC.OBJ?) ?
And what is your number ?

->

-> Hi,

-> A follow up from our last message. We have found out that it is
-> malloc that is crashing our demo. Are there any problems with malloc
-> when being executed in a program that has been EXECed?? Please could
-> you get back to us ASAP?

->

-> Cheers,

->
-> Bill.
->
->
->
-> --- Blue Wave/QWK v2.10

From : MICROPROSE PSX
To : TELSTAR PSX
Subj : Demo Disk
Numb : 394 of 1102 Date : 12/01/1996
1:04pm
Read : 12/01/1996 6:13pm (REPLIES) Reference : 568
Conf : 1 - PSX Common Private : NO

-> demo but as soon as it gets to the first file seek, it hangs. The
-> demo works fine if we don't link it with none2 and compile it and
-> run it on its own. What's going on????

Could it be that libsn clears the bbs hunks for you and none2 doesn't?

-- Bob

From : MILLENIUM PSX
To : MICROPROSE PSX
Subj : Demo Disk
Numb : 395 of 1102 Date : 12/01/1996
1:37pm
Read : 12/01/1996 4:27pm Reference : 572
Conf : 1 - PSX Common Private : NO

Which bit calls InitHeap()? The caller, or the child? I can't remember
if none2.obj actually calls InitHeap()... if it doesn't then you'll be
malloc()ing from the callers heap, which may infact be over the child
programs address area (because libSN gets the heap base from the size of
the sections in the caller)....

Well... it may be like this... :)

Deany

From : REBEL PSX
To : ALL
Subj : weird crash
Numb : 396 of 1102 Date : 12/01/1996
4:02pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Dear people,

My Devkit is behaving strangley. It runs games and most of my code, but
one bit causes serious problems.. even after being completely
recompiled.

After __SN_ENTRY_POINT is a little loop that clears a bit of the memory.

(this is not part of my code, obviously). Sometime during that loop, at a random place, after a random number of iterations, I get a Bus Error on Data Reference. If I fiddle the registers to make the loop shorter then the same thing happens elsewhere. What is going on?

Thanks for any advice..

Tim at Rebellion.

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : Demo Disk Solved (I hope)!
Numb : 397 of 1102 Date : 12/01/1996
4:59pm
Read : 12/01/1996 6:13pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Bill,

As Dean of Millenium suggests you're demo is falling at malloc() because InitHeap() calculates the heapbase from the caller's sections. When you call malloc() you are more than likely overwriting you're program.

As None2.lib does not call InitHeap() you should call it from within you're program. If you do this everything should be just fine. I've tried with the example harness and the bootstrap program to double check! =:-D

If you have any other problems please let me know. I'd also be interested to know if this solution does actually work for you.

By the way don't forget to link malloc.obj with you're program!

Vince

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Re: demo disk solved
Numb : 398 of 1102 Date : 12/01/1996
6:25pm
Read : 15/01/1996 9:20am Reference : NONE
Conf : 1 - PSX Common Private : NO

--> Quoting Sce Support to Telstar Psx <--

SS> Hi Bill,
SS> As Dean of Millenium suggests you're demo is falling at malloc()
SS> because InitHeap() calculates the heapbase from the caller's
sections.
SS> When you call malloc() you are more than likely overwriting you're
SS> program.
SS> As None2.lib does not call InitHeap() you should call it from
within
SS> you're program. If you do this everything should be just fine. I've
SS> tried with the example harness and the bootstrap program to double
SS> check! =:-D

This is why it was crashing. We eventually solved it but it would be

an idea to mention it in the demog.doc file. Also we forgot to reset the stack to the caller's stack before we set it to the scratchpad when the demo had finished and had to return to the caller. Other problems we had were that we used none2.obj rather than none2.lib. If we had a working cd emulator it would have taken a lot less time though!!

SS> If you have any other problems please let me know. I'd also be
SS> interested to know if this solution does actually work for you.

The demo disk is winging it's way to John Roberts right now.

SS> By the way don't forget to link malloc.obj with you're program!

We do this anyway....when is the fix going to be applied to the libraries???

SS> Vince

--- Blue Wave/QWK v2.10

From : FUNCOM PSX	
To : ALL	
Subj : SEEK_SET & SEEK_CUR	
Numb : 399 of 1102	Date : 13/01/1996
11:40pm	
Read : NO	Reference : NONE
Conf : 1 - PSX Common	Private : NO

I'm gonna kill someone!!

There's a major bug in the header files from v3.2 and onwards. Check out the definitions of

SEEK_SET

and

SEEK_END

in <stdio.h> and <sys/files.h>, and you'll get a nasty surprise. They are different!

This caused me 3 days of extra work! Fix it ASAP!

PKE@FUNCOM.

From : TWOK PSX	
To : TELSTAR PSX	
Subj : Demo disk!	
Numb : 400 of 1102	Date : 14/01/1996
1:05pm	
Read : 16/01/1996 12:16pm	Reference : 570
Conf : 1 - PSX Common	Private : NO

Hi Bill,
the 'malloc' function is totaly bugged. Don't ever use it. Write your

own. Sorry, but this is what sony says... There should be a new memory handler available in this BBS, ask the Support about it...

Bye... Michael

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Demo Disk Solved (I hope)!
Numb : 401 of 1102 Date : 15/01/1996
7:17am
Read : 15/01/1996 9:22am Reference : 575
Conf : 1 - PSX Common Private : NO

Coooo... I was only guessing too... :)

Deany

From : TWOK PSX
To : SCE SUPPORT (Support)
Subj : RotRMD_xx & RotSMD_xx
Numb : 402 of 1102 Date : 15/01/1996
8:56am
Read : 15/01/1996 9:22am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Support chaps,
I would like to have better documantation for the RotRMD_xx & RotSMD_xx sclip, hclip and vclip parameters. The super acrobat files only say that setting them all to zero behaves like the old RotPMD_xx call. Fine. But what are the parameters are for ???

Thanx in advance...

Michael

From : TIMEWARNER PSX
To : ALL
Subj : video
Numb : 403 of 1102 Date : 15/01/1996
10:01am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Is there a way of getting a decent RGB picture out of the dev boards rather than the crappy composite video??

TWI UK

From : MILLENIUM PSX
To : TIMEWARNER PSX
Subj : video
Numb : 404 of 1102 Date : 15/01/1996
10:40am
Read : 15/01/1996 2:34pm Reference : 403
Conf : 1 - PSX Common Private : NO

Yup. Wire up an RGB cable using the pinouts from the leaflets that come with the development boards.

Or I think a company called Lightwave do them... I remember SCEE posting their details on this BBS quite a while back...

Running a proper RGB cable does have the advantage in that you don't have to change the jumper on the Dev Kit to swap between PAL and NTSC... SetVideoMode() seems to handle everything just fine (if your monitor accepts an NTSC sync, that is...)

Deany

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : video
Numb : 405 of 1102 Date : 15/01/1996
10:54am
Read : 15/01/1996 2:35pm Reference : 403
Conf : 1 - PSX Common Private : NO

As Dean says - Lightwave. Doing a SEARCH through the BBS, I came up with a message last April which says the number is 0151 630 5000, part number SP198.

Paul

-> Is there a way of getting a decent RGB picture out of the dev boards
-> rather than the crappy composite video??
->
-> TWI UK

From : SCE SUPPORT (Support)
To : SD PSX
Subj : Changing clip areas
Numb : 406 of 1102 Date : 15/01/1996
12:35pm
Read : 16/01/1996 9:20am (REPLIES) Reference : 384
Conf : 1 - PSX Common Private : NO

-> Ben/Dave,
->
-> I am currently rendering my lovely 3d world in a viewport which is
-> 320 by 174 pixels (the full screen being 320x240) I want to wack in
-> a panel (a big poly FT4) at the bottom _but_ still render the scene
-> at 320x174. I have tried using DR_AREA and SetDrawArea(...) but I
-> can't get them working. As my middle name is 'Joseph Deacon Esq.' I
-> thought that somebody will have an idea what I am doing wrong.
->
-> Any ideas?
->
-> Cheers,
-> Marc

Marc,

Its me, Ben - back from the brink of alien abduction!!!
Hows it going. I've knocked up a demo program to show you how

to solve your problem. I've cheated slightly by using two ordering tables, but you should be able to merge it into one ordering table if you wish. One thing to look out for is that if the DR primitive is added to the same location in the ot as your polys, you need to add the DR primitive AFTER the polys. The code is in your area.

Nicely,
Ben

From : SCE SUPPORT (Support)
To : TWOK PSX
Subj : Parameters to RotPMD_xx RotSMD_xx
Numb : 407 of 1102 Date : 15/01/1996
2:11pm
Read : 15/01/1996 2:52pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Michael,

Everyone (including us) would like to have better documentation, just be patient.

As for your query, here's the blurb :

RotPMD_XXX (pa, ot, otlen, id, backc)

long *pa; Starting address of PRIMITIVE Gp
u_long *ot; Starting address of OT
int otlen; Length of OT (number of bits)
int id; Double buffer id
int backc; Normal plane clipping ON/OFF (0:ON)

The function performs coordinate transformations and perspective transformations on all three sided polygons included in the independant polygon type, PRIMITIVE Gp, then completes the GPU packet and links it to OT.

Only polygons with an SZ value within the range $[h/2, 2^{16}]$ may be linked.

RotSMD_XXX is the same as above except there is no fifth parameter.

Hope this helps,

Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Parameters to RotPMD_xx RotSMD_xx
Numb : 408 of 1102 Date : 15/01/1996
2:36pm
Read : 15/01/1996 3:04pm (REPLIES) Reference : 407
Conf : 1 - PSX Common Private : NO

'Just be patient'... I seem to remember that one from last years developer conference... :)

Deany

From : TWOK PSX
To : SCE SUPPORT (Support)
Subj : RotSMD_xx RotRMD_xx
Numb : 409 of 1102 Date : 15/01/1996
2:58pm
Read : 15/01/1996 3:05pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Ben,
thanx for your quick answer, but all that stuff was already known.
I need to know what the sclip, hclip and vclip parameters mean.
It seems that RotRMD and RotSMD are able to clip the polygons
AFTER the GTE processed them but BEFORE they are drawn. This means
that polygons that are not on the screen won't even be sortet into
my OT and don't waste so much time. Did you know that a polygon that
is entirely NOT on the screen takes as much time as the same
polygon that is completly on the screen ??? Nice eh ! So RotSMD
and RotRMD should be a great help if the clip parameters are
understood...

Bye and sleep well...

Michael "be patient" from TWOK

From : SCE SUPPORT (Support)
To : TWOK PSX
Subj : RotSMD etc...
Numb : 410 of 1102 Date : 15/01/1996
4:08pm
Read : 16/01/1996 8:10am Reference : NONE
Conf : 1 - PSX Common Private : NO

Michael,
I have e-mailed Japan for more information so I'll let you know
when I recieve that.

Later,
Ben

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Parameters to RotPMD_xx RotSMD_xx
Numb : 411 of 1102 Date : 15/01/1996
4:50pm
Read : 16/01/1996 7:13am (REPLIES) Reference : 408
Conf : 1 - PSX Common Private : NO

-> 'Just be patient'... I seem to remember that one from last years
-> developer conference... :)
->
-> Deany

You'll probably hear it at this years also!!

Ben

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : READTMD DOUBLE SIDED POLYGONS
Numb : 412 of 1102 Date : 15/01/1996
5:44pm
Read : 15/01/1996 5:57pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

3DS2RSD when used with double sided polygons appears to give legal tmd data but when READTMD is used to read this data it returns with an error value of zero and none of the data is transferred.

Can you tell us whats happening ? Is there a known bug with READTMD?

Cheers,

Pete.

From : MICROPROSE PSX
To : SCE SUPPORT (Support)
Subj : DevCon
Numb : 413 of 1102 Date : 15/01/1996
5:44pm
Read : 15/01/1996 5:57pm Reference : 411
Conf : 1 - PSX Common Private : NO

-> -> 'Just be patient'... I seem to remember that one from last years
-> -> developer conference... :)
-> ->
-> -> Deany
->
-> You'll probably hear it at this years also!!

So there'll be nothing new covered then? <ducks quickly> ;)

-- Bob

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : just starting with memcard
Numb : 415 of 1102 Date : 15/01/1996
9:49pm
Read : 16/01/1996 8:52am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I am just starting with the memory card stuff and am looking at Carddemo.c as an example. The code makes sense, except for the following questions:

1)in savegame() the write to the card has a hardcoded 8*8192 size. Is this some magic number? Shouldn't it just be the size of the data you are going to save, rounded into an 8k size?

2)in loadgame() the size of 8196 appears instead of 8192. Is this a typo and should read 8192?

3)The memory card has both SwCard and HwCard events. I've seen demos that use both or just one of the two. I have also seen demos that check only HwCard events after certain library calls and only check SwCard events after other library calls. Now, I don't know much about the event stuff. Are both the SwCard and HwCard events needed to make the card stuff work? Does it hurt anything to have both those event sets enabled?

thanks,

dave

From : CTA PSX
To : SUPER PSX
Subj : READTMD DOUBLE SIDED POLYGONS
Numb : 416 of 1102 Date : 16/01/1996
2:58am
Read : 16/01/1996 1:47pm Reference : 412
Conf : 1 - PSX Common Private : NO

Double sided polygons in TMD files.....

I do believe the phrase is "Not implemented yet".

Cheers

John

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Parameters to RotPMD_xx RotSMD_xx
Numb : 417 of 1102 Date : 16/01/1996
7:14am
Read : 16/01/1996 8:53am (REPLIES) Reference : 411
Conf : 1 - PSX Common Private : NO

Smart... it's nice to know there are some things you can rely on.... :)

Seriously tho', have any topics of discussion been decided upon for the conf yet?

Deany

From : SD PSX
To : SCE SUPPORT (Support)
Subj : Changing clip areas
Numb : 418 of 1102 Date : 16/01/1996
9:22am
Read : 16/01/1996 9:59am Reference : 406
Conf : 1 - PSX Common Private : NO

Ben Lad,

Hows it going kidda? Long time no speak. Cheers for the code. I have actually solved the problem now but I will double check against your code.

Sorted that man,
Marc

From : SCE SUPPORT (Support)
To : CAPCOMUSA PSX
Subj : just starting with memcard
Numb : 419 of 1102 Date : 16/01/1996
9:59am
Read : 16/01/1996 5:18pm Reference : 415
Conf : 1 - PSX Common Private : NO

-> 1)in savegame() the write to the card has a hardcoded 8*8192 size.
-> Is this some magic number? Shouldn't it just be the size of the
-> data you are going to save, rounded into an 8k size?

Correct. I think you can actually go the the nearest 128 bytes....
As long as you get the BlockEntry member correct in the card header

-> 2)in loadgame() the size of 8196 appears instead of 8192. Is this a
-> typo and should read 8192?
shit! I hate it when that happens. Correct again.

-> 3)The memory card has both SwCard and HwCard events. I've seen demos
-> that use both or just one of the two. I have also seen demos that
-> check only HwCard events after certain library calls and only check
-> SwCard events after other library calls. Now, I don't know much
-> about the event stuff. Are both the SwCard and HwCard events needed
-> to make the card stuff work? Does it hurt anything to have both
-> those event sets enabled?

Loads of people have managed to get the stuff working fine just using
the SwCard events.

If you look at the documentation for memory cards in the libref/lib
overview these show you which events to use with each call. Basically if
you are not doing any asynchronous reads or writes to the card system,
you don't need to worry about the events, apart from detecting the
cards.

The hw and sw events do not clash with each other. But the whole memory
card system is pretty frustrating to work with. It doesn't like being
interrupted, which means playing music or doing a lot of graphics whilst
messing with the cards is a no no.

I am writing an application and once this is done I intend to do some
real research into memory cards and get it sorted once and for all....

Dave

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : 1995 Conference
Numb : 420 of 1102 Date : 16/01/1996
10:25am

Read : 16/01/1996 2:11pm (REPLIES)
Conf : 1 - PSX Common

Reference : 417
Private : NO

Hi Deany,

A few areas, although its probably the detail you'll be interested in ...

- Tools for 1996. Whats in the pipeline
- CD ROM mastering. Technical and approval standpoints
- SIO: Memory Cards and Controllers
- GPU/GTE: In-line macros in particular
- OS/Kernel/Memory: Low-level tips
- CD: esp FMV, general access
- Demo Disc: how to show off your product.

And more .. we'll be working with SCEA and SCEI to incorporate all the information that they'll have in their Dev Conferences.

All we need is a name (DevCon 96 is being used by Sega) and a Venue (we're hoping for a great place that is just opening in London)...

PS Any other ideas appreciated ...

Paul

-> Smart... it's nice to know there are some things you can rely on....
-> :)
-> Seriously tho', have any topics of discussion been decided upon for
-> the conf yet?
->
-> Deany

From : SCE SUPPORT (Support)
To : ALL
Subj : Standards
Numb : 421 of 1102
10:30am
Read : NO
Conf : 1 - PSX Common

Date : 16/01/1996
Reference : NONE
Private : NO

SCEE standards to be released this week ! No major changes, but more consistent with SCEA and SCEI tips...

(PS Does anyone have a copy of the 1996 Sega Standards - apparently they've just been released and are enormous...)

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Demo disk
Numb : 422 of 1102
12:13pm
Read : 16/01/1996 12:24pm (REPLIES)
Conf : 1 - PSX Common

Date : 16/01/1996
Reference : NONE
Private : NO

Paul,

I got your fax yesterday, sorry I didn't get back to you sooner but we were all busy getting 'paintball'ed yesterday, and suffering for it today.

It's not too late for disk 5 is it? On the CD I sent you were 2 copies of the audio track. One of them (music.wav) is the actual DA track on the CD

which you won't be able to take off (unless you use da2wav). The other one

(jungle1.wav) is just an XA file which you can copy off and use with CDGEN.

I could send you the demo disk again if you want - just say the word!

Cheers,

Bill Pullan, Tempest Software, Leeds

talky 0113 2819213

faxy 0113 2819217

... DOS never says "EXCELLENT command or filename"...

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)

To : TELSTAR PSX

Subj : Demo disk

Numb : 423 of 1102

Date : 16/01/1996

1:02pm

Read : 16/01/1996 2:53pm

Reference : 422

Conf : 1 - PSX Common

Private : NO

Understood - no, jungle1.wav is all I need (plain file format, or do we have to make it interleaved) ?

Yes, it will be in five.

Paul

->

->

-> Paul,

->

-> I got your fax yesterday, sorry I didn't get back to you sooner but

-> we were all busy getting 'paintball'ed yesterday, and suffering for

-> it today. It's not too late for disk 5 is it? On the CD I sent you

-> were 2 copies of the audio track. One of them (music.wav) is the

-> actual DA track on the CD which you won't be able to take off

-> (unless you use da2wav). The other one (jungle1.wav) is just an XA

-> file which you can copy off and use with CDGEN. I could send you the

-> demo disk again if you want - just say the word!

-> Cheers,

->

-> Bill Pullan, Tempest Software, Leeds

->

-> talky 0113 2819213

-> faxy 0113 2819217

->

->
->
-> ... DOS never says "EXCELLENT command or filename"...
-> --- Blue Wave/QWK v2.10

From : MICROPROSE PSX
To : CAPCOMUSA PSX
Subj : MemCard Stuff
Numb : 424 of 1102 Date : 16/01/1996
12:28pm
Read : 16/01/1996 5:19pm (REPLIES) Reference : 415
Conf : 1 - PSX Common Private : NO

Sorry to interject here, but...

-> 3)The memory card has both SwCard and HwCard events. I've seen demos
-> that use both or just one of the two. I have also seen demos that
-> check only HwCard events after certain library calls and only check
-> SwCard events after other library calls. Now, I don't know much
-> about the event stuff. Are both the SwCard and HwCard events needed
-> to make the card stuff work? Does it hurt anything to have both
-> those event sets enabled?

The only code I've gotten to work uses both Hw and Sw events and the
code (for me anyway) has been rock solid.

-- Bob

From : TWOK PSX
To : SCE SUPPORT (Support)
Subj : libpress.lib 3.3
Numb : 425 of 1102 Date : 16/01/1996
1:00pm
Read : 16/01/1996 1:02pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Folks,
it works a treat. Nice.
TWOK

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : 1995 Conference
Numb : 426 of 1102 Date : 16/01/1996
2:13pm
Read : 16/01/1996 2:43pm Reference : 420
Conf : 1 - PSX Common Private : NO

A name? How about 'BigCon '96'... :) Only joking! Errmm... Tim has
suggested 'PlayTime'... arf!

Umm.. not very good at this lark, are we? If we can think of anything
else, we'll let you know...

Deany (and Tim)

From : MILLENIUM PSX
To : MICROPROSE PSX
Subj : MemCard Stuff
Numb : 427 of 1102

Date : 16/01/1996

2:15pm

Read : 16/01/1996 4:54pm (REPLIES)

Reference : 424

Conf : 1 - PSX Common

Private : NO

Indeed. I've had to use HW/SW events too... but that's no surprise, as my code is the same as Bob's.. :)

Deany

From : SCE SUPPORT (Support)
To : SUPER PSX
Subj : READTMD DOUBLE SIDED POLYGONS
Numb : 428 of 1102

Date : 16/01/1996

4:25pm

Read : 16/01/1996 4:41pm

Reference : 412

Conf : 1 - PSX Common

Private : NO

-> 3DS2RSD when used with double sided polygons appears to give legal
-> tmd data but when READTMD is used to read this data it returns with
-> an error value of zero and none of the data is transferred.
->
-> Can you tell us whats happening ? Is there a known bug with READTMD?
->
-> Cheers,
->
-> Pete.

Pete,

As John from CTA said : 'Not implemented yet'. But soon.
One other thing is that 3DS2RSD is now obsolete, being updated by
the TOD plug-in. This is available on this BBS as 3DS_TOD.ZIP in the
PSX TOOLS area.

Ben

From : MICROPROSE PSX
To : MILLENIUM PSX
Subj : MemCard Stuff
Numb : 429 of 1102

Date : 16/01/1996

5:02pm

Read : 17/01/1996 7:38am (REPLIES)

Reference : 427

Conf : 1 - PSX Common

Private : NO

-> Indeed. I've had to use HW/SW events too... but that's no surprise,
-> as my code is the same as Bob's.. :)

Oh, you're using it (just about) verbatim? I thought you had some
trouble with it and some dodgy blue PlayStation of yours. (Of which I
had no problems at all.)

-- Bob

BTW: What the smell is the deal with the BBS' connections??? I'm starting to get well f**ked off with it. :-/

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : cpe2x
Numb : 430 of 1102 Date : 16/01/1996
5:26pm
Read : 16/01/1996 5:29pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I would like to blow a cd for demo purposes, would it be possible to send me the latest version of cpe2x ?

Andy Williamson
Supersonic Software
Agriculture House
1 Newbold Terrace
Leamington Spa
CV31 4EH

From : SCE SUPPORT (Support)
To : SUPER PSX
Subj : cpe2x
Numb : 432 of 1102 Date : 24/01/1996
9:48am
Read : 17/01/1996 10:26am Reference : 430
Conf : 1 - PSX Common Private : NO

Hi Andy,

CPE2X is sent to Publishers, who provide it to their Developers to create titles ... so you need to speak to your Publisher ...

Paul

PS The latest version is 1.5

**** 24.1.96 UPDATE - You can also ask your SCEE Account Manager, who can arrange a copy for you. There is some paper to sign, but the process is fairly painless ***

-> I would like to blow a cd for demo purposes, would it be possible to
-> send me the latest version of cpe2x ?

->

->

-> Andy Williamson
-> Supersonic Software
-> Agriculture House
-> 1 Newbold Terrace
-> Leamington Spa
-> CV31 4EH

From : MILLENIUM PSX
To : MICROPROSE PSX
Subj : MemCard Stuff

Numb : 433 of 1102

Date : 17/01/1996

7:40am

Read : 17/01/1996 9:28am (REPLIES)

Reference : 429

Conf : 1 - PSX Common

Private : NO

Not verbatim... I seem to recall you did something with HW events that I transplanted into my code (and of course, your code turned off SEQ tunes, which I suspect was the cause of most of my problems)...

It's a shag, innit?

Deany

From : MILLENIUM PSX

To : SCE SUPPORT (Support)

Subj : Matrix Orthonormalisation

Numb : 434 of 1102

Date : 17/01/1996

7:45am

Read : 17/01/1996 8:52am (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hallo,

I need to know the difference between the following functions...

MatrixNormal(MATRIX *m, MATRIX *n);

MatrixNormal_1(MATRIX *m, MATRIX *n);

MatrixNormal_2(MATRIX *m, MATRIX *n);

We need a quick way to orthonormalise a matrix, and if we're lucky one of these will sort it out for us..

If you could find this out from SCEI and get back to us, it'd be really appreciated...

Thanks,

Deany and Tim

From : SCE SUPPORT (Support)

To : MILLENIUM PSX

Subj : Matrix Orthonormalisation

Numb : 437 of 1102

Date : 17/01/1996

9:31am

Read : 17/01/1996 10:45am (REPLIES)

Reference : 434

Conf : 1 - PSX Common

Private : NO

-> Hallo,

->

-> I need to know the difference between the following functions...

->

-> MatrixNormal(MATRIX *m, MATRIX *n);

-> MatrixNormal_1(MATRIX *m, MATRIX *n);

-> MatrixNormal_2(MATRIX *m, MATRIX *n);

->

-> We need a quick way to orthonormalise a matrix, and if we're lucky

-> one of these will sort it out for us..

->

-> If you could find this out from SCEI and get back to us, it'd be
-> _really_ appreciated...
->
-> Thanks,
->
-> Deany and Tim

Those wise men in the east have been asked. LOADING - please wait!!

Ben

From : MICROPROSE PSX
To : MILLENIUM PSX
Subj : MemCard'age
Numb : 438 of 1102 Date : 17/01/1996
9:32am
Read : 17/01/1996 10:45am Reference : 433
Conf : 1 - PSX Common Private : NO

-> Not verbatim... I seem to recall you did something with HW events tha
-> transplanted into my code (and of course, your code turned off SEQ
-> tunes, which I suspect was the cause of most of my problems)...

Ooooooh yeah, you're right. I remember all of that gubbins. :-/ I
plan to totally rewrite the thing anyway. <shrug> Call me a
perfectionist. :)

-- Bob

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Matrix Orthonormalisation
Numb : 439 of 1102 Date : 17/01/1996
10:45am
Read : 17/01/1996 11:03am Reference : 437
Conf : 1 - PSX Common Private : NO

Thanks a lot... :)

Deany

From : MERIT PSX
To : SCE SUPPORT (Support)
Subj : Low level access to the GTE
Numb : 440 of 1102 Date : 17/01/1996
2:38pm
Read : 17/01/1996 3:19pm (REPLIES) Reference : 364
Conf : 1 - PSX Common Private : NO

Thankyou for getting this new offer from Japan. I'm still not sure they
really understand the problem. If we were writing business software,
then it might make sense, but in the games industry it's not the best
solution. The problem is that I don't have a specification for any of my
routines other than 'The routines that make the best driving game that I
can on the PlayStation'. If I give a specification for a routine, and

it's not fast enough to do what I want, then the routine is scrapped and I have to find another solution. However, if you give me the GTE documentation, then I can write the routines for my game and then supply them to Japan for verification when the game is complete. The non-disclosure agreements are, of course, not a problem.

Andrew Richards

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : cd rom emulator
Numb : 441 of 1102 Date : 17/01/1996
2:50pm
Read : 17/01/1996 3:20pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Having read the out of date manuals which I received with my development boards, and the Adobe files for libraries version 3.1, I've still no idea where to begin with the cdrom drive. I've managed to produce an image on the scsi drive which appears to be intact. So to find my way around I've tried to run my completed game on the development boards as usual, loading the software patch etc, and then tried adding new functions to access the cd emulator, but to no avail. I cant get any response at all, but I'm sure that this is just down to my incompetence.

Do I have to access the cd through event control alone, or what? So far I've had no need for using the kernal libraries directly and I wouldn't mind keeping it that way. The only things I'm sure that i'm doing right are including the cd libraries and using InitCd(0), but that is probably it.

I've been asking my boss for the cd kit for ages, but of course in his infinite wisdom he decided I didn't need it till the very end of the project, which is of course now and I've very little time left. So any useful pointers in the right direction would be most appreciated.

Yours thoroughly cheesed off

Martin

From : MILLENIUM PSX
To : MERIT PSX
Subj : Low level access to the GTE
Numb : 442 of 1102 Date : 17/01/1996
3:03pm
Read : 17/01/1996 3:24pm Reference : 440
Conf : 1 - PSX Common Private : NO

The same sort of thing applies here too... it's very difficult to say 'Oh, if I had GTE documentation, then I could write this routine that would be suitable for inclusion in LIBGTE', because it's so unlikely to be the case. I have no problem sending our code to Sony Japan for inspection.. I trust them with it.. it's just a shame that at the moment they don't trust us with GTE information.. :(

Deany

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : cd rom emulator
Numb : 444 of 1102
5:48pm
Read : 18/01/1996 9:47am
Conf : 1 - PSX Common

Date : 17/01/1996
Reference : 441
Private : NO

OK, Take a look at the CD Rom Emulator file area for examples of CD code (although there are also examples in SAMPLES...ZIP files).

Also, read DEVGUIDE.ZIP - which highlights CD usage.

When did you receive you dev boards ? Hopefully newer developers will be reciving more upto date versions of the manuals - but you're right, the BBS is still the place to look to ensure you have the latest information.

From now on our quarterly newsletter (due out next month) will list important file and documentation upgrades.

If all else fails - contact us yourselves.

Paul

-> Having read the out of date manuals which I received with my
-> development boards, and the Adobe files for libraries version 3.1,
-> I've still no idea where to begin with the cdrom drive. I've
-> managed to produce an image on the scsi drive which appears to be
-> intact. So to find my way around I've tried to run my completed
-> game on the development boards as usual, loading the software patch
-> etc, and then tried adding new functions to access the cd emulator,
-> but to no avail. I cant get any response at all, but I'm sure that
-> this is just down to my incompetence.
-> Do I have to access the cd through event control alone, or what? So
-> far I've had no need for using the kernal libraries directly and I
-> wouldn't mind keeping it that way. The only things I'm sure that
-> i@'m doing right are includingthe cd libraries and using InitCd(0),
-> but that is probably it.
->
-> I've been asking my boss for the cd kit for ages, but of course in
-> his infinite wisdom he decided I didn't need it till the very end of
-> the project, which is of course now and I've very little time left.
-> So any useful pointers in the right direction would be most
-> appreciated.
->
-> Yours thoroughly cheesed off
->
->
-> Martin

From : TSUNAMI PSX
To : SCE SUPPORT (Support)
Subj : dmpsx problems...
Numb : 445 of 1102
6:29pm
Read : 17/01/1996 6:47pm (REPLIES)

Date : 17/01/1996
Reference : NONE

Conf : 1 - PSX Common

Private : NO

I am experiencing problems using DMPSX

The C source file compiles correctly using CCPSX, but when DMPSX executes the following output is displayed:

DMPSX version 2.03

Copyright(C)1995 Sony Computer Entertainment Inc.
All rights reserved.

Fault processing with : 26620010

The fault number changes depending on what the first inline macro used was.

I have used the older version of DMPSX successfully, but the current version will not even compile the supplied sample code program.

The system setup I am using is a Pentium133 running Windows95, using the internal dex boards, software versions are:

CCPSX v2.01
DMPSX v2.03
PSYLINK v2.35

Thanks for any help/suggestions,

Rob.

From : SCE SUPPORT (Support)

To : TSUNAMI PSX

Subj : dmepsx problems...

Numb : 446 of 1102

Date : 17/01/1996

6:52pm

Read : 22/01/1996 6:28pm

Reference : 445

Conf : 1 - PSX Common

Private : NO

Hi - which version of the libraries are you using ?

Make sure that you use the relevent inline.tbl - if its 3.4, obtain the latest DMPSX203.ZIP and look in BIN.NEW.

Otherwise, your versions look OK....

Paul

-> I am experiencing problems using DMPSX

->

-> The C source file compiles correctly using CCPSX, but when DMPSX executes the following output is displayed:

->

-> DMPSX version 2.03

->

-> Copyright(C)1995 Sony Computer Entertainment Inc.

-> All rights reserved.

->

-> Fault processing with : 26620010

Numb : 451 of 1102
10:15am
Read : 22/01/1996 6:39pm
Conf : 1 - PSX Common

Date : 19/01/1996
Reference : 448
Private : NO

Sorry for the tardy reply - I needed to get info from SN.

Hi John,

1. We have been told (a), but are still awaiting confirmed details....or a prototype. You'll know, as soon as we do.
2. I spoke to Martin at SN (one of their directors), he said he tried to get hold of you before Christmas but failed - he will try again today. Let me know (say, by 3pm) if this doesn't happen.

Earlier, you had concerns about the build quality of your PC (e.g. the chipset) - SN would be the best to sort out your problem - a new emulator is unlikely to help.

3. Perhaps you should mention to the little people about the concerns over the quality of your PC ...

As an alternative to the emulator, do you have access to a CD-R writer, so that you can at least have your data files in a PS CD-ROM drive ?

Paul

-> Dear support people

->

-> 1. Just before Xmas, somebody mentioned a PC music dev board. Is this
-> (a) imminent (b) several months away, or (c) an hallucination (delete
-> as applicable).

-> 2. SN systems were supposed to contact me wrt my PC and CD Emulator.
-> They havent. But it is now too late, I have an imminent deadline.

-> 3. The little people at the bottom of my garden want to know why the
-> past tense of split is not splat ?

->

-> Cheers

-> John (who is working too many hourzzzzzzzzzzzzzzzzzzzz.....)

From : INFOGRAMES PSX

To : ALL

Subj : Threads, multitasking, R3000 ints (and painful results)

Numb : 453 of 1102

Date : 22/01/1996

3:56pm

Read : NO (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

The can of worms is open. Does anybody (support or otherwise) know owt
bout thread stuff. Quick rundown. Got the system tables (tot tcb etc)
force the SR reg, all fine (PS Handle 0=original context). However,
there appear to be problems with tasks/interrupts. I was hoping to be
changing task on my VBL, but either 2 things happen
a) No frigging interrupt (set the bit in the debugger, nowt)
b) A funky crash.

Promising eh???

If I don't init the VBL callback, and change tasks in their original
context then everything works perfectly. PS I assumes the docs are wrong

(openTh) when they say initialise R-SR to the following blah blah.
I am currently thinking you should mask these bits (or else where the fuck is your Cop2 like???)
By the way, does anyone know which int sources we can use (the vbl is 0x400 in the SR, but what about the rest???)
any info, confusion removal or just a good joke will be appreciated
Thanks Fred

From : TWOK PSX
To : ALL
Subj : Scratchpad with Debugger
Numb : 454 of 1102 Date : 19/01/1996
2:59pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Peace everybody,
I would like to see my variables on the stack with the debugger, but unfortunately my stack is on top of the scratchpad (speeding my code up 3-4%, which sometimes makes the differences between 1 or 2 frames). Any idea how I could view my local variables with the debugger appart from not using the scratchpad-mem ???

Thanx in advance... keep the faith Michael/TWOK

From : MILLENIUM PSX
To : TWOK PSX
Subj : Scratchpad with Debugger
Numb : 455 of 1102 Date : 19/01/1996
3:22pm
Read : 20/01/1996 3:51pm Reference : 454
Conf : 1 - PSX Common Private : NO

Hi Michael,
You need to edit the DBUGPSX.C00 file that's in the directory you were in when you launched the debugger. There are two sections called 'readram' and 'writeram'... add the scratchpad address range to each, and all will be cool..

Hope this helps,

Deany

From : SCE SUPPORT (Support)
To : ALL
Subj : New Docs
Numb : 457 of 1102 Date : 22/01/1996
9:32am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

All,

A couple of extra pages for your documentation folders.

matnorm.txt - describes the MatrixNormal() family of functions
rotsmd.txt - documentation on RotSMD() and RotRMD() functions

These are both in the PSX Documents area.

Happy reading
Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : New Docs
Numb : 458 of 1102 Date : 22/01/1996
9:46am
Read : 22/01/1996 9:54am Reference : 457
Conf : 1 - PSX Common Private : NO

Oooh. MatrixNormal!! Smart!

Deany

From : SCE SUPPORT (Support)
To : INFOGAMES PSX
Subj : Threads, multitasking, R3000 ints (and painful results)
Numb : 459 of 1102 Date : 22/01/1996
4:01pm
Read : 22/01/1996 4:09pm Reference : 453
Conf : 1 - PSX Common Private : NO

-> The can of worms is open. Does anybody (support or otherwise) know
-> owt bout thread stuff. Quick rundown. Got the system tables (tot tcb
-> etc) force the SR reg, all fine (PS Handle 0=original context).
-> However, there appear to be problems with tasks/interrupts. I was
-> hoping to be changing task on my VBL, but either 2 things happen
-> a) No frigging interrupt (set the bit in the debugger, nowt)
-> b) A funky crash.
->

When changing threads, interrupts will NOT be acceptd. Dont forget that
in PlayStation there is only one interrupt line and interrupts are NOT
queued. I think you're problem is that one interrupt occurs when
handling the other, therefore no interrupt or crash. Try setting a flag
in you're VBL callback and handle this flag in you're main loop. If the
flag is set then change threads - hopefully, job done!!!

-> Promising eh???

->

-> If I don't init the VBL callback, and change tasks in their original
-> context then everything works perfectly. PS I assumes the docs are
-> wrong (openTh) when they say initalise R-SR to the following blah
-> blah. I am currently thinking you should mask these bits (or else
-> where the fuck is your Cop2 like???)
-> By the way, does anyone know which int sources we can use (the vbl is
-> 0x400 in the SR, but what about the rest???)
-> any info, confusion removal or just a good joke will be apreciated

-> Thanks Fred
No worries Ben

From : TSUNAMI PSX

To : SCE SUPPORT (Support)

Subj : dmpsx problems...

Numb : 460 of 1102

Date : 22/01/1996

7:11pm

Read : 23/01/1996 9:55am (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

With regard to the previous problem with dmpsx, I forgot to mention that I am using libs v3.4 and the latest version of the inline.tbl which is supplied with dmpsx v2.03.

Is there anything else which I should be checking?

Rob.

From : SCE SUPPORT (Support)

To : TSUNAMI PSX

Subj : dmpsx problems...

Numb : 462 of 1102

Date : 23/01/1996

10:32am

Read : 26/01/1996 6:22pm

Reference : 460

Conf : 1 - PSX Common

Private : NO

-> With regard to the previous problem with dmpsx, I forgot to mention

-> that I am using libs v3.4 and the latest version of the inline.tbl

-> which is supplied with dmpsx v2.03.

->

-> Is there anything else which I should be checking?

->

-> Rob.

A new version of inline.tbl accompanied the libs3.4. Use this one. Also make sure that the old version is not in a directory specified in your PATH.

Ben

From : MERIT PSX

To : ALL

Subj : Profiler

Numb : 463 of 1102

Date : 23/01/1996

12:26pm

Read : NO (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Is there a profiler for the PlayStation like the ones on the PC where you run your program with a sampler and then the cool profiler program tells you what percentage of processing time is spent in each module, routine or line of code. If there isn't one, are there any plans ?

Andrew Richards

From : SCE SUPPORT (Support)

To : MERIT PSX

Subj : Profiler

Numb : 464 of 1102

Date : 23/01/1996

1:55pm

Read : 23/01/1996 4:12pm
Conf : 1 - PSX Common

Reference : 463
Private : NO

-> Is there a profiler for the PlayStation like the ones on the PC where
-> you run your program with a sampler and then the cool profiler
-> program tells you what percentage of processing time is spent in
-> each module, routine or line of code. If there isn't one, are there
-> any plans ?
-> Andrew Richards

Hi Andrew,

No, unfortunately not. There is a profiler to show the processing of the GTE and GPU. This is on this BBS in the PSX CODE area. The file is called PROFILE.ZIP

Ben

From : SD PSX
To : SCE SUPPORT (Support)
Subj : SquareRoot0
Numb : 465 of 1102
2:00pm
Read : 23/01/1996 3:09pm (REPLIES)
Conf : 1 - PSX Common

Date : 23/01/1996
Reference : NONE
Private : NO

Ben Lad,

Any ideas why using the SquareRoot0 function makes the program crash?
When I run it with the debugger it gives a 'Coprocesor Unusable' break.
Strange but true...

Marc

From : MILLENIUM PSX
To : SD PSX
Subj : SquareRoot0
Numb : 466 of 1102
2:24pm
Read : 24/01/1996 9:05am
Conf : 1 - PSX Common

Date : 23/01/1996
Reference : 465
Private : NO

I've only ever seen SquareRoot0 crash with that error when I've forgotten to initialise the GTE...

Later,
Deany

From : SCE SUPPORT (Support)
To : SD PSX
Subj : SquareRoot0
Numb : 467 of 1102
3:41pm
Read : 24/01/1996 9:05am (REPLIES)
Conf : 1 - PSX Common

Date : 23/01/1996
Reference : 465
Private : NO

-> Ben Lad,

->
-> Any ideas why using the SquareRoot0 function makes the program crash?
-> When I run it with the debugger it gives a 'Coprocesor Unusable'
-> break. Strange but true...
->
-> Marc

Marc,
I'll go along with Deany on this one. InitGeom() is the baby you need.

Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : SquareRoot0
Numb : 468 of 1102 Date : 23/01/1996
4:41pm
Read : 23/01/1996 5:13pm Reference : 467
Conf : 1 - PSX Common Private : NO

Cor... someone agrees with me (for once!)... :)

Deany

From : SCE SUPPORT (Support)
To : ALL
Subj : New version of stdio.h
Numb : 469 of 1102 Date : 23/01/1996
5:13pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

All,

There is a new, bug-free version of stdio.h in the PSX Libraries area. Please use this.

Thanks to Funcom for pointing this bug out. You see, your views are heard and acted upon!!!

Ben

From : SD PSX
To : SCE SUPPORT (Support)
Subj : SquareRoot0
Numb : 470 of 1102 Date : 24/01/1996
9:07am
Read : 24/01/1996 9:10am (REPLIES) Reference : 467
Conf : 1 - PSX Common Private : NO

Aaahhhh!

You are damn right kids! I was trying to initialise my camera (which needed a square root) and then doing InitGeom after that.

Cheers Deany & Ben Lad,

Marc

From : MILLENIUM PSX
To : SD PSX
Subj : SquareRoot0
Numb : 471 of 1102
9:55am
Read : 25/01/1996 9:09am
Conf : 1 - PSX Common

Date : 24/01/1996
Reference : 470
Private : NO

's ok.. :)

Deany

From : TWOK PSX
To : ALL
Subj : INTERLEAVED STREAMS
Numb : 472 of 1102
10:20am
Read : NO
Conf : 1 - PSX Common

Date : 24/01/1996
Reference : NONE
Private : NO

Peace everybody,
I need to burn a Gold CD with my streams on it. The problem is that I need (want) single files for each stream. I've used one .STR file and one .XA file and BuildCD to interleave them. This worked fine. Now I want to interleave this data with MovConv but until now I've failed. Could some please call me via VOICE and tell me which SCRIPTS (for MovConv) I've to use to :

1. Generate the .STR file
2. Generate the .XA file
3. Interleave them to a single .STR file which I can burn to a Gold CD or use as a single XASource-file with BuildCD.

Thanx in advance...
Michael/TWOK

From : TWOK PSX
To : ALL
Subj : INTERLEAVED STREAMS II
Numb : 473 of 1102
10:22am
Read : NO
Conf : 1 - PSX Common

Date : 24/01/1996
Reference : NONE
Private : NO

Peace again,
sorry, I forgot to give my number : +(49)-4521-800461 (Michael)

From : TIMEWARNER PSX
To : ALL
Subj : CD Emualtor
Numb : 474 of 1102
2:35pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 24/01/1996
Reference : NONE
Private : NO

```
when i do
    resetps 1
followed by
    run /w4 selemu.cpe
nothing works after??.
```

if i try to download another CPE file to the dev-kit all i get is
'cannot connect to target' and if i do another resetps 1 it resets the
dev-kit but takes around 30 secs to quit the program, and I still can't
do anything.!

Please Help!

```
From : SCE SUPPORT (Support)
To   : TIMEWARNER PSX
Subj : CD Emualtor
Numb : 475 of 1102
3:57pm
Read : 25/01/1996 10:25am
Conf : 1 - PSX Common
Date      : 24/01/1996
Reference : 474
Private   : NO
```

```
-> when i do
-> resetps 1
-> followed by
-> run /w4 selemu.cpe
-> nothing works after??.
->
-> if i try to download another CPE file to the dev-kit all i get is
-> 'cannot connect to target' and if i do another resetps 1 it resets
-> the dev-kit but takes around 30 secs to quit the program, and I
-> still can't do anything.!!
->
->
-> Please Help!
```

Run snpatch after resetps, then run selemu.cpe.

```
From : SCE SUPPORT (Support)
To   : GREMLIN PSX
Subj : LIBPRESS bug....
Numb : 476 of 1102
2:35pm
Read : 26/01/1996 9:55am
Conf : 1 - PSX Common
Date      : 25/01/1996
Reference : NONE
Private   : NO
```

Sorry about your trouble,

This version of the VLC decoder plays your problem stream perfectly.
I've also fixed a bug that crept into the code handling BRK point
setting for VLC decoding....

If you have any other problems or requests about LIBPRESS, please feel
free to contact me.

Colin...

From : CLIMAX PSX

To : ALL
Subj : Music Drivers
Numb : 477 of 1102 Date : 25/01/1996
3:20pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Tech!

Can you tell me the size of the library that your midi driver needs
we are short of memory and need an idea as to how much is required.
manu thanks.

From : FLAIR PSX
To : TIMEWARNER PSX
Subj : cd rom emulator
Numb : 478 of 1102 Date : 25/01/1996
4:02pm
Read : 29/01/1996 10:21am Reference : 474
Conf : 1 - PSX Common Private : NO

Same problem as I had with my beloved emulator. The cure for me was to
re-partition my emulator and install boot15, not boot25.

Hope this helps

Martin.

From : RAGE PSX
To : SCE SUPPORT (Support)
Subj : DR_MODE
Numb : 479 of 1102 Date : 25/01/1996
4:28pm
Read : 25/01/1996 4:37pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi again guys,

Long time no problem!

Anyway, we are trying to convert a product already released in Europe
and Japan for an American publisher. It was quite an early title which
we submitted with libraries 3.2.

We are now using libraries 3.3 and everything seems to have gone a
little pear-shaped.

It seems DR_MODE is causing the problems. Has this changed or become
obsolete between library builds. I seem to remember reading this
somewhere.

Hope you can help.

Thanks.

Chris

Rage Software

From : ARGONAUT PSX
To : ALL
Subj : cd burning
Numb : 480 of 1102 Date : 25/01/1996
5:02pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Could anyone give me a definitive answer as to the max. reliable size of a playstation cd? We are just finishing a 2 disk product , disk 1 of size approx. 556 meg. and disk 2 approx 560 meg. These are currently both being written out on 74 min setting. Is this correct?
The reason I ask is because at the end of both disks there is a file that currently only seems to be accessable when read from disk 1, ie: the smaller disk of the two.
Has anyone else experienced the 'inability to read file' syndrome ?

Matt Utd

From : SCE SUPPORT (Support)
To : RAGE PSX
Subj : DR_MODE
Numb : 481 of 1102 Date : 25/01/1996
5:09pm
Read : 26/01/1996 2:29pm (REPLIES) Reference : 479
Conf : 1 - PSX Common Private : NO

Hi Chris,
What exactly is the problem - having a play with sample.33:graphics\tuto examples, I couldn't actually see any problems.

With 3.3 the only real trick related to CD #define changes...

Paul

->
->
-> Hi again guys,
->
-> Long time no problem!
->
-> Anyway, we are trying to convert a product already released in Europe
-> and Japan for an American publisher. It was quite an early title
-> which we submitted with libraries 3.2.
->
-> We are now using libraries 3.3 and everything seems to have gone a
-> little pear-shaped.
->
-> It seems DR_MODE is causing the problems. Has this changed or become
-> obsolete between library builds. I seem to remember reading this
-> somewhere.
->
-> Hope you can help.
->
-> Thanks.

->
->
-> Chris
-> Rage Software

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : cd burning
Numb : 482 of 1102 Date : 25/01/1996
5:20pm
Read : 27/01/1996 10:35am (REPLIES) Reference : 480
Conf : 1 - PSX Common Private : NO

Have you seen the DEVGUIDE on this subject ?

The answer is .. it depends. Around about 600-640Mb are common answers, but a lot depends on the use DA tracks.

Check DEVGUIDE or MASTGUID for exact details.

As you will read, there are potential problems with using full discs, especially in the last three minute.

Also watch out for Dir/File number limitations.

Paul

-> Could anyone give me a definitive answer as to the max. reliable size
-> of a playstation cd? We are just finishing a 2 disk product , disk 1
-> of size approx. 556 meg. and disk 2 approx 560 meg. These are
-> currently both being written out on 74 min setting. Is this correct?
-> The reason I ask is because at the end of both disks there is a file
-> that currently only seems to be accessable when read from disk 1, ie:
-> the smaller disk of the two.
-> Has anyone else experienced the 'inability to read file' syndrome ?
->
-> Matt Utd

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : cd burning
Numb : 483 of 1102 Date : 26/01/1996
7:30am
Read : 27/01/1996 10:36am Reference : 480
Conf : 1 - PSX Common Private : NO

Well... the guidelines say that you shouldn't seek to the last 3 minutes of a CD... we were ok on our title, 'cos the last CD audio track was 3:02:04, so we managed to avoid this..

Deany

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : DR_MODE
Numb : 484 of 1102 Date : 26/01/1996
7:30am

Read : 26/01/1996 10:18am
Conf : 1 - PSX Common

Reference : 481
Private : NO

We used DR_MODE under 3.2 and 3.3, with no problems... (well, none that were found anyway... :))

Deany

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : cd burning
Numb : 485 of 1102
7:32am

Date : 26/01/1996

Read : 26/01/1996 10:18am (REPLIES)
Conf : 1 - PSX Common

Reference : 482
Private : NO

The 'last 3 minute seek problem' doesn't just happen on full CD's...
I've seen it happen here on CD's with only a 15-minute data track... :(

Deany

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : GTE macro questions..
Numb : 486 of 1102
9:33am

Date : 26/01/1996

Read : 26/01/1996 10:21am (REPLIES)
Conf : 1 - PSX Common

Reference : NONE
Private : NO

Hi,

I'm using the lower level GTE macros (ie gte_rtpt etc) in our object display routines. Our model format includes quads, and so I'm processing them a bit like this...

```
gte_ldv3(point 0, point 1, point 2)
gte_rtpt();
gte_nclip();
if (return value from gte_stopz() is > 0)
{
    gte_stsxy3(&xy0, &xy1, &xy2);
    gte_ldv0(point 3);
    gte_rtps();
    gte_avsz4();
    if (return value from gte_stotz() > 0 and < size of OT)
    {
        gte_sysxy(&xy3);
        <do other stuff with lighting and add primitive>
    }
}
```

There is something wrong with this though... some of our quads disappear when they're small. I don't know whether this is due to the way we're clipping with only the first 3 coordinates (is there any other way?) or due to some inherent inaccuracies in gte_nclip(), which is sort-of described as returning the outer product of the sxy0/1/2 points. If a couple of these points are quite close together, maybe inaccuracies start creeping in... :/

Anyway, if anyone (ie SCE SUPPORT, or another kindly soul out there) knows what I'm doing wrong, and what I can do to sort it out, then I'd be very grateful indeed...

Thanks for your time, guys...

Deany

(01223 844894)

From : MILLENIUM PSX
To : MILLENIUM PSX
Subj : GTE macro questions..
Numb : 487 of 1102 Date : 26/01/1996
9:36am
Read : 26/01/1996 9:36am Reference : 486
Conf : 1 - PSX Common Private : NO

Oh.. I forgot to say.. the model we're dealing with (in this case, at least) is one of the SGI OpenInventor models (it's a pear... chosen only because we can spend all day looking at shagged code going 'Oh no.. it's all gone pear shaped'..)...
:)

From : FUNCOM PSX
To : ALL
Subj : Music streaming
Numb : 488 of 1102 Date : 26/01/1996
10:17am
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi

I've got a problem with music streaming. Our game is very memory heavy, so I've ended up having to swap data in and out of memory when things get a bit tight.

The problem is, I have to load them back in again when they're needed, whilst at the same time stream music (this is during gameplay). I know this will halt the normal CD music streaming method, so I have to do it another way.

The question is; will the SPU streaming library allow me to do this, or doesn't it like being interrupted either? Will I have to set up some code to read the CD continuously, fill a SRAM buffer and play from there?

One more thing - Where are the loop points stored in VAG data? In the header? I couldn't find any reference to these in the documentation?

Apologies if you've heard this before - I did try emailing devsupport but got no response.

Hope you can help. If that's not bad enough, it's -18 here in Norway :(

Thanks,

Dave/FunCom Oslo.

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : cd burning
Numb : 489 of 1102 Date : 26/01/1996
10:21am
Read : 26/01/1996 10:22am (REPLIES) Reference : 485
Conf : 1 - PSX Common Private : NO

Hmmm... interesting - so thats why is says to be warned about the last three minutes in MASTGUID.ZIP - we've seen the "full disc" problem, but not on a shorter disc.

So the morale is - "obey the rules" ...

Paul

-> The 'last 3 minute seek problem' doesn't just happen on full CD's...
-> I've seen it happen here on CD's with only a 15-minute data track...
-> :(
-> Deany

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : cd burning
Numb : 490 of 1102 Date : 26/01/1996
10:25am
Read : 26/01/1996 10:38am Reference : 489
Conf : 1 - PSX Common Private : NO

Really though, all this 'Don't seek in the last 3 minutes' is a bit of a crock, isn't it... is it a CD library problem , a CD controller problem, or a genuine hardware problem??

Oh, and did you get any more response from SCEI regarding our GTE requests? Or my query as to why the LIBGTE functions that use other GTE routines like VectorNormal() don't use inline stuff?

Deany

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : GTE macro questions..
Numb : 491 of 1102 Date : 26/01/1996
10:37am
Read : 26/01/1996 10:51am (REPLIES) Reference : 486
Conf : 1 - PSX Common Private : NO

Ben is on hols today (he has an interest in GTE), and will be back on Monday. In the mean time, we've just received some GTE example code, which I will put on the BBS...

Paul

```

-> Hi,
->
-> I'm using the lower level GTE macros (ie gte_rtpt etc) in our object
-> display routines. Our model format includes quads, and so I'm
-> processing them a bit like this...
->
-> gte_ldv3(point 0, point 1, point 2)
-> gte_rtpt();
-> gte_nclip();
-> if (return value from gte_stopz() is > 0)
-> {
-> gte_stsxy3(&xy0, &xy1, &xy2);
-> gte_ldv0(point 3);
-> gte_rtps();
-> gte_avsz4();
-> if (return value from gte_stotz() > 0 and < size of OT)
-> {
-> gte_sysxy(&xy3);
-> <do other stuff with lighting and add primitive>
-> }
-> }
->
-> There is something wrong with this though... some of our quads
-> disappear when they're small. I don't know whether this is due to
-> the way we're clipping with only the first 3 coordinates (is there
-> any other way?) or due to some inherent inaccuracies in gte_nclip(),
-> which is sort-of described as returning the outer product of the
-> sxy0/1/2 points. If a couple of these points are quite close
-> together, maybe inaccuracies start creeping in... :/
->
-> Anyway, if anyone (ie SCE SUPPORT, or another kindly soul out there)
-> knows what I'm doing wrong, and what I can do to sort it out, then
-> I'd be very grateful indeed...
->
-> Thanks for your time, guys...
->
-> Deany
->
-> (01223 844894)

```

```

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : GTE macro questions..
Numb : 492 of 1102
Date : 26/01/1996
10:53am
Read : 26/01/1996 11:35am (REPLIES)
Reference : 491
Conf : 1 - PSX Common
Private : NO

```

Great. It's interesting to note that if we deal with the vertex information for a quad by rotating two groups of 3 points, and then check whether the `gte_nclip() > 0` for both groups, then it works ok... but obviously it causes the code to run like a dog with no legs..

:(

Deany

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Advanced Developer Seminars... :)
Numb : 493 of 1102 Date : 26/01/1996
12:00pm
Read : 26/01/1996 12:25pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

So, we're going to have these here too, then? I knew about the ones held in Japan, but it'd definately be nice to have these things too..

Deany

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Advanced Developer Seminars... :)
Numb : 494 of 1102 Date : 26/01/1996
12:29pm
Read : 26/01/1996 2:15pm Reference : 493
Conf : 1 - PSX Common Private : NO

I hope so .. we're having them translated at the moment in the U.S. (or japanese lessons here have advanced to "Here's my Business Card...").

If we're lucky, maybe it'll be part of the April DevCon ?

Paul

-> So, we're going to have these here too, then? I knew about the ones
-> held in Japan, but it'd definately be nice to have these things too..
->
-> Deany

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : GTE stuff again
Numb : 495 of 1102 Date : 26/01/1996
2:23pm
Read : 26/01/1996 3:09pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hello,

After spending more time looking at our problem, it looks like it's definately due to inaccuracies involved with using the result from gte_nclip() from the first 3 vertices of a quad, without using the nclip from what is essentially the second triangle.

This wasn't made easy to find though, given the lack of documentation on the GTE, specifically the 'fifos' which appear to be more like 'not-proper fifos'...

We've got something like this at the moment (probably a couple of typos, but the idea is sound)..

```
load first 3 vertices
rotate 3
nclip (and store result)
```

```

read sx0 and put into the poly
load 4th vertex
rotate 1 (this puts the sx into sx0)
nclip (this will use sx0/sx1/sx2 which is really 3/1/2)
if (second nclip result > 0 and first nclip result > 0)
{
    read sx0/1/2 (which is really sx3/1/2)
    go and hang yourself, realising it's not a bloody
    fifo... and wonder again why we don't have proper
    gte documentation and assembler level access to
    get round these bloody frustrating problems that
    aren't mentioned anywhere... AAAAAAARGH!
    ...
    oh.. and add your prim after lighing etc..
}

```

I'd expect the 'fifo' to be exactly that, ie after the first rotate 3 I'd expect it to hold sx0/sx1/sx2. After reading one sxy pair I'd expect it to then hold just sx1/sx2.. and after rotating another point I'd expect it to hold sx1/sx2/sx3...

Then again, maybe I expect too much... :(

Thank yew,

Deany

p.s. Will the GTE bit at the Developer conf cover more things like this?

```

From : RAGE PSX
To   : SCE SUPPORT (Support)
Subj : DR_MODE
Numb : 496 of 1102
Date      : 26/01/1996
2:32pm
Read : 26/01/1996 3:10pm
Conf : 1 - PSX Common
Reference : 481
Private  : NO

```

Hi Paul,

Thanks for the response.

We have actually fixed the problem now - I won't go into lengthy explanations, i) cos I don't have time and ii) cos I was being a pratt!

Thanks anyway.

Chris
Rage

```

From : MILLENIUM PSX
To   : MILLENIUM PSX
Subj : GTE stuff again
Numb : 497 of 1102
Date      : 26/01/1996
3:18pm
Read : 26/01/1996 3:18pm
Conf : 1 - PSX Common
Reference : 495
Private  : NO

```

Hmmm.. time for my favorite meal.. humble pie.. :)

It looks like it's a fifo for the GTE to write into, but not for us to read out of (ie when reading, it's register based).

Must dash.. it's time to chow down...

Deany

From : ARGONAUT PSX
To : ALL
Subj : ghost in the machine?
Numb : 498 of 1102 Date : 28/01/1996
12:48am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

OK. Cheers for those who responded to my last message regarding our product. However, I have still not managed to resolve the loading of a file following a disk swap.

We have an image file for the loading screen on both our disks. On booting up with any disk of the two-set we get a successful load, and subsequent display, off the first disk. Swap disks and the load stops working until you return to the original. After a week's fucking around I have managed to identify it as a prob in CDSEARCHFILE. Basically, after a disk swap, whatever the above function is doing it's not related to the disk that's in the drive.

I put the following in while(!cdsearchfile(params)){}

On booting up disk 1, fine no probs, the thing exits straight away and loads/displays the required screen. After switching to disk 2, it stopped working and subsequently sat tight in that loop searching merrily away. However, by lifting the lid again, ie: simulating a disk swap, at this point, the loop exited, the required file was found and way we went!!!!

What the F***** is going on here?

Anyone found this, if not, does anyone know what sort of state the machine is left in when that lid is lifted??

By the way..what happened to cdinitfilesystem() during the course of lib3.0? This sounded quite promising as a cure to our problems, cause it seems like some wierd cache jiggery-pokery is alive in our machine and we want it flushed. (By the way, I've tried CdFlushCache(), but this does diddly-squat to help us)

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : ghost in the machine?
Numb : 499 of 1102 Date : 29/01/1996
7:10am
Read : 29/01/1996 11:52am (REPLIES) Reference : 498
Conf : 1 - PSX Common Private : NO

I guess you've already tried another CdInit() call...?

Deany

From : ARGONAUT PSX
To : MILLENIUM PSX

Subj : ghost in the machine?

Numb : 500 of 1102

Date : 29/01/1996

12:41pm

Read : 29/01/1996 2:21pm (REPLIES)

Reference : 499

Conf : 1 - PSX Common

Private : NO

-> I guess you've already tried another CdInit() call...?

->

-> Deany

yeap , has been done mate. Has this got anything to do with the information retained in the PSX when doing the swap trick, and the fact that on a disk swap this stuff may be lost/scrambled/whatever?

From : MILLENIUM PSX

To : ARGONAUT PSX

Subj : ghost in the machine?

Numb : 505 of 1102

Date : 29/01/1996

2:24pm

Read : 29/01/1996 2:37pm (REPLIES)

Reference : 500

Conf : 1 - PSX Common

Private : NO

I don't think it's lost or scrambled. I think it's purely a case of the old TOC not being flushed out. What (if anything) do you get out if you do a CdSetDebug(<level>)? Can you find where the TOC is being held in main RAM when you change disks? If you can, you could look at that area in hex in DBUGPSX and see whether your new TOC has been loaded. Infact, do you ever receive a CdlStatShellOpen bit set in your CdStatus?

Sigh... I dunno.. If I could think of anything else, I would.. :(

Deany

From : ARGONAUT PSX

To : ALL

Subj : GHOST IN THE MACHINE?

Numb : 507 of 1102

Date : 29/01/1996

3:26pm

Read : NO

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Cheers Millenium, this TOC business is interesting. I hope it resides in an area of RAM not corruptable by us, ie: within the 64 system area. If not, then we're in trouble, in fact nothing would work, so I guess it is safely hidden away. Just before our disk read, we do a CdGetToc(), I guess this just reads whatever's recorded at the TOC address.

Interestingly, this CDSEARCHFILE() prob only occurs within our parent .exe, child .exe's that are subsequently spawned off, manage to load their stuff using CDSEARCHFILE() with no problems, as soon as a return is done to the parent, then the thing goes mad!!!!

Interesting point 2: although unrelated, I took the 2 disk set home with me this weekend to try it out on my JAP PSX using the swap trick. The thing seemed to hang on loading sections at random times. This has not been seen on our blue debug stations, and although, obviously it is a non-production set of CDs, I am worried about the quite severe problems my home machine was having in accessing stuff. The two meg limit rules, etc are all being obeyed, by the way, so it's not a memory screw-up. My home machine is also fine, when swap-tricking products to run. It may be a problem that goes away on final production, but again

it was worrying to hear the noises my machine was churning out when accessing those CDs!!!

I assume SONY testing is done on both blues and home production PSX's?

Cheers,
MATT UTD

From : CAPCOMUSA PSX
To : ALL
Subj : ghost in the machine?
Numb : 508 of 1102 Date : 29/01/1996
5:47pm
Read : [N/A] Reference : 505
Conf : 1 - PSX Common Private : NO

Not sure if this will help but.....

In playing around with door-open code, I discovered the following:
As soon as the door is open, the CdlStatDoorOpen bit will go high. As soon as the door starts to close the CdlStatDoorOpen bit will go low, however at that time the drive/system does NOT seem to be in a state to accept commands from the software.

If I was polling the CdlStatDoorOpen bit and would reissue a read command once the bit went low, the system would hang. When the door closes you can hear the disk spin up and do some type of seek/read. It seems that only after this took place was the disk ready for commands.

So I adjusted my code to wait 4 seconds when the CdlStatDoorOpen bit went low before issuing a command.

Maybe I'm totally clueless, but it was the only way I could get the system to work when the door had closed.

dave

From : INFOGRAMS PSX
To : SCE SUPPORT (Support)
Subj : latest version on INLINE.TBL
Numb : 509 of 1102 Date : 30/01/1996
1:38pm
Read : 30/01/1996 2:09pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Where can i find the latest version on INLINE.TBL, because i have the new macro but not the filter so i cannot compile the seminar exemple.

Thank you for your response.

From : MILLENIUM PSX
To : INFOGRAMS PSX

Subj : latest version on INLINE.TBL
Numb : 510 of 1102
1:45pm
Read : 01/02/1996 3:31pm
Conf : 1 - PSX Common

Date : 30/01/1996
Reference : 509
Private : NO

The latest version of the INLINE.TBL file (ie the one that's meant for the 3.4 library release) is in DMPSX203.ZIP, in the \BIN\NEW directory...

Hope this helps,

Deany

From : CREATIONS PSX
To : SCE SUPPORT (Support)
Subj : MDEC_OUT_SYNC_TIMEOUT
Numb : 511 of 1102
3:18pm
Read : 30/01/1996 3:27pm (REPLIES)
Conf : 1 - PSX Common

Date : 30/01/1996
Reference : NONE
Private : NO

Please could you tell me exactly what causes the mdec_out_sync_timeout message and what the details that come with this message mean? I'm sure I've seen this detailed before but I've grepped all our old docs and came up empty handed.

Thanks.
Andy.

From : SCE SUPPORT (Support)
To : CREATIONS PSX
Subj : MDEC_OUT_SYNC_TIMEOUT
Numb : 513 of 1102
4:09pm
Read : 02/02/1996 3:18pm (REPLIES)
Conf : 1 - PSX Common

Date : 30/01/1996
Reference : 511
Private : NO

Hi Andy,

I'm not sure, it may be DecDCTout is timing out due to data not being decompressed as quickly as you'd expect...

Some hints about MDEC/VLC we've seen (some totally irrelevant to your problem):

1. Build your image with MDEC Version 2 in MovConv (not 3)
2. Try the experimental libpress.lib in VLCTEST.TIP
3. Read DEVGUIDE.ZIP, and try putting your stack into D-cache
4. Base your streaming code on solid examples (e.g. STREAM.ZIP in the Demo Code Area).
5. If it libs 3.3 make sure you're using the new (0x120) definition of CdlModeStream).
6. Look at MDECENG.ZIP .. the maximum MDEC decompression speed is 90000 macroblocks/second, which equates to 15fps at 640x240... and the CD-ROM can stream off 20KB at double speed, 15fps...

Paul (not an expert, but read the documents)

-> Please could you tell me exactly what causes the
-> mdec_out_sync_timeout message and what the details that come with
-> this message mean? I'm sure I've seen this detailed before but I've
-> grepped all our old docs and came up empty handed.
->
->
-> Thanks.
-> Andy.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Hello
Numb : 514 of 1102 Date : 31/01/1996
11:30am
Read : 31/01/1996 12:08pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hello. Just a quick question, I asked a few days ago about plans on
allowing different VLC codebooks in LIBPRESS.LIB (and MovConv), and if
there are any definite timescales...?

Also, do you know how many days the Developer conf is likely to be over?
We'll need to include it in our project schedules.. :)

Deany

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Hello
Numb : 515 of 1102 Date : 31/01/1996
12:14pm
Read : 31/01/1996 12:48pm (REPLIES) Reference : 514
Conf : 1 - PSX Common Private : NO

Hi Deany,

We've started the process of submitting the experimental libpress
has started - and yes, we're looking at the subject of VLC codebooks,
perhaps even allowing user defined codebooks, based upon the results of
running a tool over a specified stream. No schedule as yet - depends
on our success submitting the existing VLC-rework.

News on the Developer's conference ... it is pencilled in for the
18th and 19th April, at a London venue. (Yes, we would have liked the
17th, 18th but couldn't find a decent venue).

Its in ECTS week, which means we people from SCEI and SCEA can
easily be included.

Formal invites expected to be sent out in next two weeks.

Paul

-> Hello. Just a quick question, I asked a few days ago about plans on
-> allowing different VLC codebooks in LIBPRESS.LIB (and MovConv), and
-> if there are any definite timescales...?
->

-> Also, do you know how many days the Developer conf is likely to be
-> over? We'll need to include it in our project schedules.. :)
->
-> Deany

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Hello
Numb : 516 of 1102 Date : 31/01/1996
12:49pm
Read : 31/01/1996 2:28pm Reference : 515
Conf : 1 - PSX Common Private : NO

Thanks. The idea of generating a codebook sounds pretty cool too.. :)

Deany

From : FUNCOM PSX
To : ALL
Subj : Combat cable - only 8 bytes buffer?
Numb : 517 of 1102 Date : 31/01/1996
4:40pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Greetings!

We've started researching on libcomb.lib, but we have encountered inconsistencies in the documentation, and have problems when transferring data over the cable.

Question 1:

We want to send approximately 128 bytes of information over the cable per frame, but the docs say it's only a 1-8 bytes large buffer in the COMB driver. How can we implement this with this little room of error?

Question 2:

The library update for 3.2 says not to use ioctl()'s, but use _comb_control() instead. However, the example programs still uses ioctl(). So, what's the deal?

Question 3:

The example files given in different sample files (well, it's basically just one), shows no form of sync'ing and the flow of control is bad. Well, it does work, but I can not understand why. Also, it circumvents the 8 byte limit by sending less than 8 bytes of information onto the cable.

The example files given in acrobat format simply do not work.

So to conclude:

Will there be more documention/coding hints on this, or should we abandon the linkup possibility in our game? (We are way past the scheduled release ... sigh ...)

Paa>lKristian @ FUNCOM

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Combat cable - only 8 bytes buffer?
Numb : 518 of 1102 Date : 01/02/1996
8:58am
Read : 01/02/1996 8:46pm (REPLIES) Reference : 517
Conf : 1 - PSX Common Private : NO

-> Greetings!

->

-> We've started researching on libcomb.lib, but we have
-> encountered inconsistencies in the documentation, and
-> have problems when transferring data over the cable.

->

-> Question 1:

-> We want to send approximately 128 bytes of information
-> over the cable per frame, but the docs say it's only a 1-8
-> bytes large buffer in the COMB driver. How can we implement
-> this with this little room of error?

->

You can only send 8 bytes at a time. If you need to send more then you
need to, and I quote from SCEI, 'Scatter the send/recieve throughout
your code'.

-> Question 2:

-> The library update for 3.2 says not to use ioctl()'s,
-> but use _comb_control() instead. However, the example programs
-> still uses ioctl(). So, what's the deal?

Look in sample33.zip in the PSX Libraries area.

->

-> Question 3:

-> The example files given in different sample files
-> (well, it's basically just one), shows no form of sync'ing
-> and the flow of control is bad. Well, it does work, but
-> I can not understand why. Also, it circumvents the 8 byte
-> limit by sending less than 8 bytes of information onto the
-> cable.

-> The example files given in acrobat format simply do not
-> work.

Look in sample33.zip in PSX Libraries area.

->

-> So to conclude:

-> Will there be more documentation/coding hints on this, or should we
-> abandon the linkup possibility in our game? (We are way past the
-> scheduled release ... sigh ...)

NO. Link-up is fab!!

Ben

->

-> Paa>lKristian @ FUNCOM

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Combat cable - only 8 bytes buffer?
Numb : 519 of 1102 Date : 01/02/1996
9:11am
Read : 01/02/1996 9:12am (REPLIES) Reference : 518
Conf : 1 - PSX Common Private : NO

Linkup is Fab? Doesn't sound too hot to me.... 8 bytes at a time..
phrrrrrt!

Deany

From : SCE SUPPORT (Support)
To : ALL
Subj : CD Doors
Numb : 520 of 1102 Date : 01/02/1996
11:00am
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

All,

A bit of demo code for you. It detects when the CD door is opened, and re-reads the TOC when a disk (new or not) is inserted. Probably not much use to those whose titles fit on one disk but you never know!!! It is called CD_DOOR.ZIP in the PSX DEMO area.

Ben

From : INFOGRAMES PSX
To : FUNCOM PSX
Subj : Combat cable - only 8 bytes buffer?
Numb : 521 of 1102 Date : 01/02/1996
3:48pm
Read : 01/02/1996 8:48pm Reference : 517
Conf : 1 - PSX Common Private : NO

About to look at libcomb??? Be warned, I have found more inconsistencies than your average Tory party conference, and more bugs and weirdness than I could possibly believe. To be brief, the 8 byte buffer. Be careful, if you send less than 8 bytes, nothing will be sent until the buffer is full. Second point, we have found that when we send 8 bytes at 57000baud, only 6bytes are sent, at 38400 its 7 at 115200 I don't have a clue. Basically the higher the speed the weirder it all gets. Third point: There appear to be problems with the libcomb and the pad control/callback functions (ie you lose bytes willy nilly). However we have managed to get the serial working reliably after many weeks of work and blood, cursing, and cups of coffee. Mind that we are sending from a PC and receiving on the PSX, so maybe some of the problems are associated with this, but I don't think so...
Good luck guys,
Fred

From : TIMEWARNER PSX
To : ALL

Subj : SPRITE FLIPPING
Numb : 522 of 1102
4:31pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 01/02/1996
Reference : NONE
Private : NO

I am printing a panel up for a game and mirroring the left hand side of the panel onto the right hand side. I am using:-

```
spr.scalex=-ONE;  
spr.scaely=-ONE;
```

unfortunately it doesnt seem to flip correctly and eith a horizontal or vertical line is missing form the flipped image. I have tried altering the scalex and scaely values fractionally and it still doesnt line up correctly. Any clues??

From : MILLENIUM PSX
To : TIMEWARNER PSX
Subj : SPRITE FLIPPING
Numb : 523 of 1102
9:37am
Read : 02/02/1996 9:24am
Conf : 1 - PSX Common

Date : 02/02/1996
Reference : 522
Private : NO

Inaccuracies in LIBGS? Bin it, and just use a POLY_FT4 directly.. it's a lot nicer...

Deany

p.s. I thought there were HFLIP and VFLIP bits in GS anyway?

From : CTA PSX
To : CREATIONS PSX
Subj : Mdec timeout
Numb : 524 of 1102
12:40pm
Read : 02/02/1996 3:20pm
Conf : 1 - PSX Common

Date : 02/02/1996
Reference : NONE
Private : NO

I had this problem too, and then my CD emulator card blew up - so no solutions.

The only thing I noticed many weeks later was I was writing my stream file with XAAttribs of form1 data, not form1 video (blush). I havent had time to test this tho, so I may be barking up the wrong tree.

Cheers

John

From : CREATIONS PSX
To : SCE SUPPORT (Support)
Subj : MDEC_OUT_SYNC_TIMEOUT
Numb : 525 of 1102
3:20pm
Read : 02/02/1996 3:49pm

Date : 02/02/1996
Reference : 513

Conf : 1 - PSX Common

Private : NO

Thanks. Will try some of those tips out. Seems to be working fine now though, providing the size of the blocks for each .bs file is larger than 32x32.

Andy

From : IGUANA PSX

To : SCE SUPPORT (Support)

Subj : LIBTAB + LIBCARD = NOT A LOT!

Numb : 528 of 1102

Date : 05/02/1996

4:16am

Read : 05/02/1996 9:21am

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Guys,

I don't know if it's just me, but this stuff still doesn't seem to work. I tried the latest versions of LIBTAB + LIBCARD but as soon as you do InitCARD() the Tap stops working.....

I've had to use the patch sent by Sony to Chris Kirby for Jam TE. This seems to work fine, but if the new stuff DOES work, then can you please give me a clue ? Maybe certain things need to be in a certain order ? I played with it for a while but gave up!

Cheers,

Snake.

From : FUNCOM PSX

To : ALL

Subj : libcomb

Numb : 529 of 1102

Date : 05/02/1996

9:35am

Read : NO (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Greetings, I made a linkup code that worked, and I managed to send more than 8 bytes per frame.

My problem came when I decided to use LoadExec to load in another program. I worked well without using libcomb, but when libcomb have been used in the program executing LoadExec, then the next program hangs at ResetCallback which is the 1st command.

Anyone know more about this?

VL.

From : PROBE PSX

To : ALL

Subj : PSX Library prototypes

Numb : 530 of 1102

Date : 05/02/1996

4:03pm

Read : NO (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Would it be possible that all future library revisions come complete with function prot

From : PROBE PSX
To : ALL
Subj : PSX Library headers
Numb : 531 of 1102
4:07pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 05/02/1996
Reference : NONE
Private : NO

Would it be possible for all future library releases to include full functions prototypes, as we always compile with full warnings and having hundreds generated by missing library prototypes is making the job of finding real problems a lot more difficult.

E:mail : garyj@probe.co.uk

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : view plane window dimensions
Numb : 532 of 1102
4:19pm
Read : 05/02/1996 5:56pm (REPLIES)
Conf : 1 - PSX Common

Date : 05/02/1996
Reference : NONE
Private : NO

Hi, In libgte, SetGeomScreen() sets the distance h from the view point to the view plane. How do I set the dimensions of the view plane? Colin.

From : IGUANA PSX
To : SCE SUPPORT (Support)
Subj : LIBTAP + LIBCARD = WORKING!
Numb : 533 of 1102
6:02am
Read : 06/02/1996 8:47am
Conf : 1 - PSX Common

Date : 06/02/1996
Reference : NONE
Private : NO

It's OK guys - I've now got LIBTAP + LIBCARD working together. Don't really know what I did wrong, but after playing with the Patch, I put the new libs back in and it sort of - em - worked.

Cheers anyway,

Snake.

From : MILLENIUM PSX
To : PROBE PSX
Subj : PSX Library prototypes
Numb : 534 of 1102
7:05am
Read : 06/02/1996 4:09pm (REPLIES)
Conf : 1 - PSX Common

Date : 06/02/1996
Reference : 530
Private : NO

I thought they did????

Deany

From : SCE SUPPORT (Support)

To : FUNCOM PSX

Subj : libcomb

Numb : 535 of 1102

Date : 06/02/1996

9:56am

Read : 06/02/1996 11:36am (REPLIES)

Reference : 529

Conf : 1 - PSX Common

Private : NO

-> Greetings, I made a linkup code that worked, and I managed to send
-> more than 8 bytes per frame.
-> My problem came when I decided to use LoadExec to load in another
-> program. I worked well without using libcomb, but when libcomb have
-> been used in the program executing LoadExec, then the next program
-> hangs at ResetCallback which is the 1st command.
-> Anyone know more about this?
-> VL.

What happens just before you execute LoadExec()? Do you close the
communications or reset the driver or what? Are you doing LoadExec on
both machines?

Basically, what are you trying to do?

Ben

From : TWOK PSX

To : SCE SUPPORT (Support)

Subj : LoadImage

Numb : 536 of 1102

Date : 06/02/1996

11:32am

Read : 06/02/1996 11:34am (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Peace brothers,
will there ever be a LoadImage primitive ??? The MoveImage primitive
was not mentioned until Documentation 3.0...

Peace, love and unity....

Michael 'Twok'

From : FUNCOM PSX

To : SCE SUPPORT (Support)

Subj : libcomb

Numb : 537 of 1102

Date : 06/02/1996

11:53am

Read : 06/02/1996 12:00pm (REPLIES)

Reference : 535

Conf : 1 - PSX Common

Private : NO

Hi Ben...

My 1st program basicly do the following:

1. Initializes linkup by running command: AddCOMB
2. Checks for linkup by sending a small message to remote.
3. Tests for same message back.
4. All points above works smoothly. No problem.
5. This program is terminated by running following commands:
DelCOMB
StopPAD
StopCallback

```
_96_remove
_96_init
LoadExec(filename etc...)
```

The next program is loaded, but hangs on 1st command: ResetCallback

Basicly this is what happends, the other machine dont even need to be connected, so what it does is irrelevant.

Note that the loading of the other program and execution of it works correctly if AddCOMB and DelCOMB is NOT included in code.

I hope this describes the situation better.

Viggo Loevli.

```
From : SCE SUPPORT (Support)
To   : MINDSCAPE PSX
Subj : view plane window dimensions
Numb : 540 of 1102
Date      : 06/02/1996
1:07pm
Read : 06/02/1996 4:11pm
Reference : 532
Conf : 1 - PSX Common
Private  : NO
```

-> Hi, In libgte, SetGeomScreen() sets the distance h from the view
-> point to the view plane. How do I set the dimensions of the view
-> plane? Colin.

Hi Colin,

Erm, set the drawing environment clip region. Thats about it. The viewing plane is the screen.

Ben

```
From : FUNCOM PSX
To   : ALL
Subj : CD Reading
Numb : 541 of 1102
Date      : 06/02/1996
1:10pm
Read : NO (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private  : NO
```

Hi all

I've got a bit of trouble with CD reading. I've basically got a function, such that:

```
if (first time) {
    seek_to_pos();
}
```

```
read_sectors();
```

So that if the function is called again, it shouldn't need to seek on subsequent calls. I'm not loading any files inbetween, my buffer is longword aligned, and I'm loading 8 sectors at a time.

The trouble is, it looks like it goes back 1 sector before it begins to read, when first_time is FALSE. Anyone help on this?

/Dave
FunCom

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : CD Reading
Numb : 542 of 1102
1:13pm
Read : 06/02/1996 2:10pm
Conf : 1 - PSX Common
Date : 06/02/1996
Reference : 541
Private : NO

I believe you've got a problem because a read _needs_ the seek. When you've finished reading or seeking the head is flying over all the sectors in 1-revolutions worth of CD data.

If you do:

Seek
Read
Read

Then the second read will pick up from the sector that the lens is currently over. What you have to do is say:

Seek:
Read:
If I'm not over my required sector
Seek:
Read:

Which should sort things out.... it's a shag, I know. But hey.. them's the breaks..

Hope this helps,

Later,
Deany

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : libcomb
Numb : 543 of 1102
2:32pm
Read : 06/02/1996 3:18pm
Conf : 1 - PSX Common
Date : 06/02/1996
Reference : 537
Private : NO

-> Hi Ben...
-> My 1st program basicly do the following:
-> 1. Initializes linkup by running command: AddCOMB
-> 2. Checks for linkup by sending a small message to remote.
-> 3. Tests for same message back.
-> 4. All points above works smoothly. No problem.
-> 5. This program is terminated by running following commands:
-> DelCOMB
-> StopPAD
-> StopCallback

```

-> _96_remove
-> _96_init
-> LoadExec(filename etc...)
-> The next program is loaded, but hangs on 1st command: ResetCallback
->
-> Basicly this is what happends, the other machine dont even need to be
-> connected, so what it does is irrelevant.
->
-> Note that the loading of the other program and execution of it works
-> correctly if AddCOMB and DelCOMB is NOT included in code.
->
-> I hope this describes the situation better.
->
-> Viggo Loevli.

```

Hi Viggo,

I have got this working. My procedure is as follows :

```

close(write channel);      \
close(read channel);       \
CloseEvent(read event);    > this is from _finish_cont()
CloseEvent(error event);   /   in the demo code.
DelCOMB();                 /

StopCallback();
_96_remove();
_96_init();
LoadExec(blaah, blaaah, blaah);

```

If this still doesn't work, let me know.

Ben

From : SCE SUPPORT (Support)

To : TWOK PSX

Subj : LoadImage

Numb : 544 of 1102

Date : 06/02/1996

2:46pm

Read : 06/02/1996 3:45pm

Reference : 536

Conf : 1 - PSX Common

Private : NO

```

-> Peace brothers,
-> will there ever be a LoadImage primitive ??? The MoveImage primitive
-> was not mentioned until Documantation 3.0...
->
-> Peace, love and unity....
-> Michael 'Twok'

```

Hey you jive turkey,

I'll ask our brothers in the East. They'll know. In the meantime,
wrap a fat blunt, chill out and dig life,

'The Cat'

From : PROBE PSX

To : MILLENIUM PSX

Subj : PSX Library prototypes

Date : 06/02/1996

Reference : 534

Private : NO

Private : NO

Dean : Have you finished your game yet ? I'm Gary (used to work (!!) at Silicon Dreams), now at Probe of all places ! e:mail 'garyj@probe.co.uk'

Cheers ,
GJF

Date : 06/02/1996

Reference : NONE

Private : NO

being to ANY colour - it
t to do it in software, but

Date : 06/02/1996

Reference : NONE

Private : NO

Read : NO (REPLIES)

Conf : 1 - PSX Common

Would it be possible (or does it exist now) for the text from these messages to be available as a downloadable (made up word!!) file ?

GJF
garyj@probe.co.uk

Date : 06/02/1996

Reference : NONE

Subj : ntscadem.cti

Numb : 548 of 1102

6:22pm

Read : NO

Conf : 1 - PSX Common

Private : NO

here is the first file

From : SCE SUPPORT (Support)
To : SCEA PSX
Subj : second file
Numb : 549 of 1102
6:23pm
Read : NO
Conf : 1 - PSX Common

Date : 06/02/1996

Reference : NONE

Private : NO

here is the second file

From : MILLENIUM PSX
To : PROBE PSX
Subj : PSX Library prototypes
Numb : 550 of 1102
7:24am
Read : 08/02/1996 2:22pm
Conf : 1 - PSX Common

Date : 07/02/1996

Reference : 545

Private : NO

Hi Gary.. yeah, I remember you! How's it going? Our title is approved in all but one territory.. unsurprisingly it's Japan we're still waiting for. Should be in the bag by the end of next week though :)

I don't think anyone's off to the Sega DevCon from Millennium. The machine is a bit of a turkey, really... So I'll have to make do with the UK PlayStation DevCon in April (the people are _so_ much nicer :))

See you in the bar!

Deany
deana@cix.compulink.co.uk

From : MILLENIUM PSX
To : PROBE PSX
Subj : Depth cueing
Numb : 551 of 1102
7:27am
Read : 08/02/1996 2:23pm
Conf : 1 - PSX Common

Date : 07/02/1996

Reference : 546

Private : NO

Ummm.. it's just a case of calculating deltas and generating a number of cluts, then using the otz position scaled to re-point the clut for the polygon that you're working with.

There's some demo code knocking around from Sony that appears to work well using this method...

Deany

From : MILLENIUM PSX
To : PROBE PSX

Subj : PSX message text
Numb : 552 of 1102
7:28am
Read : 08/02/1996 2:24pm
Conf : 1 - PSX Common
Date : 07/02/1996
Reference : 547
Private : NO

I believe this was suggested last year... it'd be a nice reference document...

Dean

From : SCE SUPPORT (Support)
To : PROBE PSX
Subj : PSX message text
Numb : 553 of 1102
8:56am
Read : 08/02/1996 2:24pm
Conf : 1 - PSX Common
Date : 07/02/1996
Reference : 547
Private : NO

Hi Gary,

We've downloaded all of the text from all the "general" conferences, and will be putting this out on the "SCEE Developer Disc", which after after initial teething problems is now in duplication. (And if anyone can tell us the trick to get Corel CD Creator on a CDW-900E, let us know - we resorted to CD-GEN, and its ISO naming restrictions).

So, hopefully by the weekend (slightly later for the rest of Europe), all developer's will be receiving volume 2 of the "PlayStation Developer", followed (hopefully) next week with invitations to the 1996 European Developer's conference (18/19 April) and a Disc with all the latest libraries/tools/docs etc.

Paul

PS - I'll also create a compressed ZIP file of text and put it on the BBS later today.

-> FAO : SCEE
->
-> Would it be possible (or does it exist now) for the text from these
-> messages to be available as a downloadable (made up word!!) file ?
->
->
-> Kindest regards,
->
-> GJF
-> garyj@probe.co.uk

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Transparency/ABR values
Numb : 555 of 1102
11:15am
Read : 07/02/1996 11:16am (REPLIES)
Conf : 1 - PSX Common
Date : 07/02/1996
Reference : NONE
Private : NO

Hi,

I'd like someone to tell me what the ABR values are (with respect to foreground and background amounts), as I've seen at least 3 different tables. One's in the LIBREF stuff, one's in the LIBGPU header (which is the one I'd expect to be correct), and there's another knocking around somewhere...

Which one is right?

Deany

From : TWOK PSX
To : ALL
Subj : GNU Compiler Sources
Numb : 557 of 1102
8:15am
Read : NO
Conf : 1 - PSX Common
Date : 08/02/1996
Reference : NONE
Private : NO

Peace brothers,
has anybody successfully recompiled the GNU-Compiler for the PSX with Watcom-C 10.x ??? If so could I get the source and the makefile in exchange for PMODE 1.21 (10kB DOS4GW substitute !) ???

Thanx for your help in advance... and don't forget....

Pizza to the nation

From : SCE SUPPORT (Support)
To : PROBE PSX
Subj : PSX Library headers
Numb : 558 of 1102
10:01am
Read : 08/02/1996 2:25pm
Conf : 1 - PSX Common
Date : 08/02/1996
Reference : 531
Private : NO

Hi Gary,

We've spoken to R&D about this, who have pledged to continue the process - if you have a list of functions you find un-prototyped in 3.4, let us know and this will help ensure that we can expedite the process.

Paul

PS - at the same time I discussed some of the problems with C++ - in particular with GTE .H files - these will also be resolved.

-> Would it be possible for all future library releases to include full
-> functions prototypes, as we always compile with full warnings and
-> having hundreds generated by missing library prototypes is making
-> the job of finding real problems a lot more difficult.
->
-> E:mail : garyj@probe.co.uk

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Transparency/ABR values
Numb : 559 of 1102
2:35pm
Date : 08/02/1996

Read : 08/02/1996 3:18pm (REPLIES)
Conf : 1 - PSX Common

Reference : 555
Private : NO

-> Hi,
->
-> I'd like someone to tell me what the ABR values are (with respect to
-> foreground and background amounts), as I've seen at least 3 different
-> tables. One's in the LIBREF stuff, one's in the LIBGPU header (which
-> is the one I'd expect to be correct), and there's another knocking
-> around somewhere...
->
-> Which one is right?
->
-> Deany

Deano,

They're in the 3.4. update manual. Here they are again anyway :

0	0.5*Back + 0.5*forward
1	1.0*back + 1.0*forward
2	1.0*back - 1.0*forward
3	1.0*back + 0.25*forward

There you go,
Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Transparency/ABR values
Numb : 560 of 1102
3:19pm
Read : 08/02/1996 3:27pm
Conf : 1 - PSX Common

Date : 08/02/1996
Reference : 559
Private : NO

Smart. Just get the chaps at SCEI to get LIBGPU.H sorted, will ya? :)

Deany

From : REBEL PSX
To : ALL
Subj : VSync query...
Numb : 561 of 1102
4:28pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 08/02/1996
Reference : NONE
Private : NO

Does anyone know if there is a reliable function for determining if the display is plotting odd or even scanlines? As far as I know, VSync(1) should do this, but in practice it seems somewhat ropey...

Chris at Rebellion

From : SCE SUPPORT (Support)
To : REBEL PSX
Subj : VSync query...
Numb : 562 of 1102
4:33pm

Date : 08/02/1996

Read : 08/02/1996 5:54pm
Conf : 1 - PSX Common

Reference : 561
Private : NO

-> Does anyone know if there is a reliable function for determining if
-> the display is plotting odd or even scanlines? As far as I know,
-> VSync(1) should do this, but in practice it seems somewhat ropery...
->
-> Chris at Rebellion

Chris,

Not that I know of. Whats the problem with VSync(1)? What are you
trying to do? More info please,
Dave

From : VISION MEDIA
To : SCE SUPPORT (Support)
Subj : lib34 bugs
Numb : 563 of 1102
6:01pm
Read : 08/02/1996 6:04pm
Conf : 1 - PSX Common

Date : 08/02/1996
Reference : NONE
Private : NO

Hi!

We found a few bugs in the new lib 3.4:

1. the macro "strdup" contains a ";" in its definition. When expanded it terminates the line where its being used before the regular ";" causing all sorts of compiler errors.
2. some structures in "libgpu.h" use the structure SVECTOR which is defined in "libgte.h". But "libgte.h" is not included in "libgpu.h" so it causes compiler errors, too.

Hope this helps...

Christoph

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Developer
Numb : 564 of 1102
7:56am
Read : 09/02/1996 9:07am
Conf : 1 - PSX Common

Date : 09/02/1996
Reference : NONE
Private : NO

'Mr Coombes used Paintbrush to illustrate his point'

Nice...

Deany

From : MICROPROSE PSX
To : SCE SUPPORT (Support)
Subj : The malloc() Thing Sorted
Numb : 565 of 1102
12:58pm

Date : 09/02/1996

Read : 09/02/1996 12:58pm (REPLIES)
Conf : 1 - PSX Common

Reference : NONE
Private : NO

Hi folks...

I have a question about malloc() (no, seriously, I do :)

We have been told to link with mmgm.obj to patch the malloc() suite of functions...fair enough. However, in the docs for mmgm, it says if we're using 3.3, use the malloc() found in libapi.lib. That's a stonking solution but it has two faults:

- 1) malloc() is not in libapi...it's in libc
- and 2) If I link with mmgm.obj, and the malloc() in 3.4 is fixed, won't I patch to a buggier (read older) version?

What's the story, once and for all? And please don't say 'write you're own malloc()/free()'.
-- Bob

From : ARGONAUT PSX
To : ALL
Subj : GSFCALL5, SORTOBJECT5J, ETC
Numb : 566 of 1102
2:43pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 09/02/1996
Reference : NONE
Private : NO

Does anyone have any experience with using the GsSortObject5J stuff, and its new faster replacements in libs 3.4? Is it worth persevering with this stuff, as I'm about to start a new proj. and am thinking about the efficiencies ,or not, of my current engine, which used GsSortObject5. I've seen a sample piece of code that utilised GsSortObject5J and the GsJumpTable, is there any further info. anywhere on this. Registering stuff to GSFCALL5? Ring any bells with anyone? I've been quite happy with the GSOBJ5 stuff so far, but if the above is a means to improve it, then I'm all ears..:)

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : SetMem()
Numb : 567 of 1102
3:31pm
Read : 09/02/1996 3:35pm (REPLIES)
Conf : 1 - PSX Common

Date : 09/02/1996
Reference : NONE
Private : NO

Just a quick question on SetMem(). My code works fine until I insert SetMem(2) at the top of it? Why ?? My cpe file is a mere 502,774 bytes long and is orged to 0x8001000 (I am I correct in thinking that addresses above 0x80000000 are faster memory??). I tried orging (nice word) to 0x0001000, but this also had no effect. Using SetMem(8) my code works fine, so obviously I'm addressing an ilegal address, but how do I go about tracking it down, as all I am doing is starting my code, which is in theory at the right place.

I am linking in libsn to allow my code to run without having to control either the stack, or the heap - is this sensible.

Any hints greatly appreciated

Martin

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : The malloc() Thing Sorted
Numb : 568 of 1102 Date : 09/02/1996
4:20pm
Read : 12/02/1996 4:57pm (REPLIES) Reference : 565
Conf : 1 - PSX Common Private : NO

-> Hi folks...

->

->

-> I have a question about malloc() (no, seriously, I do :)

->

-> We have been told to link with mmgm.obj to patch the malloc() suite
-> of functions...fair enough. However, in the docs for mmgm, it says
-> if we're using 3.3, use the malloc() found in libapi.lib. That's a
-> stonking solution but it has two faults:
->

Is this mmgm.txt (size 3954 bytes). If so, then 3.3. is NOT a reference to a library version, its Chapter 3, part 3.

-> 1) malloc() is not in libapi...it's in libc

Not wrong on this one!!

-> and 2) If I link with mmgm.obj, and the malloc() in 3.4 is fixed,
-> won't I patch to a buggier (read older) version?

malloc in 3.4. is NO different from malloc in 3.3.

-> What's the story, once and for all? And please don't say 'write
-> you're own malloc()/free()'.
->

Link with mmgm.obj and use malloc and free to your hearts content!!

->

->

-> -- Bob

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : SetMem()
Numb : 569 of 1102 Date : 09/02/1996
4:42pm
Read : 09/02/1996 4:56pm Reference : 567
Conf : 1 - PSX Common Private : NO

-> Just a quick question on SetMem(). My code works fine until I insert
-> SetMem(2) at the top of it? Why ?? My cpe file is a mere 502,774
-> bytes long and is orged to 0x8001000 (I am I correct in thinking that

```

-> addresses above 0x80000000 are faster memory??). I tried orging
-> (nice word) to 0x0001000, but this also had no effect. Using
-> SetMem(8) my code works fine, so obviously I'm addressing an illegal
-> address, but how do I go about tracking it down, as all I am doing
-> is starting my code, which is in theory at the right place.
->
-> I am linking in libsn to allow my code to run without having to
-> control either the stack, or the heap - is this sensible.
->
-> Any hints greatly appreciated
->
-> Martin

```

Hi Martin,

Your code crashes when SetMem(2) is used, and something is addressed above 0x80200000. Have a butchers in your map file (specified in your makefile after the symbol filename) i.e.

```
main.c -omain.cpe,main.sym,main.map
```

This will tell you how much of each segment you are using (e.g. text, bss etc. etc.).

Alternatively, incorporate the code below, which will tell you everything you need to know :

```

#include <libsn.h>

#define RAMTOP ((unsigned long *)0x80200000)

/* These are external symbols inside libsn.
Altering them makes no difference */

extern unsigned long __heapbase;
extern unsigned long __heapsize;

extern unsigned long __bss;
extern unsigned long __bsslen;

extern unsigned long __data;
extern unsigned long __datalen;

extern unsigned long __text;
extern unsigned long __textlen;

/* This sets the ram size of the dev system, don't use SetMem() with
this. As for the stack size; heap runs to RAMTOP minus
stack size from the top of the exe. */

unsigned long _ramsize = 0x00200000;
unsigned long _stacksize = 0x00000050; /* 80byte stack */

void main()
{

```

```

printf("heap base: %x len %d.\n", __heapbase, __heapsize);
printf("text base: %x len %d.\n", __text, __textlen);
printf("bss base: %x len %d.\n", __bss, __bsslen);
printf("data base: %x len %d.\n", __data, __datalen);
}

```

Hope this helps,
Ben

```

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : GSFCALL5, SORTOBJECT5J, ETC
Numb : 570 of 1102
Date : 09/02/1996
4:58pm
Read : 10/02/1996 9:50am (REPLIES)
Reference : 566
Conf : 1 - PSX Common
Private : NO

```

-> Does anyone have any experience with using the GsSortObject5J stuff,
-> and its new faster replacements in libs 3.4? Is it worth persevering
-> with this stuff, as I'm about to start a new proj. and am thinking
-> about the efficiencies ,or not, of my current engine, which used
-> GsSortObject5. I've seen a sample piece of code that utilised
-> GsSortObject5J and the GsJumpTable, is there any further info.
-> anywhere on this. Registering stuff to GSFCALL5? Ring any bells with
-> anyone? I've been quite happy with the GSOBJ5 stuff so far, but if
-> the above is a means to improve it, then I'm all ears..:)

Hi,

No-one here has much experience in GS. GPU and GTE is the babies we love!! As far as documentation goes, we have what you have. I can request SCEI for more info on this, but it'll probably take a bit of time. It is doubtful that they will supply any more sample code, but I could be wrong (no funny quips on that one please).

Ben

```

From : FUNCOM PSX
To : ALL
Subj : libcomb
Numb : 571 of 1102
Date : 09/02/1996
5:08pm
Read : NO
Reference : NONE
Conf : 1 - PSX Common
Private : NO

```

Hi again, returning with my linkup problem.

Problem: Make a program that performs linkup communication and later uses LoadExec to start another program.

My problem is:

I get the linkup code running. It really communicates. All that stuff works 100% perfectly.
I execute LoadExec, and it really loads the next program. Good!
The next program really crashes on the 1st command ResetCallback.
Running without ResetCallback dont work.
If I remove AddCOMB from 1st program, then the next program runs

smoothly. (Of course I loose the communication then...)

Here is the code I use:

```
ResetCallback();
EnterCriticalSection();
ev_r=OpenEvent(HwSIO,EvSpIOER,EvMdNOINTR,NULL);
ev_e=OpenEvent(HwSIO,EvSpERROR,EvMdINTR,callbackfunc);
ExitCriticalSection();
VSync(0);
AddCOMB();
fw=open("sio:",O_WRONLY);
fr=open("sio:",O_RDONLY|O_NOWAIT);
EnableEvent(ev_r);
EnableEvent(ev_e);
_comb_control(1,3,2073600);

close(fw);
close(fr);
CloseEvent(ev_r);
CloseEvent(ev_e);
DelCOMB();
StopCallback();
_96_remove();
_96_init();
LoadExec("cdrom:\\name.exe;1",0x801f8000,0);
```

Even this code didnt work:

```
AddComb();
DelComb();
StopCallback();
_96_remove();
_96_init();
LoadExec(blah,blah,blah);
```

I'm really scratching my head about this one...

Viggo Loevli.

```
From : MILLENIUM PSX
To   : SCE SUPPORT (Support)
Subj : LibCD. It's cr*p.
Numb : 574 of 1102
Date      : 12/02/1996
7:38am
Read : 12/02/1996 8:43am
Conf : 1 - PSX Common
Reference : NONE
Private  : NO
```

The title says it all. What I want to know is when these kind of problems will be addressed by SCEI (if then haven't already.. in which case please tell me what I'm doing wrong)

1. Use CdPlay() to play audio from a specified sector address. Why doesn't a CdNop() directly afterwards say that the hardware is seeking? It looks like CdPlay takes a certain amount of time to kick in, and performing a blocking command certainly isn't on... this is bad.

2. If you're doing a CdPlay, and the head is seeking to the audio, there is no provision for stopping the damn thing. A CdPause while seeking returns the favourite Cd error 43, and doesn't work. A CdStop just doesn't work.

3. Assuming you want to still want to stop audio, you may think.. 'Aha! I shall perform CdNop() every frame, and when it says I'm playing audio I shall CdPause'. This is duff though. If I try CdPause() as soon as CdNop() says 'Hey.. I'm playing CD audio', then it fails for around 10-20 frames. This is, to be honest, bollox.

Deany

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : SetMem()
Numb : 575 of 1102 Date : 12/02/1996
10:08am
Read : 12/02/1996 12:05pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Ben,

Following your advice I examined my map file and now I'm even more confused. According to my map file my bss section is over 700k long. As I'm not too hot on sections and groups a quick explanation on what actually goes into each, and thus how I could reduce them down would be appreciated. I'm not linking my code, I just using the compile line that does all the work for me.

Also I don't understand why my mapfile suggests that the last memory location addressed is well within the 2meg boundry yet my code still hangs. (I assume that the end of the bss section is the actual end of my code).

Baffled

Martin

From : ARGONAUT PSX
To : FLAIR PSX
Subj : SetMem()
Numb : 576 of 1102 Date : 12/02/1996
10:23am
Read : 12/02/1996 11:34am Reference : 575
Conf : 1 - PSX Common Private : NO

-> Ben,
->
-> Following your advice I examined my map file and now I'm even more
-> confused. According to my map file my bss section is over 700k long.
-> As I'm not too hot on sections and groups a quick explanation on what
-> actually goes into each, and thus how I could reduce them down would
-> be appreciated. I'm not linking my code, I just using the compile
-> line that does all the work for me.
->
-> Also I don't understand why my mapfile suggests that the last memory
-> location addressed is well within the 2meg boundry yet my code still
-> hangs. (I assume that the end of the bss section is the actual end of
-> my code).
->

-> Baffled

->

->

-> Martin

OK, I too am not too hot on this stuff, but basically the map will show your code start address and size, (the TEXT segment), with the top of your map being reserved for global data that you have defined, (BSS). As you've said, your map is 700k in total, so in theory, you're fine. When I was using SetMem(2), I think I had to link in with 2MBYTE.OBJ, to get it to work, not sure though. In the end, I ditched this and just defined _ramsize=0x00200000, (see the devguide.zip), to ensure that that side of things was sorted. Failing that, it could be that your mem setup is still at 8 meg, (or whatever it is), you've not initialised your own heap within the 2 meg boundary, (I think the LIBSN.LIB startup code initialises a heap at the top of your defined ram), and thus your mallocs are grabbing 'unaccessable' ram. If this is the case, try linking in with mmgm.obj and using InitHeap2 to allocate a heap within 'legal' ram. Doing this will mean writing your own calloc/reallocs if you need them, (incidentally does anyone know why the original calloc/realloc functions are invalidated after linking with mmgm.obj?) Hope it helps a bit :),
Matt Utd

From : FLAIR PSX
To : ARGONAUT PSX
Subj : SetMem()
Numb : 578 of 1102 Date : 12/02/1996
3:05pm
Read : 12/02/1996 4:06pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Matt

Cheers for the tip, I had no idea I was supposed to link in 2meg.obj to get SetMem() to run. That set me on the right track and helped me hunt a few 100k of wated vars used as deocde buffers for my streaming routines, lets face it 700k of bss section was a tad wasteful.

Life is starting to look up again.

Martin

From : ARGONAUT PSX
To : FLAIR PSX
Subj : SetMem()
Numb : 579 of 1102 Date : 12/02/1996
4:11pm
Read : 13/02/1996 8:49am Reference : 578
Conf : 1 - PSX Common Private : NO

-> Matt

->

-> Cheers for the tip, I had no idea I was supposed to link in 2meg.obj
-> to get SetMem() to run. That set me on the right track and helped
-> me hunt a few 100k of wated vars used as deocde buffers for my
-> streaming routines, lets face it 700k of bss section was a tad
-> wasteful.

-> Life is starting to look up again.
->
->
-> Martin
Nice one..good luck with the project

From : MICROPROSE PSX
To : SCE SUPPORT (Support)
Subj : The malloc() Thing Sorted
Numb : 580 of 1102 Date : 12/02/1996
5:10pm
Read : 13/02/1996 9:07am (REPLIES) Reference : 568
Conf : 1 - PSX Common Private : NO

-> Link with mmgm.obj and use malloc and free to your hearts content!!

Fine...Sorted at last. :)

One last thing though...

If we are to use mmgm.obj and it's bug-free (yeah right :), why then isn't it included in library releases instead of that barpy old malloc.obj?

Just curious.

-- Bob

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : The malloc() Thing Sorted
Numb : 581 of 1102 Date : 13/02/1996
9:10am
Read : 14/02/1996 2:46pm Reference : 580
Conf : 1 - PSX Common Private : NO

-> -> Link with mmgm.obj and use malloc and free to your hearts content!

->

-> Fine...Sorted at last. :)

->

-> One last thing though...

->

-> If we are to use mmgm.obj and it's bug-free (yeah right :), why then isn't it included in library releases instead of that barpy old malloc.obj?

->

-> Just curious.

->

->

-> -- Bob

Not really sure on this one Bob. I reckon it could be because so many people whinged (and quite rightly so) about malloc etc. not working that they thought they better get something out quick. Now that they've done that, they seem to have other things to do than include it in the libraries. Hopefully, it should be included soon. I'll ask them. Watch this space, man.

Ben

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Link Cable and Loadexec
Numb : 582 of 1102
Date : 13/02/1996
10:14am
Read : 13/02/1996 11:30am (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi Viggio,

My code is in your area. Its called LINKEXEC.ZIP. Download this and have a look at it. You will need to make the cpe and exe for the child process. The files for this are in CTRLER.ZIP in LINEXEC.ZIP. There is a cti file in this zip to make the cd emulator image also.

As far as the link code goes - I've just used the standard demo code and modified only the pad_read() function in main8.c to include input from the Start key - which is the key used to kick the child off. Again, have a look at this and all should be straightforward.

Have you done anything different from my code? let me know.

Regards,
Ben

From : FUNCOM PSX
To : ALL
Subj : SPU Streaming
Numb : 583 of 1102
Date : 13/02/1996
5:50pm
Read : NO (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi all

Although judging by my subject line, SCE Support have stopped reading by now...

Anyway, has anyone tried this SPU streaming library? I'm having a bit of trouble with it. It seems sometimes the 'data transferred' callback doesn't get called.. Is there any chance this callback wouldn't get serviced? For example, if I'm loading a file, or doing some other blocking function?

Please help !!

-Dave
dave@funcom.com

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : SPU Streaming
Numb : 584 of 1102
Date : 14/02/1996
9:25am

Read : 14/02/1996 10:18am (REPLIES)
Conf : 1 - PSX Common

Reference : 583
Private : NO

-> Hi all
->
-> Although judging by my subject line, SCE Support have stopped
-> reading by now...
->
-> Anyway, has anyone tried this SPU streaming library? I'm having a
-> bit of trouble with it. It seems sometimes the 'data transferred'
-> callback doesn't get called.. Is there any chance this callback
-> wouldn't get serviced? For example, if I'm loading a file, or doing
-> some other blocking function?
->
-> Please help !!
->
->
-> -Dave
-> dave@funcom.com

Dave,

Okay, okay - enough grief. You're right - there isn't an expert on
SPU streaming at Sony. I'm trying to get up to speed on this myself
(please no comments!) so be patient.

Its possible that you could be losing the interrupt but unlikely.
Like I said, I don't really know enough about this to be of further
assistance - but in the future...

Sorry, not much cop (but at least I replied!!),
Ben

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : Link Cable and Loadexec
Numb : 585 of 1102
10:40am
Read : 14/02/1996 12:14pm
Conf : 1 - PSX Common

Date : 14/02/1996
Reference : 582
Private : NO

Hello Ben.

I've just tried out the code I got from you, and it did not work...
I made an exe file out of the 2nd program and loaded it up on my
emulator, ran your 1st program and discovered that the exe file crashed
on the 1st command ResetCallback. Testmess displayed the 1st message
only.
I even burnt a cd to see if I have a hardware bug, but the CD didnt work
either.
Now I want to know which libraries (versions) etc. you are using, cause
if the code I got from you works at your station and not mine, then I'll
start scratching my head with both hands.
One difference from my code to yours, is that I have to enter critical
section while opening the events, (only the events not AddCOMB).
Question: What is actually happening when AddCOMB is executed?
Does it perform any memory allocations etc. ?
What is happening in DelComb, does it try to delete
anything that could mess up something that does not
affect current things but only the initialization of the
next loaded program.

Note: The program runs ok when the command AddCOMB is removed.

Viggo.

From : EUROCOM PSX
To : SCE SUPPORT (Support)
Subj : CD emulator
Numb : 587 of 1102
5:24pm
Read : 14/02/1996 6:52pm
Conf : 1 - PSX Common
Date : 14/02/1996
Reference : NONE
Private : NO

Hi again,

Thanks for the prompt reply to our earlier query regarding the emulator files. We've now got the system up and running and all is looking good - so far!

Watch this space.....

Thanks again,

Jon

From : FUNCOM PSX
To : ALL
Subj : Transparency bit in DecVLCin
Numb : 589 of 1102
10:46am
Read : NO
Conf : 1 - PSX Common
Date : 15/02/1996
Reference : NONE
Private : NO

In DecVLCin it is possible to set a transparency bit (mode's bit 1). How is this set in the movie converter? I mean, is the transparency bit set in all the pixels of the slices, or is it only the transparent black which is set.

We need to pack sprites efficiently, thus we figured using the MDEC for this, but unless the transparency can be controlled, we cannot use this approach.

Answers will be appreciated.

engstad@funcom.com

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Include Files
Numb : 590 of 1102
2:21pm
Read : 15/02/1996 4:29pm
Conf : 1 - PSX Common
Date : 15/02/1996
Reference : NONE
Private : NO

Hello.

The include files supplied with each library release could do with a slight modification (ie all of them)..

Things like

```
typedef struct
{
    short x;
    short y;
    short w;
    short h;
} RECT;
```

are bad... All the typedef'd structure definitions should really have a defined tag name.. So RECT would be 'typedef struct __RECT' or something similar.

Then we'd be able to use these structures in the debugger (which supports casting to typedef'd structures, but isn't too useful when all the structure tagnames are compiler generated, like '.fake12').

Please pass this idea onto SCEI...

thanks

```
From : FUNCOM PSX
To   : ALL
Subj : Screen glitches
Numb : 591 of 1102
Date       : 16/02/1996
1:36pm
Read : NO
Reference : NONE
Conf  : 1 - PSX Common
Private  : NO
```

Hi all

In my constant struggle with non-CD music, I've come accross another problem. I'm using the SPU streaming library (which probably was my first mistake...) and rely on my 64k DRAM sound buffer getting filled at regular intervals. Thing is, when I put the code in to keep reading the data off CD into this buffer, the top of the screen glitches now and then, making things look very bad. Anyone got any ideas on this?

Thanks for the help (if I get any :-)

-Dave

```
From : MINDSCAPE PSX
To   : SCE SUPPORT (Support)
Subj : overlays
Numb : 594 of 1102
Date       : 16/02/1996
3:47pm
Read : 16/02/1996 5:33pm
Reference : NONE
Conf  : 1 - PSX Common
Private  : NO
```

Hi, I've cornered the problem I'm getting with overlays and would like to know if there a fix. Within an overlay when it should be looking in the .SDATA section of the overlay it actually looks in the .SDATA section of the calling module.

All other data groups appear to be referenced correctly.
Without not using the overlays .SDATA segment how could I
get round this? Colin.

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : SPU Streaming
Numb : 597 of 1102 Date : 18/02/1996
6:45pm
Read : 19/02/1996 8:48am (REPLIES) Reference : 584
Conf : 1 - PSX Common Private : NO

Hi Ben

After further investigation on my SPU streaming problem, it seems that
things start to go wrong when you attempt a sound dma while the spu
streaming library is doing its business. Obviously the library does
some dma of its own behind the scenes. What I want to know is, is there
a safe way of performing my own sound transfers while it is running?
I've tried waiting for sound dma to finish both before and after my dma
but it doesn't seem to help. Is it because I alter the dma address?
Any ideas at all?

Thanks,
-Dave
dave@funcom.com

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : link cable
Numb : 598 of 1102 Date : 19/02/1996
8:48am
Read : 19/02/1996 9:06am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Viggo,

I got the message on the answer phone. I'm sorry, I've been off
sick for the last few days. I'll respond to your problem shortly.

Ben

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Link Cable
Numb : 599 of 1102 Date : 19/02/1996
10:58am
Read : 19/02/1996 12:06pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Viggo,

O.K. I'm using libraries 3.4. I have placed my event setup in a
critical section and it still works fine. AddCOMB doesn't allocate
memory. It adds a driver, then executes a FlushCache(). As this
function is required to be done in a critical section, AddCOMB should be
in a critical section also. This applies to DelCOMB, which does the
reverse. Deletes the driver and then executes a FlushCache().

Is it possible for you to send me your code on this BBS? It would help me to see your code.

Ben

From : SCE SUPPORT (Support)
To : INFOGRAMS PSX
Subj : SPU VOICE SAMPLE POINTERS
Numb : 600 of 1102 Date : 19/02/1996
11:08am
Read : 20/02/1996 1:06pm Reference : 592
Conf : 1 - PSX Common Private : NO

-> I would like to know if it is possible to access the indexes of the
-> voice samples in the SPU, in order to know the delay (in number of
-> samples at 44100 Hz) between two voices. I also would be glad to know
-> how the SPU is computing samples at different pitches, i.e. what
-> kind of counter it uses, how it rounds these counters to calculate
-> the sample index.

Unfortunately, there is no simple way of doing this. Perhaps one way you could find out would be to set up an SPU interrupt at a certain address within a sample, and play that sample twice. By measuring the time between the two interrupts being called, you could get some useful information.

->What kind of interpolation is it using ?

It uses a proprietary ADPCM compression format, which cannot be made available to developers (or indeed us!) for licensing reasons. I understand it is similar to that used on the SNES.

-> Where is physically located the external digital sound input ?

The input is located on the expansion port. No further information is available about this - so it's not a good idea to try building any hardware addons (I think this goes against the LDA as well).

-> What format does this input accept ?

Again, this information is not available.

-> What's the use of the noise voice ? is there any way to filter it in
-> order to produce interesting sounds ?

The noise voice is just like any other white noise generator (eg on the BBC Micro etc) - I personally have never used it and, given that there is loads of sound RAM available, can't really see the point.

Sorry these answers are all so negative

Best wishes

Harry Holmwood

From : CODE MONKEYS
To : ALL
Subj : MDEX encoding.
Numb : 601 of 1102 Date : 19/02/1996
11:17am
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

I have the 3.3 libraries and the docs. The 3.0 docs say that there are

some functions in "libpress.lib" to compress 16x16 rgb to MDEC macro blocks. These functions do not seem to be available in the 3.3 version of "libpress.lib" (using psylib.exe to check). Can anyone help?

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : cpe2x
Numb : 602 of 1102 Date : 19/02/1996
3:52pm
Read : 19/02/1996 4:11pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi, I'm getting the following error message with cpe2x.
Sorry. CPE2X cannot convert this .cpe file. Use EXEHEAD.
The .cpe file is 680k. I have converted larger files previously.
Any ideas?
Colin.

From : SCE SUPPORT (Support)
To : MINDSCAPE PSX
Subj : cpe2x
Numb : 603 of 1102 Date : 19/02/1996
4:37pm
Read : 19/02/1996 6:13pm (REPLIES) Reference : 602
Conf : 1 - PSX Common Private : NO

Hi Colin,
Which version ... 1.5 ?

I'm quizzical because a) we haven't heard of this
but also b) running STRINGS (I luv Unix utilities) I can't
see this text in CPE2EX...

Paul

Also... "Cd rom burner" may be a better conference for this question..

-> Hi, I'm getting the following error message with cpe2x.
-> Sorry. CPE2X cannot convert this .cpe file. Use EXEHEAD.
-> The .cpe file is 680k. I have converted larger files previously.
-> Any ideas?
-> Colin.

From : TIMEWARNER PSX
To : ALL
Subj : fmv
Numb : 604 of 1102 Date : 19/02/1996
4:38pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

is there any sample source code or docs that explains how to display FMV
and play interleaved audio??

TWI

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : fmv
Numb : 605 of 1102
5:09pm
Read : 20/02/1996 2:52pm
Conf : 1 - PSX Common

Date : 19/02/1996
Reference : 604
Private : NO

-> is there any sample source code or docs that explains how to display
-> FMV and play interleaved audio??
->
->
->
->
-> TWI

Yep. in the demo area. stream.zip is the thing you need.

Ben

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : SPU Streaming
Numb : 606 of 1102
5:15pm
Read : 20/02/1996 7:33am (REPLIES)
Conf : 1 - PSX Common

Date : 19/02/1996
Reference : 597
Private : NO

-> Hi Ben
->
-> After further investigation on my SPU streaming problem, it seems
-> that things start to go wrong when you attempt a sound dma while the
-> spu streaming library is doing its business. Obviously the library
-> does some dma of its own behind the scenes. What I want to know is,
-> is there a safe way of performing my own sound transfers while it is
-> running? I've tried waiting for sound dma to finish both before and
-> after my dma but it doesn't seem to help. Is it because I alter the
-> dma address? Any ideas at all?
->
-> Thanks,
-> -Dave
-> dave@funcom.com

dave,

I haven't forgotten you. I've just been off work for the last few days and much catching up to do. I'll let you know when I'm up to speed.

Sorry for the delay.
Ben

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : cpe2x

-> Sorry, I'm using version 1.3. In which file is cpe2x? Its
-> not mentioned in bbs_vers.txt either. Colin.

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : SPU Streaming
Numb : 611 of 1102 Date : 20/02/1996
9:24am
Read : 20/02/1996 9:32am (REPLIES) Reference : 606
Conf : 1 - PSX Common Private : NO

-> dave,
-> I haven't forgotten you. I've just been off work for the last few
-> days and much catching up to do. I'll let you know when I'm up to
-> speed.

Cheers Ben. I still haven't got it to work. I've even tried queuing
my dma until the datatransferred callback kicks in (which is presumably
when the spu library has done it's dma) but it still messes things up.
Surely it's possible to dma some other sound data accross while the SPU
is streaming?? Hope so, I've got a deadline in 2 weeks :(

Dave
dave@funcom.com

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : SPU Streaming
Numb : 612 of 1102 Date : 20/02/1996
10:21am
Read : 20/02/1996 10:38am (REPLIES) Reference : 611
Conf : 1 - PSX Common Private : NO

-> -> dave,
-> -> I haven't forgotten you. I've just been off work for the last few
-> -> days and much catching up to do. I'll let you know when I'm up to
-> -> speed.
->

-> Cheers Ben. I still haven't got it to work. I've even tried queuing
-> my dma until the datatransferred callback kicks in (which is
-> presumably when the spu library has done it's dma) but it still
-> messes things up. Surely it's possible to dma some other sound data
-> accross while the SPU is streaming?? Hope so, I've got a deadline
-> in 2 weeks :(
-> Dave
-> dave@funcom.com

Hi Dave,

I'm still not fully there with SPU streaming. Bit more time
required. However, heres my thoughts so far. Please be rude if
I'm completely wrong.

Basically, there is only one DMA channel used to transfer SPU stuff.
Therefore, if you're doing a seperate SPU DMA outside the SPU streaming,
this seperate one will have to fit in the gaps when the SPU streaming is
not doing any DMA. I would guess that the seperate DMA would have to be
quite small if it is going to work. I'm not sure (yet) of the

consequences if clashes occur - whether SPU streaming will wait, halt, override etc. nor what you can do about it,

Hopefully, more info to follow,
Ben

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Link cable prblems
Numb : 613 of 1102 Date : 20/02/1996
12:01pm
Read : 20/02/1996 1:58pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Viggo,
I have put my cpe in your area. Please download it and try it on your development system. Its called LINK_CPE.ZIP.

Let me know the results,
Ben

From : MERIT PSX
To : SCE SUPPORT (Support)
Subj : GTE Documentation
Numb : 614 of 1102 Date : 20/02/1996
12:08pm
Read : 20/02/1996 12:09pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Have you got anywhere with getting hold of GTE documentation for us? I really need to start speeding up my code.

Thankyou

Andrew Richards

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : SPU Streaming
Numb : 615 of 1102 Date : 20/02/1996
1:58pm
Read : 20/02/1996 2:52pm Reference : 612
Conf : 1 - PSX Common Private : NO

-> Basically, there is only one DMA channel used to transfer SPU stuff.
-> Therefore, if you're doing a seperate SPU DMA outside the SPU
-> streaming, this seperate one will have to fit in the gaps when the
-> SPU streaming is not doing any DMA. I would guess that the seperate
-> DMA would have to be

Ben,

I've thought of making my sound buffer bigger (eg 128k, ie it plays 64k at once due to double buffering) so the spu lib dma requests occur less frequently. During this time I queue any dma requests I get (max of 2 or 3 short spot fx) and dma them when I get the data transferred callback. There should be about 5 or 6 seconds (11 khz mono) of music

so I should be able to fit these dma's in.

I've also got to take care of filling my DRAM buffer with Vag data...

Things are never easy :(

Dave
dave@funcom.com

From : MERIT PSX
To : SCE SUPPORT (Support)
Subj : libgs pmd lighting
Numb : 616 of 1102 Date : 20/02/1996
3:43pm
Read : 20/02/1996 4:09pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi, I have converted my routines which used TMD format to use the PMD format. However now I can get no lighting to work. Running the sample\graphics\tmdview\tmdview3 program which uses pmd also fails to use lighting. I am using the 3.4 beta libs. The lighting calculations are in the demo - just that they have no effec (other than slowing it down - so they do do something)

Cheers,
Andrew Perella
Merit Studios

From : MILLENIUM PSX
To : MERIT PSX
Subj : GTE Documentation
Numb : 618 of 1102 Date : 20/02/1996
4:51pm
Read : 21/02/1996 10:03am (REPLIES) Reference : 614
Conf : 1 - PSX Common Private : NO

Indeed. I've even sent code to Japan, for them to 'evaluate', but have heard nothing back... :(

Dean

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : Link cable prblems
Numb : 619 of 1102 Date : 20/02/1996
7:13pm
Read : 21/02/1996 9:00am (REPLIES) Reference : 613
Conf : 1 - PSX Common Private : NO

Holy jolly Ben!!

The LINK_CPE.ZIP -> m.cpe did actually work!!!
My guess is that you just compiled on your station and sent it over.
guess ?? -> -> guess I guess

Hmmm... I'm really curious about your doing.

Now I might just stop scratching my head.
Man, tell me how you did that!!!

Viggo :-) :-)

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : SetMem()
Numb : 620 of 1102 Date : 21/02/1996
12:53am
Read : 21/02/1996 9:01am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

What does SetMem(2) do and how does it relate to linking with 2mbyte.obj
or using __ramsize?

I put SetMem(2) into my startup code to try and test it. My code would
stop after executing the function and the debugger would get an error
message saying "debugger is not in command phase reset/abort".

thanks,

dave

From : TWOK PSX
To : FUNCOM PSX
Subj : Scratching
Numb : 621 of 1102 Date : 21/02/1996
8:20am
Read : 21/02/1996 9:12am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Viggo,
you can stop scratching your head about that linking stuff. When
support compiles source-codes the use nearly or no optimization.
I had some problems with the SPU (SetKeyOnWithAttrib).
When Issuing two 'SetKeyOnWithAttrib' DIRECTLY after each other like :

```
SetKeyOnWithAttrib(spuC);  
SetKeyOnWithAttrib(spuC2);
```

where 'spuC' and 'spuC2' point to two different SPU_CHANNEL structures
the second in 1 of 20 executions is heard. If I put some stuff
between the two calls like writing to the second structure like :

```
SetKeyOnWithAttrib(spuC);  
spuC2->volume.left=pan*volume>>2;  
spuC2->volume.right=pan*volume>>2;  
...  
...  
SetKeyOnWithAttrib(spuC2);
```

it actually works all the time !!!
I think your problem is relatet, but instead of putting code between two
calls the simply use a real low level of optimization and therefore

the code gets executed more slowly and therefore (nice isn't it) the two calls are executed later than with optimization 6 (-O6) and GP optimization (-gpopt -G1024).

Thanx to Harry for getting back to me. We've talked hours and hours about my SPU problems. And then for the 1000th time the could help me and send me perfect working code.

I also had problems playing two streams directly after each other, (CdSearchFile would hang) so I send my source in. That didn't work on there dev. system either. The send me their source which worked perfectly until I removed all the POLLHOST and PRINTF command. Then it stopped working just as mine did. After comparing these two sources the ONLY differences where POLLHOST and PRINTF commands.

Nice job your doing at support, you should try to 'emulate' real developers (with all neccessary optimizations and without these POLLHOST and PRINTFs). Maybe you would come into trouble like real developers would. I've had enough. All solved. All to blame on lame libraries or undocumented hardware specs. (Remember the UV 'bug' which turnt out to be 'specificated' with the GPU)

Thanx to support again for keeping up the good job....

Bye. Mike/Twok

From : SD PSX
To : MERIT PSX
Subj : libgs pmd lighting
Numb : 622 of 1102
9:05am
Read : 21/02/1996 10:04am (REPLIES)
Conf : 1 - PSX Common
Date : 21/02/1996
Reference : 616
Private : NO

Andrew,

I wrote some assembler routines which do lighting with the PMD routines (RotPMD_F3() and RotPMD_FT3) It is relatively easy to add lighting and depth-queuing to them so give us a shout if you need more info.

Cheers,

Marc Littlemore
Sensory Deception

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Link cable prblems
Numb : 623 of 1102
9:19am
Read : 21/02/1996 9:33am
Conf : 1 - PSX Common
Date : 21/02/1996
Reference : 619
Private : NO

Hi Viggo,

Good news about the problem. I think the difference in setup could lie in two areas. The first is the makefile. As Mick from TWOK pointed out, I have used no optimisation in making the cpe. The second area is that of environment setup / software versions. I have put a

copy of my psyq.ini in your area (PSYQ.ZIP) along with my makefile. This'll show you the order that my libraries are linked. I am also using psylink version 2.34 and all the latest versions of everything else. See BBS_VERS.TXT for all the latest version numbers of the software available on the BBS.

Keep me informed of your progress,
Cheers,
Ben

From : SCE SUPPORT (Support)
To : CAPCOMUSA PSX
Subj : SetMem()
Numb : 624 of 1102 Date : 21/02/1996
9:38am
Read : 21/02/1996 6:01pm (REPLIES) Reference : 620
Conf : 1 - PSX Common Private : NO

->
-> What does SetMem(2) do and how does it relate to linking with
-> 2mbyte.obj or using __ramsize?
->
-> I put SetMem(2) into my startup code to try and test it. My code
-> would stop after executing the function and the debugger would get
-> an error message saying "debugger is not in command phase
-> reset/abort".
->

Hi Dave,

O.K. SetMem(2) sets the asystem up so that if you access over 2 megs in your code, the program will crash. In order to use this, you need to link with 2mbyte.obj. Alternatively, you could use __ramsize and set this to 2 megabytes. This needs no external object files to be linked.

As for "Debugger is not in command phase..." this means the system has become unstable (i.e. your program has crashed and burned). Not sure if this is due to lining with 2mbyte.obj and then going over the 2mb boundary. I'll take a look.

Ben

From : MERIT PSX
To : SD PSX
Subj : libgs pmd lighting
Numb : 625 of 1102 Date : 21/02/1996
10:10am
Read : 22/02/1996 9:06am Reference : 622
Conf : 1 - PSX Common Private : NO

Cheers, I will look into using these functions directly. Ill get back to you if I need more help!

Andrew Perella

From : MERIT PSX
To : MILLENIUM PSX
Subj : GTE Documentation

Numb : 626 of 1102

Date : 21/02/1996

1:49pm

Read : 21/02/1996 3:49pm (REPLIES)

Reference : 618

Conf : 1 - PSX Common

Private : NO

So, have you had any documentation, or are you sending code written by reverse engineering the libraries? (Not that anyone would reverse engineer the libraries - that would break Sony's rules, of course). And anyway, how can the Japanese programmers possibly 'evaluate' our code. I can tell you that my evaluation of their code is pretty negative on a number of counts. Are they going to ask us to add bugs? Stop routines working from one version to another?

Andrew Richards

From : FUNCOM PSX

To : SCE SUPPORT (Support)

Subj : SPU STREAMING LIBRARY

Numb : 627 of 1102

Date : 21/02/1996

3:10pm

Read : 21/02/1996 4:39pm (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hi Ben/whoever

Sorry to keep going on about this SPU streaming library, it's just that I can't get the damn thing to play properly and the game's due for submission very soon..

Could you please let me know asap what I'm not allowed to do while the SPU streaming library is active? What calls mess things up? I've tried most things I can think of and I've still got probs.

Thanks for any result this plea of desperation brings

-Dave

Funcom

dave@funcom.com

From : MILLENIUM PSX

To : MERIT PSX

Subj : GTE Documentation

Numb : 628 of 1102

Date : 21/02/1996

3:53pm

Read : 22/02/1996 12:43pm (REPLIES)

Reference : 626

Conf : 1 - PSX Common

Private : NO

Nononono.. Basically they wanted to know what I wanted to do. Simple question.. Simple answer too. I want to be able to access GTE registers and call GTE processes from within MIPS assembly language, without having to call crap like RotTransPers4... It means I can control register usage, I can control code placement, cache-line usage.. Anyway, I'm sure you get the idea.

So, they said 'Lets have a butchers at your code, to see what sort of things you're doing'. I sent them code... I've heard nothing back.

This is all getting pretty crap. We need the raster time back, and I can see people getting a right earbashing at the Developer Conference in April...

We've pretty much done all we can when it comes to speeding up our C/GTE macro code.. we need assembly language...

Come on, SCEI... get GTENOM.H sorted out with all the GTE calls...!

Deany

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : SetMem()
Numb : 629 of 1102 Date : 21/02/1996
6:10pm
Read : 22/02/1996 9:05am (REPLIES) Reference : 624
Conf : 1 - PSX Common Private : NO

I was using _ramsize and setting it to 2 meg, but I could still write into memory above 2meg and the system didn't care. I had:

```
extern int _ramsize;

main()
{
    _ramsize = 0x00200000;
}
```

Is this correct? I wanted the system to hang if memory is accessed past 2 meg. SetMem() claimed to do this. I would prefer not to link with 2mbyte.obj and just use _ramsize. Is there a way to make this happen?

thanks

dave

From : CODE MONKEYS
To : ALL
Subj : LibPress help.
Numb : 630 of 1102 Date : 21/02/1996
9:33pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

I've written my own MDEC encoder, and the RL generation is ok. The problem I have is that the BS data is not decoded correctly. I'm using the doc from the BBS that describes the format required (from the JPEG docs) and version #2. I've noticed that the demo files use version #1 of the format. Can anyone help with the correct VLC docs?

From : SCE SUPPORT (Support)

To : CAPCOMUSA PSX

Subj : SetMem()

Numb : 631 of 1102

Date : 22/02/1996

9:07am

Read : 22/02/1996 7:11pm

Reference : 629

Conf : 1 - PSX Common

Private : NO

->
-> I was using _ramsize and setting it to 2 meg, but I could still write
-> into memory above 2meg and the system didn't care. I had:
->
-> extern int _ramsize;
->
-> main()
-> {
-> _ramsize = 0x00200000;
->
-> }
->
-> Is this correct? I wanted the system to hang if memory is accessed
-> past 2 meg. SetMem() claimed to do this. I would prefer not to
-> link with 2mbyte.obj and just use _ramsize. Is there a way to make
-> this happen?

Dave,

No, not taht I know of. Why not link with 2mbyte.obj just for
development purposes. Once you know that everything is fine and dandy
in 2megs you can go back to _ramsize.

Ben

From : SCE SUPPORT (Support)

To : FUNCOM PSX

Subj : SPU STREAMING LIBRARY

Numb : 632 of 1102

Date : 22/02/1996

9:35am

Read : 22/02/1996 7:07pm

Reference : 627

Conf : 1 - PSX Common

Private : NO

-> Hi Ben/whoever
->
-> Sorry to keep going on about this SPU streaming library, it's just
-> that I can't get the damn thing to play properly and the game's due
-> for submission very soon..
->
-> Could you please let me know asap what I'm not allowed to do while
-> the SPU streaming library is active? What calls mess things up?
-> I've tried most things I can think of and I've still got probs.
->
-> Thanks for any result this plea of desperation brings
->

Don't apologise, mate. At present I don't know what can and
cannot be done when the SPU streaming library is active.
I'm still in the process of finding this out (for speed, an e-mail
to Japan is on its way). It would help me if I could see your code,
which will tell me exactly what you're trying to do. Any chance of
this? Also, a list of stuff you've tried and the results would also be
helpful, so I don't try and re-invent a square wheel (i.e. sommat that

doesn't work!).

Cheers,
Ben

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : SPU Streaming
Numb : 633 of 1102
10:05am
Read : 22/02/1996 7:09pm
Conf : 1 - PSX Common
Date : 22/02/1996
Reference : NONE
Private : NO

Dave,

Me again! Are you still missing some of your 'data transfer' callbacks or has this been resolved? Also, have you fixed the glitches at the top of your screen when loading off CD. Were these due to conflicts in the SPU Streaming library or something else?

Just trying to get as much info as possible,

Ben

From : TWOK PSX
To : SD PSX
Subj : libgs pmd lighting
Numb : 634 of 1102
10:31am
Read : 26/02/1996 9:05am (REPLIES)
Conf : 1 - PSX Common
Date : 22/02/1996
Reference : 622
Private : NO

Hi Marc,
we could use your sources pretty well. If you could upload them for us losers we would be very grateful (one beer at the dev conf)

Bye, Mike/Twok

From : TIMEWARNER PSX
To : ALL
Subj : extract
Numb : 635 of 1102
11:01am
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 22/02/1996
Reference : NONE
Private : NO

Iam running 'extract'to strip the headers from an xa file, the trouble is is that the program crashes on every machine it runs on, if i run it across the network it doesnt crash but says that it cant find file twi.exe. I am currently not passing any parameters to it!!

whats up with it?

TWI

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX

Subj : extract
Numb : 636 of 1102
11:19am
Read : 22/02/1996 11:51am (REPLIES)
Conf : 1 - PSX Common
Date : 22/02/1996
Reference : 635
Private : NO

-> Iam running 'extract'to strip the headers from an xa file, the
-> trouble is is that the program crashes on every machine it runs on,
-> if i run it across the network it doesnt crash but says that it cant
-> find file twi.exe. I am currently not passing any parameters to it!!
->
-> whats up with it?
->

It does need DOS4GW to run (in the same directory or on the PATH).
Are you using this?? If so, version?? I don't believe anyone has had
this problem, but I could be wrong!

Ben

From : TIMEWARNER PSX
To : SCE SUPPORT (Support)
Subj : extract
Numb : 637 of 1102
11:55am
Read : 22/02/1996 12:17pm (REPLIES)
Conf : 1 - PSX Common
Date : 22/02/1996
Reference : 636
Private : NO

the version of dos4gw is v1.97 the date-stamp on extract is 11-1-95!

TWI

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : extract
Numb : 638 of 1102
12:21pm
Read : 22/02/1996 1:00pm
Conf : 1 - PSX Common
Date : 22/02/1996
Reference : 637
Private : NO

-> the version of dos4gw is v1.97 the date-stamp on extract is 11-1-95!
->
-> TWI

Oooops. My mistake. It crashes because you don't pass any parameters.
You should be passing two parameters as follows :

extract test.xa test.xxa

where the .xa is your xa with header and the .xxa is the filename for
the new file (xa without the header).

Cool,
Ben

From : SCE SUPPORT (Support)
To : CODE MONKEYS
Subj : Updated version of MDEC code books

Numb : 640 of 1102
2:52pm
Read : 22/02/1996 2:54pm
Conf : 1 - PSX Common

Date : 22/02/1996
Reference : NONE
Private : NO

Hi bloke-from-code-monkeys,

The updated document is in PSX DOCS. Its still in Japanese, but as you only need the code books then you should be able to use it. Its called MDEC2.ZIP.

Hope it works,
Ben

From : CODE MONKEYS
To : SCE SUPPORT (Support)
Subj : mdec problems
Numb : 641 of 1102
3:27pm
Read : 22/02/1996 3:49pm
Conf : 1 - PSX Common

Date : 22/02/1996
Reference : NONE
Private : NO

Hi again. Thanks for the MDEC2.ZIP, but the vlc tables are the same as I already had (ie: JPEG/MPEG). I've compressed a 320x240 bw image using MovConv and decompressed the resulting file use the table from MDEC2.ZIP, but about 1/3 of the way into the file the bitstream has an invalid code (000000000000b) which is not in the tree. I am decoding the FLC by reading 6 bits (ESC code), 6 bits (rle code) and 10 bits for the level. The MPEG docs say read 6:6:8 and then possibly 8 more but this corrupts the bitstream right away. The 6:6:10 seems to produce the correct results until the invalid code comes up.

Is the best solution to this to write my own decoder on the Playstation in assembler, or is there a simple fix?

James Fisher, programmer (I think), The Code Monkeys
james@tcm.co.uk (Read about twice a day).

From : TIMEWARNER PSX
To : ALL
Subj : fmv
Numb : 642 of 1102
4:07pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 22/02/1996
Reference : NONE
Private : NO

I'm converting an avi into an str using movconv. I then take that str and interleave it with an xxa audio file to generate a new str. The trouble is is that when i play the movie back using your code, my audio is garbage, but the video is fine.

any clues?

TWI

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : fmv

Numb : 643 of 1102
4:34pm
Read : 23/02/1996 9:39am
Conf : 1 - PSX Common

Date : 22/02/1996
Reference : 642
Private : NO

-> I'm converting an avi into an str using movconv. I then take that str
-> and interleave it with an xxa audio file to generate a new str. The
-> trouble is is that when i play the movie back using your code, my
-> audio is garbage, but the video is fine.
->

Are you using movconv to interleave the video / audio. If so, you DONT
need to take the header off the XA track. If you're using buildcd to
interleave the video / audio, you DO need to lop the header off the XA.
Can you give me the few lines from your .cti file which do the
interleave if this is the case. Also include you're stats for audio,
frame rate etc. and anything that I can't think of that you think is
important (apart from your personal opinions on movconv!!!)

The answers out there, somewhere
Ben

From : CODE MONKEYS
To : SCE SUPPORT (Support)
Subj : VLC problems.
Numb : 644 of 1102
8:14pm
Read : 23/02/1996 9:00am
Conf : 1 - PSX Common

Date : 22/02/1996
Reference : NONE
Private : NO

Hi Colin,
Thanks for the new table. The bit format was messed up, but I sorted it
out. I'm going to try and upload the output from my decoder (using your
new tables) that shows the bit stream going wrong. The file will be
called CODE0.ZIP and contains a text file call MDEC.OUT. It tries to
decode a stream of 12 zeros and the longest code starts with 11 zeros.
Sorry for the hassle,

James.
james@tcm.co.uk

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : SPU Streaming
Numb : 645 of 1102
9:43am
Read : 23/02/1996 12:20pm (REPLIES)
Conf : 1 - PSX Common

Date : 23/02/1996
Reference : NONE
Private : NO

Hi Dave,
I've had a reply from Japan, and its bad news I'm afraid. They say
it is not possible to do an ordinary sound DMA while doing SPU Streaming
becuase the SPU streaming mechanism manages the DMA transfer and hooks
the DMA transfer callback internally.

I imagine you'll be a tad pissed off at this.

Sorry,
Ben

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Your code won't run??
Numb : 646 of 1102
11:01am
Read : 23/02/1996 12:20pm
Conf : 1 - PSX Common

Date : 23/02/1996
Reference : NONE
Private : NO

Hi Viggo,

I think your problem is that you're ORG'ing from 0x80000000.
this should be set to 0x80010000. I.e. from 64k. this is because the
top 64k is occupied by the kernel.

Ben

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Program won't work
Numb : 647 of 1102
1:53pm
Read : 23/02/1996 2:25pm
Conf : 1 - PSX Common

Date : 23/02/1996
Reference : NONE
Private : NO

Hi Viggo,

There are two things that I can think of. Firstly, try setting
your ORG to 0xA0010000. If this works then you have an instruction
cache problem. A FlushCache() will need to be placed somewhere in your
code. The other possible solution is that you do not have enough task
control blocks for your child processes which could be corrupting other
things. This can be remedied with the editing of your system.cnf file
OR there is a libapi function which can set this number. One other
point - where and how large is your stack? Is it operating as
expected??

Good luck,
Ben

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Aspect ratio
Numb : 648 of 1102
1:59pm
Read : 23/02/1996 2:25pm
Conf : 1 - PSX Common

Date : 23/02/1996
Reference : NONE
Private : NO

Hi Paal-Kristian,

There is no explicit function to change the aspect ratio
in the GTE. You have to do this manually by altering the rotation
matrix of your affected objects.

Ben

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : SPU Streaming

Numb : 649 of 1102
2:30pm
Read : 23/02/1996 3:11pm
Conf : 1 - PSX Common

Date : 23/02/1996
Reference : 645
Private : NO

-> I've had a reply from Japan, and its bad news I'm afraid. They say
-> it is not possible to do an ordinary sound DMA while doing SPU
-> Streaming becuase the SPU streaming mechanism manages the DMA
-> transfer and hooks the DMA transfer callback internally.
->
-> I imagine you'll be a tad pissed off at this.

Thanks for the feedback, Ben. I imagined it was something like this anyway, so while I'm a bit pissed off, it's not surprising, either. I'm gonna try another method I've thought of, which should alleviate all sound dma's. I sure hope this whole thing was the source of my screen glitches, though...

Thanks again, I'll get back to ya when I've tried out this new system ,probably next week sometime.

-Dave
Funcom
dave@funcom.com

From : TIMEWARNER PSX
To : ALL
Subj : FMV
Numb : 650 of 1102
2:41pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 23/02/1996
Reference : NONE
Private : NO

I'm still having trouble with this FMV.

1. I run movconv (v1.98)
2. input file=test.avi
3. input format=avi uncompressed
4. output file=test.str
5. output format=str (mdec)
6. detail:- CD rom X2
Frame rate=10
No Channels=1
Mdec Version=2
Max frame size=10
Variable frame size=ON

Then I convert it. After I have built a CD i try playing it and I get no video. WHY???????

Bloody confused!

TWI

From : CODE PSX
To : SCE SUPPORT (Support)
Subj : LoadExec

Numb : 651 of 1102

Date : 23/02/1996

3:20pm

Read : 23/02/1996 3:26pm (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hi,

I am attempting to execute one PSX executable from within a different executable using the "LoadExec" command. I need the first executable to be removed from memory and forgotten about (to be reloaded later using another "LoadExec" command). This works fine when using the CD-Emulator, but not when using the PC hard disk (prefixing the filename with "sim:"). Can PC files actually be executed using the "LoadExec" command, and if so what am I doing wrong?

I am also attempting to constraint my software to use only 2Mb of RAM (using the SetMem (2) command). However, when I try and use the "LoadExec" command from inside an executable constrained like this, the code crashes with a bus error, yet it works perfectly fine when I remove the "SetMem (2)" line - Why?

Cheers,

Andy Tate.

From : SCE SUPPORT (Support)

To : TIMEWARNER PSX

Subj : FMV

Numb : 652 of 1102

Date : 23/02/1996

3:26pm

Read : 23/02/1996 3:31pm (REPLIES)

Reference : 650

Conf : 1 - PSX Common

Private : NO

-> I'm still having trouble with this FMV.

->

-> 1. I run movconv (v1.98)

-> 2. input file=test.avi

-> 3. input format=avi uncompressed

-> 4. output file=test.str

-> 5. output format=str (mdec)

-> 6. detail:- CD rom X2

-> Frame rate=10

-> No Channels=1

-> Mdec Version=2

-> Max frame size=10

-> Variable frame size=ON

->

-> Then I convert it. After I have built a CD i try playing it and I

-> get no video. WHY???????

O.K. I am assuming that we are just talking video here - NOT with audio. 10 fps means that 15 sectors should be used for each frame - i.e. better quality. Also, use fixed frame size.

Is you're CTI correct (again I'm assuming no interleaved audio) :

File test.str;1

XAFileAttributes Form1 Video

Source sample.str

EndFile

Now then, what about your code?? Is the stream file being found?

Let me know the results,
cheers,
Ben

From : SCE SUPPORT (Support)
To : CODE PSX
Subj : LoadExec
Numb : 654 of 1102 Date : 23/02/1996
3:32pm
Read : 26/02/1996 9:49am (REPLIES) Reference : 651
Conf : 1 - PSX Common Private : NO

-> Hi,
-> I am attempting to execute one PSX executable from within a
-> different executable using the "LoadExec" command. I need the first
-> executable to be removed from memory and forgotten about (to be
-> reloaded later using another "LoadExec" command). This works fine
-> when using the CD-Emulator, but not when using the PC hard disk
-> (prefixing the filename with "sim:"). Can PC files actually be
-> executed using the "LoadExec" command, and if so what am I doing
-> wrong? I am also attempting to constraint my software to use only 2Mb
-> of RAM (using the SetMem (2) command). However, when I try and use
-> the "LoadExec" command from inside an executable constrained like
-> this, the code crashes with a bus error, yet it works perfectly fine
-> when I remove the "SetMem (2)" line - Why?
->
-> Cheers,
-> Andy Tate.

Hi Andy,

I don't think that .exe's can be read from the hard disk. I'm not sure on this though (a definite answer will come). The reason why I don't think it'll work is because the physical structure of hard disk is different to a CD. LoadExec() has to read the .exe into memory as a CD-type read - so problems will occur (well, thats what I reckon anyway).

As for SetMem(2), this'll cause your code to crash if the 2mbyte boundary is exceeded. It works fine when you remove SetMem(2) because you now have 8 megs to play with. I think you're referencing something outside 2 megabytes. Track it down and all will be revealed !!!

Nicely,
Ben

From : TIMEWARNER PSX
To : SCE SUPPORT (Support)
Subj : FMV
Numb : 655 of 1102 Date : 23/02/1996
3:54pm
Read : 23/02/1996 3:58pm Reference : 652
Conf : 1 - PSX Common Private : NO

ok, ive done what you have said and it has worked.

Now I want to use movconv to interleave audio with the video. How do I do

that and what do i need to set in my cti file??

cheers
TWI

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
Subj : LoadExec
Numb : 656 of 1102 Date : 23/02/1996
5:52pm
Read : 26/02/1996 9:40am Reference : 654
Conf : 1 - PSX Common Private : NO

-> -> Hi,
-> -> I am attempting to execute one PSX executable from within a
-> -> different executable using the "LoadExec" command. I need the first
-> -> executable to be removed from memory and forgotten about (to be
-> -> reloaded later using another "LoadExec" command). This works fine
-> -> when using the CD-Emulator, but not when using the PC hard disk
-> -> (prefixing the filename with "sim:"). Can PC files actually be
-> -> executed using the "LoadExec" command, and if so what am I doing
-> -> wrong? I am also attempting to constraint my software to use only 2
-> -> of RAM (using the SetMem (2) command). However, when I try and use
-> -> the "LoadExec" command from inside an executable constrained like
-> -> this, the code crashes with a bus error, yet it works perfectly fine
-> -> when I remove the "SetMem (2)" line - Why?
-> ->
-> -> Cheers,
-> -> Andy Tate.
->
-> Hi Andy,
-> I don't think that .exe's can be read from the hard disk. I'm not
-> sure on this though (a definite answer will come). The reason why I
-> don't think it'll work is because the physical structure of hard
-> disk is different to a CD. LoadExec() has to read the .exe into
-> memory as a CD-type read - so problems will occur (well, that's what
-> I reckon anyway).
->
-> As for SetMem(2), this'll cause your code to crash if the 2mbyte
-> boundary is exceeded. It works fine when you remove SetMem(2)
-> because you now have 8 megs to play with. I think you're
-> referencing something outside 2 megabytes. Track it down and all
-> will be revealed !!!
-> Nicely,
-> Ben

Yep, this is the case as the load/exec jiz uses the iso9660 format or
whatever the Cd format is!!
However, for test purposes try this..

Burn your exes onto the cd, (as the stuff is running correctly on cd I
guess this won't be a prob.), plonk your cd in your dtl box or blue
psyq. Now you can change, run, test, and debug your parent.cpe from your
hard disk, and it should pull and execute children processes from the
cd. It saves a shit lot of time if your testing a parent process, (a la
our bootstrap), as the only other way would be to use buildcd on an
emulator.
Hope this is of some help..probably not..but whatever
MATT UTD

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Exiting from child processes
Numb : 659 of 1102 Date : 26/02/1996
10:19am
Read : 26/02/1996 10:29am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Viggo,

Are you linking in with libsn or none2? The reason I ask, is that you should NOT be experiencing any difficulties in exiting from your child process. If you link with libsn the debug stub will be executed at the bottom of main() in your child process. This means that you code will never return to the parent process.

To get round this, link with none2 instead of libsn. The child should return naturally(!?!) when the bottom of main() is reached. There is no difference in the way a child process exits, when you use LoadExec() or Load() and Exec().

Ben

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : Re: Exiting from child processes
Numb : 660 of 1102 Date : 26/02/1996
10:50am
Read : 26/02/1996 11:17am (REPLIES) Reference : 659
Conf : 1 - PSX Common Private : NO

Hi Ben.

First off all, no, we are not using none2.obj. The reason is that none2.obj mysteriously forgets to call our global C++ constructors. I have the source code for both libsn.lib and none2.obj, so I could easily fix this. (But that's really a job for you guys..)

Secondly, we are using this sequence:

1. Streaming program:
LoadExec(<2>).
2. Selection program:
LoadExec(<3>).
3. Game
LoadExec(<2>) or LoadExec(<1>).

Thus, we are not really using child processes, but run several programs after each other in a batch.

Thirdly,>, could you please provide us pseudo code for the following functions:

```
ResetCallback()  
StopCallback()  
AddCOMB()
```

```
DelCOMB()  
LoadExec()
```

If I had the source code to all the libraries and the kernel rom, it would be so much easier...

Another thing. How is the Combat cable related to the controller PADS? If they are related, perhaps there's something wrong with our execution of the Start/StopPAD calls?

Paal-Kristian Engstad
engstad@funcom.com

```
From : SCE SUPPORT (Support)  
To : FUNCOM PSX  
Subj : Re: Exiting from child processes  
Numb : 661 of 1102  
Date : 26/02/1996 11:44am  
Read : 26/02/1996 11:55am (REPLIES)  
Conf : 1 - PSX Common  
Reference : 660  
Private : NO
```

```
->  
-> Hi Ben.  
->  
-> First off all, no, we are not using none2.obj. The reason is that  
-> none2.obj mysteriously forgets to call our global C++ constructors.  
-> I have the source code for both libsn.lib and none2.obj, so I could  
-> easily fix this. (But that's really a job for you guys..)  
->  
-> Secondly, we are using this sequence:  
->  
-> 1. Streaming program:  
-> LoadExec(<2>).  
->  
-> 2. Selection program:  
-> LoadExec(<3>).  
->  
-> 3. Game  
-> LoadExec(<2>) or LoadExec(<1>).  
->  
-> Thus, we are not really using child processes, but run several  
-> programs after each other in a batch.  
->  
-> Thirdly,>, could you please provide us pseudo code for the following  
-> functions:  
->  
-> ResetCallback()  
-> StopCallback()  
-> AddCOMB()  
-> DelCOMB()  
-> LoadExec()  
->  
-> If I had the source code to all the libraries and the kernel rom, it  
-> would be so much easier...  
->  
-> Another thing. How is the Combat cable related to the controller  
-> PADS? If they are related, perhaps there's something wrong with our  
-> execution of the Start/StopPAD calls?  
->
```

-> Paal-Kristian Engstad
-> engstad@funcom.com

Hi Paal-Kristian,

 If you're using libsn, the pseudo child processes will not return - they will just go into the libsn debug stub. It was not clear from your mail whether this is the case or not, so I mention it again. Also, I was talking of none2.lib NOT none2.obj, which is slightly different (e.g. it doesn't corrupt a0, a1, a2 or a3 - which are required if you're passing arguments to the child processes).

 The combat cable is unrelated to the PAD stuff. It is setup with its own serial port driver, and does not interfere with the PAD.

As far as pseudo code - well, this is the best I can do :

ResetCallback - clears interrupt mask / register
 initialises DMA
 hooks jump vector
 sets system interrupts (VSync, DMA)
 deletes ROM libcd

StopCallback - clears interrupt mask / register
 stop DMA
 clears jump vector

AddComb - Adds serial driver (ROM)
 Flush cache

DelComb Deletes serial driver (ROM)
 Flush cache

LoadExec ROM call

Hope this helps,
Ben

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : LoadExec problems
Numb : 662 of 1102
1:07pm
Read : 26/02/1996 2:08pm
Conf : 1 - PSX Common

Date : 26/02/1996

Reference : NONE
Private : NO

Hi Viggo / Paal-Kristian,

 The only other suggestion we can make is to call StopCallback() / ResetCallback before each LoadExec(). It sounds like something (i.e. an interrupt) is occurring during a LoadExec(). When this happens the ISR will have no address due to the new program being loaded. Therefore, stop and reset all interrupts before launching you're new process.

Good Luck,
Ben

From : FUNCOM PSX

To : ALL
Subj : Linkup
Numb : 663 of 1102 Date : 26/02/1996
4:11pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

ResetCallback with StopCallback had no effect in code.
I still got the std result. Well actually I didnt, this time the child
process crashed in the output from ResetGraph(0);

Viggo.

From : SCE SUPPORT (Support)
To : ALL
Subj : Todays Service
Numb : 664 of 1102 Date : 27/02/1996
9:45am
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi All,

We are experiencing a bit of turbulence here at Sony today. The
network is feeling poorly, so you may not be able to join various
conferences etc.

Hopefully, this situation will be remedied as soon as possible.

Cheers,

Ben

From : MICROPROSE PSX
To : ALL
Subj : DevCon Dates
Numb : 665 of 1102 Date : 27/02/1996
9:56am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi folks...

I've spotted an inconsistency regarding the DevCon dates. The BBS says
18-19 April (right after ECTS), but the letter that came with the
developer CD says 18-19 March...Which date is correct?

Thanks.

-- Bob

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : DevCon Dates
Numb : 666 of 1102 Date : 27/02/1996
10:54am
Read : 27/02/1996 2:53pm Reference : 665

Conf : 1 - PSX Common

Private : NO

->

-> Hi folks...

->

->

-> I've spotted an inconsistency regarding the DevCon dates. The BBS
-> says 18-19 April (right after ECTS), but the letter that came with
-> the developer CD says 18-19 March...Which date is correct?

->

I think we can blame Paul for this one. Its in April.

Ben

From : SCE SUPPORT (Support)

To : ALL

Subj : Developer Conference

Numb : 667 of 1102

Date : 27/02/1996

10:55am

Read : NO

Reference : NONE

Conf : 1 - PSX Common

Private : NO

All,

Somewhere is says that the developer conference is on March 18-19.
This is in fact incorrect. the conference is being held on April 18-19.

Make a note,

Ben

From : FUNCOM PSX

To : SCE SUPPORT (Support)

Subj : DelCOMB in combination with LoadExec.

Numb : 668 of 1102

Date : 27/02/1996

11:49am

Read : 27/02/1996 11:58am

Reference : 661

Conf : 1 - PSX Common

Private : NO

Hi Ben!

I worked extremely late yesterday, and got 3 hours of sleep.. but now I
think I know what is wrong.

1. Since putting a EnterCriticalSection() before LoadExec() made the
program load, and execute in _SN_entry_point, but crash there, I
believe an interrupt/callback or event indeed happens during load.
2. Since putting a ResetCallback() and/or StopCallback() had the effect
of _nothing_, so either
 - i) They do not work.
 - ii) They are not related to the driver initialization in the
kernel.I think I'll go for ii).
3. Investigating AddCOMB and DelCOMB (disassembly), I could not guess
why the a0 register to AddDrv is different from the a0 to DelDrv.
Perhaps this is the error? (DelDrv had an a0 register offseted by
+0x80 when compared to the AddDrv.)

My guess (intuition) is that:

1. DelCOMB() is buggy, or DelDrv().
2. ResetCallback()/StopCallback() does not handle interrupts of the kind that AddCOMB sets up.

I also investigated the use of stack space, but using 8Mb instead of 2Mb yielded no results.

What I did not test, was setting the TCBs. Does there exist a program ala cdandy.cpe which reads system.cnf and executes the programs correctly with parameters correctly set? Using the libapi.lib function did not work (the docs state that all patches et.al. are destroyed as a result of this operation).

PKE.

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : LoadExec / Link Cable incompatibility
Numb : 669 of 1102 Date : 27/02/1996
1:58pm
Read : 27/02/1996 2:27pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Viggo / Paal-Kristian,

On further investigation it could be that the ResetCallback / StopCallback are missing the hardware interrupt of the combat cable. Unfortunately, I am unable to give you the source code for the link cable stuff, but I can make a suggestion :

Basically, what you can do is cancel the interrupt. This is cancelled when the next interrupt is generated. Therefore, before you do a LoadExec, cancel the interrupt and wait for the interrupt to occur :

```
ChangeClearSIO(0x3);  
VSync(2);
```

Try this. Hopefully it'll work.
Ben

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : LoadExec / Link Cable incompatibility
Numb : 670 of 1102 Date : 27/02/1996
4:04pm
Read : 27/02/1996 4:20pm Reference : 669
Conf : 1 - PSX Common Private : NO

Hi Ben!

Unfortunately, it seems that the trick with ChangeClearSIO() didn't work. However, if this is a hardware interrupt, it should be possible to provide me an assembly stub which deals with this problem.

It's also interesting to note that if I am org'ing the code of the caller program to 0x80410000, the next program works fine. Obviously, in this case, the new program is loaded at 0x80010000, so the interrupt function still remains in a valid address.

This shouldn't really be so hard to fix. If you've got the source of libcomb.lib, find out which hardware interrupt which is not being dealt with in DelCOMB() / DelDrv(), and patch it so that it does.

Paal-Kristian.

Ph.: +47 22 42 01 02 (Do call, Ben! I can't get through to you!)

From : ARC PSX
To : ALL
Subj : PSYQ object file problems
Numb : 671 of 1102
11:19am
Read : NO
Conf : 1 - PSX Common
Date : 28/02/1996
Reference : NONE
Private : NO

Can anyone shed some light on some serious problems we are having with PSYQ? It appears that we cannot guarantee the integrity of .OBJ files created using GCC/ASPSX. The problems range from total corruption, through to BSS sections being enlarged. Further investigation has shown that this has been going on for a while, but we've been unaware of it. Has anyone else noticed anything strange?

From : ARC PSX
To : ALL
Subj : Object file grief experienced by many at ARC
Numb : 672 of 1102
11:26am
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 28/02/1996
Reference : NONE
Private : NO

Has anyone had any problems with the integrity of their .OBJ files (produced by GCC/ASPSX)? We are getting serious problems with incorrect data, dodgy section sizes, and it seems to have been going on for a while - ie files that appeared to be okay are not! We've spent nearly four days trying to track things down - somethings up but we just don't know what.....

From : TTE PSX
To : ALL
Subj : probs vertical call backs
Numb : 673 of 1102
12:29pm
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 28/02/1996
Reference : NONE
Private : NO

Hi,

I'm trying to run my main game loop in vblank call back function. This means service of gpu commands (ie LoadImage DrawOT ...) is suspended.

The game loop runs and only after returning from the call back function can the above list of gpu commands resume. I need the ability to run a background task over several frames, while still maintaining the main game loop every vblank.

Any clues as to how to approach this problem !!!!!

From : MILLENIUM PSX
To : TTE PSX
Subj : probs vertical call backs
Numb : 674 of 1102
Date : 28/02/1996
12:57pm
Read : 28/02/1996 1:40pm
Reference : 673
Conf : 1 - PSX Common
Private : NO

Yes. You don't run your game inside a callback. Callbacks are designed to be entered and exited as quickly as possible. The interrupt design of PlayStation (both H/W and OS sides) makes it virtually impossible to do what you want (as far as I know).

Sorry I've not got good news...

Deany

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Link Cable stuff
Numb : 675 of 1102
Date : 28/02/1996
12:59pm
Read : 28/02/1996 1:40pm (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hello,

Are there plans for some form of document giving a bit more help with Link cable stuff? Some useful demo programs? Warnings about the problems encountered when using LIBCOMB?

It's just that we're due to start work on link-up code soon, and all the discussions relating to link cables is frightening me...

And 8 bytes per transfer? Really?

Deany

From : TTE PSX
To : ALL
Subj : vblank stuff again
Numb : 676 of 1102
Date : 28/02/1996
1:51pm
Read : NO (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi,

okay is vblank are ment to be quick, can I use multitasking to switch threads ???.

What I mean is can I do the following :-

have 2 tasks A and B

start task A

When vblank callback arrives switch from task A to B using
ChangeTh in the vblank, then exit

So now task B is runing (which is less than frame). At the
end of task B use ChangeTh to go back to task A, until the next
vblank callback occurs

this in effect would any spare cpu time from each frame to task
A while runing task B very frame.

And is this posiable???? is there any one who cloud supply
example code of switching threads ?

From : MICROPROSE PSX
To : ARC PSX
Subj : Object file grief experienced by many at ARC
Numb : 677 of 1102 Date : 28/02/1996
1:59pm
Read : 28/02/1996 5:35pm (REPLIES) Reference : 672
Conf : 1 - PSX Common Private : NO

I had a problem similar to this _ages_ ago due to a buggy assembler.
This has been fixed long ago, though.

The question that immediately springs to mind is: are you using the
latest versions of things?

Not very helpful I'll admit. :-/

-- Bob

From : MICROPROSE PSX
To : TTE PSX
Subj : probs vertical call backs
Numb : 678 of 1102 Date : 28/02/1996
2:05pm
Read : 28/02/1996 2:09pm (REPLIES) Reference : 673
Conf : 1 - PSX Common Private : NO

Do you mean you want to do something like playing Galaga while your game
is loading or something like that?

If so, then try experimenting with threading. (I've not tried this _at
all_, so I could be talking a load of bollocks. :)

Also, running your game inside a vblank callback function is a no-no.
They're supposed to be executed as quickly as possible.

Probably not much help. :-/

-- Bob

From : MICROPROSE PSX
To : TTE PSX
Subj : vblank stuff again
Numb : 679 of 1102
2:17pm
Read : 28/02/1996 2:37pm
Conf : 1 - PSX Common

Date : 28/02/1996
Reference : 676
Private : NO

-> When vblank callback arrives switch from task A to B using
-> ChangeTh in the vblank, then exit

Uhm...at first thought, this seems wrong to me. I'd try switching
threads right after both tasks vblank.

-> this in effect would any spare cpu time from each frame to task
-> A while running task B very frame.

If what was suggested above works (assuming task A is the 'main'
task and that task B runs in a frame), then task A would get most of the
CPU time because you're swapping back to task A as soon as task B is
done...then waiting for the bulk of task A to be done, then switching
back to task B.

Sheesh...I hope that make sense. :-/ Good luck to you.

-- Bob

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Link Cable stuff
Numb : 680 of 1102
2:19pm
Read : 28/02/1996 2:32pm (REPLIES)
Conf : 1 - PSX Common

Date : 28/02/1996
Reference : 675
Private : NO

-> Hello,
->
-> Are there plans for some form of document giving a bit more help with
-> Link cable stuff? Some useful demo programs? Warnings about the
-> problems encountered when using LIBCOMB?
->
-> It's just that we're due to start work on link-up code soon, and all
-> the discussions relating to link cables is frightening me...
->
-> And 8 bytes per transfer? Really?
->
-> Deany

I have requested more up-to-date info myself. Be warned : some of the
_comb_control calls have not been implemented yet. I'm trying to get
a list of 'not done yet' things from Japan, but this is taking time!!

Yes, 8-bytes per transfer - pants!! Another warning - asynchronous
writing is not implemented either.

Ben

From : TTE PSX
To : ALL
Subj : that blank again (sorry!)
Numb : 681 of 1102 Date : 28/02/1996
2:21pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Okay,

do you a) know of any exaple code for threading?
b) Do you no how to setup the gp reg
any others required in an event handler
to call c functions as normal

point b, could by a way round the problem. Setup the gpu commands
in vblank, set a root counter to triger a few rasters later exit vblank,
I could then pickup processing of main gameloop in event handler for
the root counter and in required break the mainloop in several events
to allow through any other events that need to execute

I know the above approach is rubbish, but I REALLY!! need the
ability to use any spare cpu time on a back ground task.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Link Cable stuff
Numb : 682 of 1102 Date : 28/02/1996
2:33pm
Read : 28/02/1996 4:01pm (REPLIES) Reference : 680
Conf : 1 - PSX Common Private : NO

Sigh.... SCEI. Why do they bother?

:(

Deany

From : MILLENIUM PSX
To : MICROPROSE PSX
Subj : probs vertical call backs
Numb : 683 of 1102 Date : 28/02/1996
2:35pm
Read : 28/02/1996 4:23pm Reference : 678
Conf : 1 - PSX Common Private : NO

Bob,

Running something like Galaga while loading is a piece of piss.. Just
start the load, and go and do something else (like a loading game). Just
check the status of the read every frame... :)

Threading = Bad
Asynchronous loading = Good

:)

Deany

From : TTE PSX
To : ALL
Subj : hi again
Numb : 684 of 1102 Date : 28/02/1996
2:45pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

hi,

sorry what I means is can the vblank switch the thread to task B
. This would mean every frame task B would be switched to every frame.
Once task B is finished, the thread could go back to wherever task A
(the big task) was last at (I prseume a task can be suspended half way
thourgh and resumed later?)

If you could call me (01704 532871 David Dootson) I could probably
explain better what I'm trying to achive, why and how. If not any
more advice would be great !

From : ARC PSX
To : MICROPROSE PSX
Subj : Object file grief experienced by many at ARC
Numb : 685 of 1102 Date : 28/02/1996
5:36pm
Read : 29/02/1996 9:41am (REPLIES) Reference : 677
Conf : 1 - PSX Common Private : NO

Thanks for your message, but the latest versions of the tools are as
bad as any others (if not worse....).

From : SCE SUPPORT (Support)
To : ARC PSX
Subj : Object file grief experienced by many at ARC
Numb : 686 of 1102 Date : 28/02/1996
6:02pm
Read : 29/02/1996 9:55am Reference : 685
Conf : 1 - PSX Common Private : NO

Hi,

The current compiler bug we are aware about seems related to the
assembly stage of C->.OBJ and seems related to having very large files.

We're looking at it ...

Paul

-> Thanks for your message, but the latest versions of the tools are as
-> bad as any others (if not worse....).

From : SCE SUPPORT (Support)

To : TTE PSX
Subj : Threading
Numb : 687 of 1102
10:58am
Read : 29/02/1996 11:47am
Conf : 1 - PSX Common

Date : 29/02/1996
Reference : 676
Private : NO

-> Hi,
->
-> okay is vblank are ment to be quick, can I use multitasking to
-> switch threads ???.
->
-> What I mean is can I do the following :-
->
-> have 2 tasks A and B
->
-> start task A
->
-> When vblank callback arrives switch from task A to B using
-> ChangeTh in the vblank, then exit
->
-> So now task B is runing (which is less than frame). At the
-> end of task B use ChangeTh to go back to task A, until the next
-> vblank callback occurs
->
-> this in effect would any spare cpu time from each frame to task
-> A while runing task B very frame.
->
-> And is this posiable???? is there any one who cloud supply
-> example code of switching threads ?

I will put an example in the demo code area. It'll be called
thread.zip. If you want to change threads for each frame, setup a
vsynccallback and set a flag in this function. In your main loop, poll
this flag and when it is set, clear it and change thread. Job done

Ben

From : SCE SUPPORT (Support)
To : TTE PSX
Subj : that blank again (sorry!)

Numb : 688 of 1102
10:58am
Read : 29/02/1996 11:48am
Conf : 1 - PSX Common

Date : 29/02/1996
Reference : 681
Private : NO

->
->
-> Okay,
->
-> do you a) know of any exaple code for threading?
-> b) Do you no how to setup the gp reg
-> any others required in an event handler
-> to call c functions as normal
->
-> point b, could by a way round the problem. Setup the gpu commands
-> in vblank, set a root counter to triger a few rasters later exit
-> vblank, I could then pickup processing of main gameloop in event
-> handler for the root counter and in required break the mainloop in

-> several events to allow through any other events that need to execute
-> I know the above approach is rubbish, but I REALLY!! need the
-> ability to use any spare cpu time on a back ground task.

See that demo code. GP register-tastic mate.

Nicely,
Ben

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Link Cable stuff
Numb : 689 of 1102 Date : 29/02/1996
10:59am
Read : 29/02/1996 12:51pm (REPLIES) Reference : 682
Conf : 1 - PSX Common Private : NO

-> Sigh.... SCEI. Why do they bother?
->
-> :(
->
-> Deany

Because they have a winner in the PlayStation ??? Just look at the
stats mate.

From : SCE SUPPORT (Support)
To : TTE PSX
Subj : hi again
Numb : 690 of 1102 Date : 29/02/1996
11:00am
Read : 29/02/1996 11:48am Reference : 684
Conf : 1 - PSX Common Private : NO

-> hi,
->
-> sorry what I means is can the vblank switch the thread to task B
-> . This would mean every frame task B would be switched to every
-> frame. Once task B is finished, the thread could go back to wherever
-> task A (the big task) was last at (I prseume a task can be suspended
-> half way thourgh and resumed later?)
->
-> If you could call me (01704 532871 David Dootson) I could probably
-> explain better what I'm trying to achive, why and how. If not any
-> more advice would be great !

If the demo code isn't what you need, leave another message and I'll
call.

Ben

From : TTE PSX
To : ALL
Subj : subject the vblank stuff and threading
Numb : 691 of 1102 Date : 29/02/1996
11:52am
Read : NO Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hi,

thanks for the thread code.I hope I'll be able to solve my problem with that,

thanks

Daved D. (travellers tales)

From : MILLENIUM PSX

To : SCE SUPPORT (Support)

Subj : Link Cable stuff

Numb : 692 of 1102

Date : 29/02/1996

12:53pm

Read : 29/02/1996 3:14pm (REPLIES)

Reference : 689

Conf : 1 - PSX Common

Private : NO

Yeah yeah... I just meant it in reference to the link cable stuff. It's a bag...

Dean

From : TTE PSX

To : ALL

Subj : threading stuff

Numb : 693 of 1102

Date : 29/02/1996

1:38pm

Read : NO (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hi bob

The threading example you left on the bbs, what is it supposed to do ?

I set break points on thread1 and thread2 procedures and it never arrives at either. Am I just being stupid ???

Also how can I leave thread2 busy doing something and periodically run thread1 WITHOUT thread2 performing the switch back to thread1?. (ie can threads be switched in the vblank callback to thread1 even if currently the processor is in the middle of thread2.)

From : SCE SUPPORT (Support)

To : MILLENIUM PSX

Subj : Link Cable stuff

Numb : 694 of 1102

Date : 29/02/1996

3:18pm

Read : 29/02/1996 3:47pm (REPLIES)

Reference : 692

Conf : 1 - PSX Common

Private : NO

-> Yeah yeah... I just meant it in reference to the link cable stuff.

-> It's a bag...

->

-> Dean

of shite ?? Couldn't agree more.
Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Link Cable stuff
Numb : 695 of 1102
3:47pm
Read : 29/02/1996 4:02pm
Conf : 1 - PSX Common
Date : 29/02/1996
Reference : 694
Private : NO

I couldn't have put it better myself... :)

Dean

From : FUNCOM PSX
To : ALL
Subj : SPU STREAMING RETURN
Numb : 696 of 1102
4:45pm
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 29/02/1996
Reference : NONE
Private : NO

Hi

You may have remembered I had some problems with the SPU streaming library. Well, I've got it to play a track OK. Problem is, I've still got that nasty screen glitch sometimes. It flashes the top of the screen sometimes. Is this because of the SPU library too? Does it preclude other things beside sound DMA ?? I'm stuck!

Because I'm streaming one big VAG, I have to fill the DRAM buffer by using CdRead() ... I use a blocked seek, could this have any affect on performance? I'm reading 32k at a time, when it's safe to.

So close, yet so far. Sometimes the game just hangs for about 30 seconds. It seems to be worse on the blue ps-x for some reason. Any ideas? Particularly on how I can fill a DRAM buffer from a file without any CPU blocking overhead would be appreciated..

Thanks kids

-Dave
FunCom
dave@funcom.com

From : FLAIR PSX
To : FUNCOM PSX
Subj : SPU STREAMING RETURN
Numb : 697 of 1102
5:07pm
Read : 01/03/1996 11:37am (REPLIES)
Conf : 1 - PSX Common
Date : 29/02/1996
Reference : 696
Private : NO

How big is the screen glitch at the top?? I had 8*8 cells glitching on the top 2 rows of my image. The cure was to fix my double buffering

properly. I wasn't double buffering all of the mdec strips, I was only double buffering one strip.

Hope this helps

Martin

From : TTE PSX
To : ALL
Subj : OS stuff
Numb : 698 of 1102 Date : 29/02/1996
5:43pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi bob,

is possible to legally call the gpu event handler from within the vblank. If so I could just call it every now and again within my main loop, and the gpu commands would still be serviced

From : MICROPROSE PSX
To : TTE PSX
Subj : threading stuff
Numb : 699 of 1102 Date : 29/02/1996
6:29pm
Read : 01/03/1996 6:07pm Reference : 693
Conf : 1 - PSX Common Private : NO

-> Hi bob

Uhm, I'm assuming you mean me.

-> The threading example you left on the bbs, what is it supposed to do?

I've not had a chance to look at it (I didn't write it.)

-> Also how can I leave thread2 busy doing something and periodically run thread1 WITHOUT thread2 performing the switch back to thread1?.

You can't. Because it isn't proper multitasking, you must make a conscious effort to switch tasks.

-> (ie can threads be switched in the vblank callback to thread1 even if currently the processor is in the middle of thread2.)

This sounds dodgy to me. It's possible, I suppose, but I'd be surprised if doing this works.

-- Bob

From : MICROPROSE PSX

To : TTE PSX
Subj : OS stuff
Numb : 700 of 1102 Date : 29/02/1996
6:34pm
Read : 01/03/1996 6:07pm Reference : 698
Conf : 1 - PSX Common Private : NO

-> is possible to legally call the gpu event handler from within
-> the vblank. If so I could just call it every now and again within
-> my main loop, and the gpu commands would still be serviced

I've only messed with events when they apply to memory cards, so I'm
must pass it off to those good lot from support. :)

Not much help I'm afraid, sorry. :-/

-- Bob

From : REBEL PSX
To : MILLENIUM PSX
Subj : GTE macro questions..
Numb : 701 of 1102 Date : 29/02/1996
9:23pm
Read : 01/03/1996 7:02am (REPLIES) Reference : 492
Conf : 1 - PSX Common Private : NO

Deany

this is very standard, and not a PS problem at all, probably. I've had
it in slightly different circumstances. If your quad is not totally
flat, then one half of it can be backfacing while the other is not.

If you decide to cull on the wrong face, it disappears.

Solutions?

either use triangles if they are very twisted, or don't back face cull
those that are likely to cause problems.

One other problem is very BIG quads dropping out. This seems to me to be
the nclip maths overflowing. Does anybody know if this is in fact
correct, and if so is there any way of detecting this overflow?

Thanx in advance,

Tim.

From : MILLENIUM PSX
To : TTE PSX
Subj : OS stuff
Numb : 702 of 1102 Date : 01/03/1996
7:17am
Read : 01/03/1996 6:08pm Reference : 698
Conf : 1 - PSX Common Private : NO

I think generally the whole concept of trying to get large sections of
code to be executed in VBlank is a bit duff... It's already documented
(somewhere!) that the interrupt service routines linked to the MIPS IRQ
only queues one interrupt of each type (eg it'll only queue one of the

interrupt types derived from Root counter 3). You'll end up starving the system of interrupts, and there's no way you could easily find out what should be called in your main loop (and when to call) so the system wouldn't get into a complete state..

Dean

From : MILLENIUM PSX
To : REBEL PSX
Subj : GTE macro questions..
Numb : 703 of 1102 Date : 01/03/1996
7:20am
Read : 05/03/1996 3:08pm (REPLIES) Reference : 701
Conf : 1 - PSX Common Private : NO

Tim,

Ta very much.. I'll have another check of the vertex data to make sure the quad is flat.. we've got it sort-of fixed in our display code, where we perform an nclip on each triangle from the quad (but still only rotating 3 + 1)... that SXY fifo comes in useful.. :)

As far as your nclip maths problem, I thought you had to use the 'flags' return value to determine overflow... it's in the docs somewhere..

Cheers,
Dean

From : MILLENIUM PSX
To : MILLENIUM PSX
Subj : GTE macro questions..
Numb : 704 of 1102 Date : 01/03/1996
7:40am
Read : 01/03/1996 7:40am Reference : 703
Conf : 1 - PSX Common Private : NO

Hmmm.. having just checked, it looks like the vertex data we have is ok. All the quads appear to be flat. An odd thing is that if I move the camera closer to the object, this clipping problem disappears. It's only when the polys are very small. Personally, I'm convinced that it's an inaccuracy problem in nclip() (which uses screen coords)...

Ah well.. never mind... :)

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : MovConv
Numb : 705 of 1102 Date : 01/03/1996
8:42am
Read : 01/03/1996 9:14am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi, Support-type chaps...

Could you please pass on a request to SCEA regarding MovConv (as I

believe they maintain this software)?

Can they add a few more file-types for input? Sequential non-RLE'd BMPS would be fine... and would probably save us upwards of 3Gb of hard drive space... :)

Cheerio
Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : MDEC stuff
Numb : 707 of 1102
11:34am
Read : 01/03/1996 11:53am
Conf : 1 - PSX Common
Date : 01/03/1996
Reference : NONE
Private : NO

Hallo,

I'm using MDEC to decode some still images in .BS format. The images are 640x480x16 bit, and I'm basically just saying VLC decoding the lot, doing a DecDCTin(), followed by a DecDCTout() and DecDCToutSync()... In MovConv I've specified a custom size of 30 sectors (I can afford around 60k for each compressed image in RAM).

Anyway, while decompressing some images I get that bloody MDEC_out_sync error...

As I understand it, the .BS data gets VLC decoded to a buffer as big as the screen (in my case 640x480x16), and then that buffer gets submitted to the MDEC chip, which outputs slices of 16x480...

So if the data submitted to MDEC is always the same size, then why does my decompress fail with MDEC_out_sync on some images when using 30 sectors, but works when I recompress it using 22 sectors..?

Any clarification would be pretty handy...

Dean

From : SCE SUPPORT (Support)
To : TTE PSX
Subj : OS stuff
Numb : 709 of 1102
12:00pm
Read : 01/03/1996 6:08pm
Conf : 1 - PSX Common
Date : 01/03/1996
Reference : 698
Private : NO

-> Hi bob,
->

-> is possible to legally call the gpu event handler from within
-> the vblank. If so I could just call it every now and again within
-> my main loop, and the gpu commands would still be serviced

Dave,

You can legally have a GPU interrupt in a VSync callback. I'm not sure I understand your query however. The interrupt is generated by the system, therefore the event handler will be called when this interrupt occurs. This can happen in a VSync and it'll be queued until your out

of your VSync callback. If you mean setting up a DrawSync callback in a VSync callback - then Hmmm, its done in a critical section which would cause probs. But I can't see why you would want to do this anyway.

Ben

From : ARC PSX
To : ALL
Subj : Arc having more fun with GCC
Numb : 710 of 1102 Date : 01/03/1996
12:13pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Here's something nasty we found in GCC. We declared a structure composed of short's and char's , which the compiler padded to a longword boundary as you would expect - the size came out at 030h bytes. However , for reasons best known to itself, when incrementing the structure pointer, it only added 02eh bytes which on the whole is not good.

The only way to get it to work was by manually padding the structure out ourselves. Fun.

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : looping audio
Numb : 711 of 1102 Date : 01/03/1996
3:40pm
Read : 01/03/1996 4:22pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Martin,

I tried ringing but nobosy was there. Hardly surprising - Fridat afternoon. Anyway can you give me a ring to discuss your looping audio problems. I've finished tampering with Win95 and I have had a look at the code your using (I wrote sometime ago and needed a refresher look), so I am now in a position to help.

Ben

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Wierd!!
Numb : 712 of 1102 Date : 01/03/1996
4:13pm
Read : 04/03/1996 9:52am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

One of our publisher's new developers have recently started development on the PlayStation and have asked us to burn a demo for them on our wonderful CD burner. They sent us a file which runs on the development kit in 2Mb and there's no pollhosts or owt in there. When he runs the demo in

the debugger he gets the usual message of 'Target did not respond' when there's no pollhost. He sent the .cpe file up to me and I tried it on my system and it worked, but I could look at memory while it was running. It was if there was a pollhost in there!! We tried burning it onto a CD and it hung on the blue debugging station but ran fine on the black cd drive attached to the dex boards!!

Any ideas!!

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : MILLENIUM PSX
To : TELSTAR PSX
Subj : Wierd!!
Numb : 713 of 1102 Date : 01/03/1996
5:39pm
Read : 01/03/1996 6:10pm Reference : 712
Conf : 1 - PSX Common Private : NO

Perhaps there's a PC filesystem call lurking around... like a PCInit() or equivalent..

When you say you could look at memory on your system when it was running, it isn't one of those 'other' dev kits is it? They use the PIO interrupt from the parallel IO port to hook into the PSX without the need of a pollhost()...

Dean

From : TTE PSX
To : ALL
Subj : Printf with mess1.com
Numb : 714 of 1102 Date : 01/03/1996
6:12pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

I've just switched P.C.s runing windows95. The message handler is painfully slow, any ideas or fix for this problem ?

From : BITS CORP
To : ALL
Subj : BMP2TIM/TIMUTIL Bugs...

Numb : 716 of 1102
12:54am
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 03/03/1996
Reference : NONE
Private : NO

Hi everyone,

There appear to still be some major pains in the conversion tools, especially when they involve 4bit stuff, or more precisely BMP files. BMP2TIM can't specify whether the data should be mode4/8/16/24, and if your image happens to be of an odd size (ie. clipped frames), it decides to pad it out with some unknown data (not null) which gives some very confused glitches over the screen.

TIMUTIL, although it can convert from 8bit to 4bit it completely screws up the clut information, and the palette gets replaced by some sort of system palette (not too dissimilar to the Windows one, except only one colour remains). The photoshop plugin can handle the 8bit to 4bit conversion fine, and saves things out nice'n'dandy, but not the kosher util..no chance.

Now, either i'm doing something very, very wrong and stupid or the bugs haven't been fixed. We're using v2.2 of BMP2TIM, and whatever the most recent TIMUTIL version is.

Any ideas, or anyone done any tools to get around it? We'd use the photoshop one except for the fact that there's hundreds of images and no batch facility in the exporter.

Cheers,
Laurence.

From : CTA PSX
To : BITS CORP
Subj : BMP2TIM/TIMUTIL Bugs...
Numb : 717 of 1102
10:01pm
Read : 04/03/1996 11:25am
Conf : 1 - PSX Common

Date : 03/03/1996
Reference : 716
Private : NO

Most Sony utils are very buggy.. Writing your own seems the easiest solution (as I have done with bmp2tim).

Cheers
John

From : VISION MEDIA
To : SCE SUPPORT (Support)
Subj : libmath
Numb : 718 of 1102
11:01pm
Read : 04/03/1996 9:53am (REPLIES)
Conf : 1 - PSX Common

Date : 03/03/1996
Reference : NONE
Private : NO

Hi there!

Has anybody ever used "floor" or "ceil". It's defined in libmath.h and the source compiles just fine BUT the linker gives me an error messages that it cannot find the function FLOOR_FD (or CEIL_FD). Yes, I'm linking libmath.lib. So what's the trick? Any suggestions?

Thanks...

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : Using multiple vab headers
Numb : 722 of 1102 Date : 04/03/1996
12:35pm
Read : 04/03/1996 12:59pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I'm trying to upload multiple vabs to sound ram. I can't find anything in the docs that suggest I can or can't do this. Has anyone got any info?

Another approach I've looked into is dynamically creating a VAB header then using `SsVabTransBodyPartly` to upload the multiple VAG block. This looks like it may work; however there are 512 bytes of undocumented data at the end of each header block. This seems to correspond to one word per VAG but the values don't seem to bear any relationship to them. Can you tell me what this area is?

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Questions
Numb : 723 of 1102 Date : 04/03/1996
1:02pm
Read : 04/03/1996 1:12pm Reference : NONE
Conf : 1 - PSX Common Private : NO

1. What on earth is happening with regard to GTE information?
2. Have SCEI indicated that your changes to LIBPRESS will be incorporated into future library revisions?

Dean

From : SCE SUPPORT (Support)
To : TTE PSX
Subj : Printf with mess1.com
Numb : 724 of 1102 Date : 04/03/1996
1:04pm
Read : 04/03/1996 1:10pm Reference : 714
Conf : 1 - PSX Common Private : NO

-> Hi,
->
-> I've just switched P.C.s running windows95. The message handler
-> is painfully slow, any ideas or fix for this problem?

No fix unfortunately. I had this same problem. I use the Win95 stuff from SN. I think you have to become an authorised beta-tester to use it. Ask them, they'll be more than happy to help!!!

Ben

From : SCE SUPPORT (Support)

To : BITS CORP
Subj : BMP2TIM/TIMUTIL Bugs...
Numb : 725 of 1102
1:25pm
Read : 08/03/1996 1:35pm
Conf : 1 - PSX Common

Date : 04/03/1996
Reference : 716
Private : NO

-> Hi everyone,
-> There appear to still be some major pains in the conversion tools,
-> especially when they involve 4bit stuff, or more precisely BMP files.
-> BMP2TIM can't specify whether the data should be mode4/8/16/24, and
-> if your image happens to be of an odd size (ie. clipped frames), it
-> decides to pad it out with some unknown data (not null) which gives
-> some very confused glitches over the screen.
-> TIMUTIL, although it can convert from 8bit to 4bit it completely
-> screws up the clut information, and the palette gets replaced by
-> some sort of system palette (not too dissimilar to the Windows one,
-> except only one colour remains). The photoshop plugin can handle the
-> 8bit to 4bit conversion fine, and saves things out nice'n'dandy, but
-> not the kosher util..no chance.
->
-> Now, either i'm doing something very, very wrong and stupid or the
-> bugs haven't been fixed. We're using v2.2 of BMP2TIM, and whatever
-> the most recent TIMUTIL version is.
->
-> Any ideas, or anyone done any tools to get around it? We'd use the
-> photoshop one except for the fact that there's hundreds of images
-> and no batch facility in the exporter.
->
-> Cheers,
-> Laurence.

Write your own or use a seperate package (e.g. debabelizer) to sort out
bit-depth and then use bmp2tim, or write your own. I will request the
guys in Japan for a better version - but don't hold your breath!!!

Sorry, not much cop,
Ben

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : Wierd!!
Numb : 726 of 1102
1:17pm
Read : 06/03/1996 12:19pm
Conf : 1 - PSX Common

Date : 04/03/1996
Reference : 712
Private : NO

->
-> Hi,
->
-> One of our publisher's new developers have recently started
-> development on the PlayStation and have asked us to burn a demo for
-> them on our wonderful CD burner. They sent us a file which runs on
-> the development kit in 2Mb and there's no pollhosts or owt in there.
-> When he runs the demo in the debugger he gets the usual message of
-> 'Target did not respond' when there's no pollhost. He sent the .cpe
-> file up to me and I tried it on my system and it worked, but I could
-> look at memory while it was running. It was if there was a pollhost
-> in there!! We tried burning it onto a CD and it hung on the blue

-> debugging station but ran fine on the black cd drive attached to the
-> dex boards!!
-> Any ideas!!

Bill,

Are you sure it runs in two megs?? What about the license file -
have you got one? Does it work if you do the swap trick??

Ben

From : SCE SUPPORT (Support)
To : VISION MEDIA
Subj : libmath
Numb : 727 of 1102 Date : 04/03/1996
1:41pm
Read : 04/03/1996 6:54pm (REPLIES) Reference : 718
Conf : 1 - PSX Common Private : NO

-> Hi there!
->
-> Has anybody ever used "floor" or "ceil". It's defined in libmath.h
-> and the source compiles just fine BUT the linker gives me an error
-> messages that it cannot find the function FLOOR__FD (or CEIL__FD).
-> Yes, I'm linking libmath.lib. So what's the trick? Any suggestions?
->
-> Thanks...

Hi,

What version of the libraries are you using? I've just tried this
and had no problems. I looked at the source also, and there is no
mention of FLOOR__CD (or CEIL__CD) - wierd!!

Ben

From : SCE SUPPORT (Support)
To : MINDSCAPE PSX
Subj : Using multiple vab headers
Numb : 728 of 1102 Date : 04/03/1996
1:50pm
Read : 04/03/1996 3:34pm Reference : 722
Conf : 1 - PSX Common Private : NO

-> I'm trying to upload multiple vabs to sound ram. I can't find
-> anything in the docs thats suggest I can or cant to this. Has anyone
-> got any info ?
-> Another approach I've looked into is dynamically creating a VAB
-> header then using SsVabTransBodyPartly to upload the multiple VAG
-> block. This Looks like it may work; however there are 512 bytes of
-> undocumented data at the end of each header block. This seems to
-> correspond to one word per VAG but the values don't seem to bear any
-> relationship to them. Can you tell me what this area is?

Have a look at SsVabOpenHeadSticky in the reference manual.

From : INFOGRAMES PSX
To : TTE PSX
Subj : vblank stuff again

Numb : 729 of 1102

Date : 04/03/1996

4:49pm

Read : 05/03/1996 8:35am (REPLIES)

Reference : 676

Conf : 1 - PSX Common

Private : NO

In theory you should be able to do this, in fact you should be able to do much more, the PSX in its standard default mode handles upto 4 extra tasks (task 0 is whats running when you start).

However I have run into problems switching tasks in my vbl (I want to do exactly the same thing, sigh). So I wait paitiently (just) from the SUPPORT for an answer about this, however they have had my source and the problem for at least one month now, so don't hold your breath.

But the answer is yes. Give it a go. But, when the dox say set the R-SR to this or that value, I assume it means mask this value, or else you will loose info like cop2 existance etc.

Apart from that, it should be straight forward.

Good Luck
fred

From : INFOGRAMES PSX

To : ALL

Subj : Thread, Support, Known bugs.

Numb : 730 of 1102

Date : 04/03/1996

5:26pm

Read : NO (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hello all!

O.k. here goes, after working on the multi tasking on the playstation last year, I ran into a lovely brick wall. This wall was shaped suspiciously like the vsync callback. Here is a psuedo detail of what I wanted to do.

```
Addtask(mytask);
```

```
Switcher()
```

```
{  
  ChangeTask(mytask);  
  and wait.....
```

```
in mytask()
```

```
process somthing very very large (maybe decompression??? or maybe  
preparing graphic stuff?? or maybe a big fat loop to make the PSX look  
crap?? who knows or cares?)
```

so anyway, there are only two ways to switch out of this task.

1: Do a changeCh in the task. No problem. However this is only good if the task has finished.

2: On the wonderful vbl, switch the task. PERFECT.

However the 2'nd option doesn't work. What happens is when you switch tasks under interupt the task before the interupt becomes the interupt at the time you change threads, therefore the next time you try to change tasks, everything is bolloxed.

So to the point.

Support, what are you doing? At least a reply would be polite.
When will you tell everyone what works, and what is obviously bugged and unfinished code (I will not mention the Serial stuff, nuff said)
Give each developer equal rights (Psygnosis having special libcomb etc).
Give us, or if you don't have, find yourselves, the hardware we can obviously access (GTE macros, whats the point in secrecy?) plus the rest (IE how exactly does the CPU/GPU communicate, interrupt dma, fairy summoning??).

I would really like to hear intelligent replies to problems encountered on the machine, and not hear replies in the vain of "Its a black box, we don't know" or "Oh that, it's never worked", or "Don't have a clue"

SO WHAT THE HELLS GOING ON???

WHY IS SEGA RALLY BETTER THEN RIDGE RACER???

Good luck averyone,

Fred, Lyon.

From : FUNCOM PSX
To : BITS CORP
Subj : BMP2TIM/TIMUTIL Bugs...
Numb : 731 of 1102 Date : 04/03/1996
6:31pm
Read : 08/03/1996 1:36pm Reference : 716
Conf : 1 - PSX Common Private : NO

Hi!

It's much better to make your own conversion routines. The format of the .TIM format is well documented, and quite straightforward.

I've made a tool which converts Alchemy(tm)'s .RAW format into .TIM files on our Silicon Graphics machine, and it helped a lot when converting a lot of .TGA pictures rendered from 3D-studio to .RAW, then my tool from .RAW to .TIM. (Takes ages on the PC, but milliseconds on the Silicon.)

Paal-Kristian
engstad@funcom.com

From : FUNCOM PSX
To : ALL
Subj : SAMPLES
Numb : 732 of 1102 Date : 04/03/1996
7:32pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi all

Now, this may seem like a simple question (great! That means someone will know!) but I've been trying without success all afternoon to do it. I've got this VAB, split into .vh and .vb via vabsplit, and all I want to do is play just one VAG sample from this file. Can someone tell me

exactly what functions I need to call to make this happen?

This should be really simple, but it's really annoying me why I can't do it! Just a few Ss function calls surely?

Confused
Dave@funcom.com

From : VISION MEDIA
To : SCE SUPPORT (Support)
Subj : libmath
Numb : 733 of 1102 Date : 04/03/1996
10:58pm
Read : 05/03/1996 8:36am (REPLIES) Reference : 727
Conf : 1 - PSX Common Private : NO

Hi again,

we have tested a little further regarding the libmath problem. Here is what we found out:

1. If we use the "libmath.h" header we cannot get the file linked. The linker looks for a "FLOOR__FD" function which it cannot find in libmath.lib. Why is looking for FLOOR__FD and not just for "FLOOR" ?
2. If we do NOT use "libmath.h" we get an "implicit declaration" warning during compile but this time the linker produces the .cpe file without any error messages. The problem is that the "floor" function does not work right... You stated that you had no problems using "floor". Have you checked the function results?

We use the programmes and libraries we got with the support cd.

By the way we are using C++...Could this be the problem ???

Does it make any sense to write our own "floor" function or could this be a real pain in the a..?

Something more: We also tried out other libmath functions like "log" and "log10". These didn't work either. We first thought we did something wrong linking but when we left out the "inclid libmath.lib" statement in our linker definition file we got hundreds of errors...

HELP!

From : MILLENIUM PSX
To : INFOGRAMES PSX
Subj : Thread, Support, Known bugs.
Numb : 734 of 1102 Date : 05/03/1996
7:02am
Read : 05/03/1996 12:49pm (REPLIES) Reference : 730
Conf : 1 - PSX Common Private : NO

Psygnosis have a special/different libcomb?

Ooooooooooooooooooh... 's no fair.

Dean

p.s. Maybe we'll get all that information at the Developer Conference.
Or back in the real world, maybe we won't... :(

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : SAMPLES
Numb : 735 of 1102 Date : 05/03/1996
7:23am
Read : 05/03/1996 9:11am (REPLIES) Reference : 732
Conf : 1 - PSX Common Private : NO

Hi Dave,

Just do something like this...

```
u_short vab_id;  
u_short voice_id;
```

```
SsInit();  
SsSetTickMode(SS_TICK60); // Auto update every 60th.  
SsStart();
```

```
vab_id = SsVabOpenHead((u_char*)my_vab_header_addr, -1);  
my_vab_sound_addr = <allocate memory for sound and load into DRAM>  
SsVabTransBody((u_char*)my_vab_sound_addr, vab_id);  
SsVabTransCompleted(SS_WAIT_COMPLETED);  
<Now you can free the DRAM associated with the sound body>
```

```
SsSetMVol(127,127);  
SsSetSerialAttr(SS_SERIAL_A, SS_MIX, SS_SON); // We'll have CD-Mixing  
SsSetSerialVol(SS_SERIAL_A, 0x7fff, 0x7fff); // I think this is ok..
```

```
// Play a sound (voice_id returns holding the voice we played on)
```

```
voice_id = SsUtKeyOn(vab_id, <prog_id>, <tone>, <pitch>, <finetune>,  
                    <leftvolume>, <rightvolume>);
```

Hope this is all ok... if not, I'll have a look at it again (it's been quite a while since I looked at this stuff).

Dean

p.s. Wouldn't it be nice if LIBSND had a function to let programmers control which voices sequence playback use...

From : TTE PSX
To : INFOGRAMES PSX
Subj : vblank stuff again
Numb : 736 of 1102 Date : 05/03/1996
8:40am
Read : 05/03/1996 12:51pm Reference : 729
Conf : 1 - PSX Common Private : NO

Hi,

Thanks for your comments. So far the only solution they have given

to me is to check flags set by the vbl callback and make your code monitor these flags and switch threads b

From : TTE PSX
To : INFOGRAMES PSX
Subj : vblank stuff
Numb : 737 of 1102 Date : 05/03/1996
9:00am
Read : 05/03/1996 12:52pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

dont know if you get the bit of my last message or not so I'll start again (bombed out of the BBS).

Thanks for the message. The feed back I've had so far is that to switch the threads you have to poll a flag set by the vblank to tell you switch threads. This would me regualr checks in what ever task you are performing. Of course depending on the nature of your background task that could be very wasteful of CPU.

The only poor idea I've come up with so far and not tried yet, is to dump whatever gpu commands you have that frame in the vbl. Set a root counter to generate an event say X scan lines later (wasteful I known) and put the code you would of put in the vbl here.

Thus would leave a few scan lines for os to get in take some of your gpu commands. You may have to segment your code a few times to get all the required gpu commands though. Not so nice though.

Also as your in an event handler you need to get value of gp reg setup correctly (it points into the system some where in, unlike callbacks which have gp pointing at global area for your c code)

If you facny still trying this I would be intersted!

you can call me at TT on 01704 532871

Hope to here from you Dave Dootson

From : SCE SUPPORT (Support)
To : INFOGRAMES PSX
Subj : Thread, Support, Known bugs.
Numb : 738 of 1102 Date : 05/03/1996
10:00am
Read : 05/03/1996 12:59pm (REPLIES) Reference : 730
Conf : 1 - PSX Common Private : NO

-> Hello all!

->

-> O.k. here goes, after working on the multi tasking on the playstation

-> last year, I ran into a lovely brick wall. This wall was shaped

-> suspiciously like the vsync callback. Here is a psuedo detail of

-> what I wanted to do.

-> Addtask(mytask);

->

```

-> Switcher()
-> {
-> ChangeTask(mytask);
-> and wait.....
->
->
-> in mytask()
-> process something very very large (maybe decompression??? or maybe
-> preparing graphic stuff?? or maybe a big fat loop to make the PSX
-> look crap?? who knows or cares?)
->
-> so anyway, there are only two ways to switch out of this task.
-> 1: Do a changeCh in the task. No problem. However this is only good
-> if the task has finished.
-> 2: On the wonderful vbl, switch the task. PERFECT.
->
-> However the 2'nd option doesn't work. What happens is when you switch
-> tasks under interrupt the task before the interrupt becomes the
-> interrupt at the time you change threads, therefore the next time you
-> try to change tasks, everything is bolloxed.
->
-> So to the point.
-> Support, what are you doing? At least a reply would be polite.
-> When will you tell everyone what works, and what is obviously bugged
-> and unfinished code (I will not mention the Serial stuff, nuff said)
-> Give each developer equal rights (Psygnosis having special libcomb
-> etc). Give us, or if you don't have, find yourselves, the hardware
-> we can obviously access (GTE macros, whats the point in secrecy?)
-> plus the rest (IE how exactly does the CPU/GPU communicate,
-> interrupt dma,fairy summoning??).
->
-> I would really like to hear intelligent replies to problems
-> encountered on the machine, and not hear replies in the vain of "Its
-> a black box,we don't know" or "Oh that, it's never worked", or
-> "Don't have a clue"
-> SO WHAT THE HELLS GOING ON???
->
-> WHY IS SEGA RALLY BETTER THEN RIDGE RACER???

```

Hi Fred,

Firstly, I'd like to address the issues in the last paragraph and make you and all developers aware of the situation we're in. We can't tell everyone what works and what doesn't work because we don't know. We don't know because Japan won't tell us. We have what you have, except maybe on paper rather than acrobat. Moving on to low-level access to the GTE, we'd love to give you this. It would improve things and make games better. Unfortunately, they don't see it like this, and as much as we whinge and ask and whinge some more, if they say no, theres not much we can do about it.

As for giving each developer equal rights - what do you think we do?? You think we give Psygnosis special libcomb. I'm sorry but you're wrong! Where did you hear this - I'd be happy to discuss the evidence with you.

Now then, please do not ask questions about why Sega Rally is better than Ridge Racer - I might start making comparisons to Alone in the Dark.

Now, onto the real support issue.

I've been doing stuff with threads, and had as much success as you. Changing thread in an interrupt just doesn't work. Another developer, Travellers Tales, have also been wanting to do this. I did suggest an alternative method to them which they describe (as well as their method) in a reply to your message. Unfortunately, this is unfeasible in their case, because they believe it would take up too much CPU time. I agree, but so far that's the best solution I can think of. I'm still working on this, however.

Good luck,
Ben

```
From : SCE SUPPORT (Support)
To   : VISION MEDIA
Subj : libmath
Numb : 739 of 1102
Date      : 05/03/1996
11:27am
Read : 10/03/1996 3:16pm
Conf : 1 - PSX Common
Reference : 733
Private  : NO
```

```
-> Hi again,
->
-> we have tested a little further regarding the libmath problem. Here
-> is what we found out:
->
-> 1. If we use the "libmath.h" header we cannot get the file linked.
-> The linker looks for a "FLOOR__FD" function which it cannot find in
-> libmath.lib. Why is looking for FLOOR__FD and not just for "FLOOR" ?
->
-> 2. If we do NOT use "libmath.h" we get an "implicit declaration"
-> warning during compile but this time the linker produces the .cpe
-> file without any error messages. The problem is that the "floor"
-> function does not work right... You stated that you had no problems
-> using "floor". Have you checked the function results?
->
-> We use the programs and libraries we got with the support cd.
->
-> By the way we are using C++...Could this be the problem ???
->
-> Does it make any sense to write our own "floor" function or could
-> this be a real pain in the a..?
->
-> Something more: We also tried out other libmath functions like "log"
-> and "log10". These didn't work either. We first thought we did
-> something wrong linking but when we left out the "includ
-> libmath.lib" statement in our linker definition file we got hundreds
-> of errors...
->
```

Hi,

erm, works o.k. here. I have put my stuff in your area (which has just been setup). Download this and have a look. I just hashed a bit of existing code that I had, so just ignore the graphics stuff, but the stuff you need is fairly obvious. I included both the header file and linked to the library in my link file. If this doesn't work on yours, let me know and we'll take it from there.

Cheers,

Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Thread, Support, Known bugs.
Numb : 740 of 1102
Date : 05/03/1996
11:52am
Read : 05/03/1996 12:14pm (REPLIES)
Reference : 738
Conf : 1 - PSX Common
Private : NO

Ben,
I'm not trying to be funny/annoying (and I'm not taking the piss, either), but why is it SCEI won't tell you guys about bugs they've found? Surely it's in their best interests for you to help us?

Dean

p.s. Are we going to be allowed to mention things like GTE access to these guys from SCEI at the conference? Or are such criticisms going to be frowned upon?

And I think Ridge Racer is better than Sega Rally... :)

From : FUNCOM PSX
To : VISION MEDIA
Subj : libmath
Numb : 741 of 1102
Date : 05/03/1996
12:14pm
Read : 10/03/1996 3:16pm
Reference : 733
Conf : 1 - PSX Common
Private : NO

Hi Vision Media.

Your problem is actually quite easy to solve. libmath.lib is a C library, thus the naming convention for functions are the same as what you write in C.

double floor(double) is the function 'floor'.

In C++, the naming convention makes sure that the type of the arguments are included in the name, thus:

double floor(double) is something like: floor_lf, (f = floating, l = long, a 'long float' is a double').

If you want to call C functions from a C++ program, you must be sure to tell the compiler the proper name, like:

```
extern "C" double floor(double);
```

Or:

```
extern "C" {  
    extern double floor(double);  
}
```

Better yet, when compiling C++ code, you automatically have defined the macro `__cplusplus` (not quite sure about the name, try using the `-v` flag

on ccpsx sometime). So:

```
#ifdef __cplusplus
extern "C" {
#endif

extern double floor(double);
extern double ceil(double);
/* etc. */

#ifdef __cplusplus
}
#endif
```

Paal-Kristian.

engstad@f

```
From : FUNCOM PSX
To   : VISION MEDIA
Subj : math.h
Numb : 742 of 1102
12:24pm
Read : 10/03/1996 3:16pm
Conf : 1 - PSX Common

Date      : 05/03/1996
Reference : 733
Private   : NO
```

The problem is that libmath.h lacks the standard:

```
#ifdef __cplusplus
extern "C" {
#endif

double floor(double);
double ceil(double);
/* etc */

#ifdef __cplusplus
}
#endif
```

engstad@funcom.com

```
From : INFOGRAMES PSX
To   : TTE PSX
Subj : vblank stuff
Numb : 744 of 1102
12:58pm
Read : 05/03/1996 1:06pm
Conf : 1 - PSX Common

Date      : 05/03/1996
Reference : 737
Private   : NO
```

Its seems a bitch, and to be honest I didn't really

```
From : INFOGRAMES PSX
To   : SCE SUPPORT (Support)
Subj : Thread, Support, Known bugs.
```


Numb : 745 of 1102

Date : 05/03/1996

1:07pm

Read : 05/03/1996 1:54pm (REPLIES)

Reference : 738

Conf : 1 - PSX Common

Private : NO

Hi Ben!

1. It was a joke about Sega Rally (But then I have a wierd sense of humour)
2. Finding the GTE stuff etc should be part of the support if developers need it.
3. I was told this by one of the Support guys on the phone.
4. Whats the point of multi tasking if you can't switch tasks under interupt!

When library functions do not work, as with the serial, these should be posted on the BBS so that other developers do not need to waste the time to find the same thing. The work is hard enough already!

Peace

Fred

From : TTE PSX

To : ALL

Subj : Critcal Sections

Numb : 746 of 1102

Date : 05/03/1996

1:09pm

Read : NO (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hi

how do perform the equivilant of Critcal sections in assembler ???

Dave (tte)

From : MILLENIUM PSX

To : TTE PSX

Subj : Critcal Sections

Numb : 747 of 1102

Date : 05/03/1996

1:10pm

Read : 05/03/1996 2:02pm

Reference : 746

Conf : 1 - PSX Common

Private : NO

Ummm... call EnterCriticalSection()/ExitCriticalSection()?

Dean

From : INFOGRAMES PSX

To : TTE PSX

Subj : vblank stuff

Numb : 748 of 1102

Date : 05/03/1996

1:15pm

Read : 05/03/1996 2:02pm

Reference : 737

Conf : 1 - PSX Common

Private : NO

Ay up Dave,

Don't use the polling flag method, it's the biggest load of cack I've heard in a while. The GP is easy to get, I think theres a syscall for that, in the api. The one idea I have is as follows....

In the interrupt when you want to switch to the main task, save the entry registers (all I tkink), patch the return address from the int to your task switcher, which then copies the saved regs into the tcb, and then changes back to your main task.

I havn't had time to check this yet, but the theory (!) is sound.

If that doesn't work, Pray!

Fred

From : SCE SUPPORT (Support)

To : MILLENIUM PSX

Subj : Thread, Support, Known bugs.

Numb : 749 of 1102

Date : 05/03/1996

1:53pm

Read : 05/03/1996 2:37pm (REPLIES)

Reference : 740

Conf : 1 - PSX Common

Private : NO

-> Ben,

-> I'm not trying to be funny/annoying (and I'm not taking the piss, either), but why is it SCEI won't tell you guys about bugs they've found? Surely it's in their best interests for you to help us?

->

-> Dean

->

-> p.s. Are we going to be allowed to mention things like GTE access to these guys from SCEI at the conference? Or are such criticisms going to be frowned upon?

->

-> And I think Ridge Racer is better than Sega Rally... :)

Hi Dean,

I'm not sure. Only if you ask them if something is a bug, will they say yes. Its as if they're trying to get away with it or sommat!! I quite agree - it is in EVERYBODY's interest that bugs are known about. Not only will it save time, but it may also pressurise SCEI to fix them.

As for you approaching the Japanese guys at the conference. What right have we to stop you?!? Go for it. Let them know how the development community are getting on in Europe. Who knows, if enough people do this, we might see some action.

And as far as Ridge Racer goes - its all in the game. Personally I prefer to play Sega Rally (eeek, I better start clearing my desk!!), but I reckon Ridge Racer is the better conversion from the arcade. Oh, ever the diplomat!

Ben

From : SCE SUPPORT (Support)
To : INFOGRAMS PSX
Subj : Thread, Support, Known bugs.
Numb : 750 of 1102
2:15pm
Read : 06/03/1996 2:31pm
Conf : 1 - PSX Common

Date : 05/03/1996
Reference : 745
Private : NO

-> Hi Ben!
->
-> 1. It was a joke about Sega Rally (But then I have a wierd sense of
-> humour)
->
-> 2. Finding the GTE stuff etc should be part of the support if
-> developers need it.
->
-> 3. I was told this by one of the Support guys on the phone.
->
-> 4. Whats the point of multi tasking if you can't switch tasks under
-> interupt!
->
-> When library functions do not work, as with the serial, these should
-> be posted on the BBS so that other developers do not need to waste
-> the time to find the same thing. The work is hard enough already!
->
-> Peace
-> Fred

Fred,
Here we go:

1. O.K. No worries.
2. Yep, I agree
3. Japan will not let us release information on low-level GTE access.
A few developers have requested this in person to SCEI and have
found it very difficult to get it. In fact, Japan has yet to divulge
such documents to anyone. Why? Ask them at the developers conference
(specifically Chatani-san).
4. No point whatsoever. I think this is the problem. Japan say in
manuals etc, that this type of stuff works. Just like the link
cable and just like the light gun (which I happily tried to get
working for three days - ofcourse when I asked Japan for assistance
they said 'Oh that - no, that doesn't work yet'), the reality is
that they don't work as intended.

There is a known bugs area on this BBS. I'll have a look at this
now (well, a minute or two) and see if things need to be updated. It
sounds like the link cable stuff hasn't been put in there. If not, I'll
update it.

Peace,
Ben

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Thread, Support, Known bugs.
Numb : 753 of 1102
2:57pm
Read : 05/03/1996 3:32pm (REPLIES)

Date : 05/03/1996
Reference : 752

Conf : 1 - PSX Common

Private : NO

-> You show extreme skill in sitting on the fence, Ben... :)
->
-> Anyway, I appreciate that your hands are tied.
->
-> Dean.
->
-> p.s. Can you ask Paul to chase Chatani-san at SCEI for me? I've not
-> heard anything in quite a while, and Paul did offer to hassle a bit
-> for me... :)

Tis done. Chatani-san will be at the developers conference, so you can meet him in person there. But in the meantime, we'll badger on your behalf.

Ben

From : REBEL PSX
To : SCE SUPPORT (Support)
Subj : Using write() for combat port linkup
Numb : 754 of 1102 Date : 05/03/1996
3:17pm
Read : 05/03/1996 4:05pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,
Is it possible to write asynchronously to the PSX combat port? So far, we've tried open()'ing a file descriptor with the O_NOWAIT flag (OR'ed with O_WRONLY), but the first write() call seems to go into an infinite loop. This doesn't happen if we omit O_NOWAIT and use normal write()'s. N.B. We use asynchronous read()'s from the combat port fine.

Can anyone offer any advice?

Garry.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Thread, Support, Known bugs.
Numb : 755 of 1102 Date : 05/03/1996
3:36pm
Read : 05/03/1996 4:05pm Reference : 753
Conf : 1 - PSX Common Private : NO

Thanks a lot, Ben....

And while I'm here, I have a question (surprise!)..

We've just purchased a load of new PC's, using the latest rev of Intel Triton motherboard. They only have 3 ISA slots (one half length).

This is likely to cause a few installation problems.... I seem to remember someone mentioning that SCEI were working on some different development kits (ie a PCI card replacing the 2 ISA ones, and also a plug-in for a debugging machine (not the SN one)).

Is there any news you could share on this matter.. ?

Cheers,
Dean

From : SCE SUPPORT (Support)
To : REBEL PSX
Subj : Using write() for combat port linkup
Numb : 757 of 1102 Date : 06/03/1996
12:01pm
Read : 06/03/1996 4:30pm Reference : 754
Conf : 1 - PSX Common Private : NO

-> Hi,
-> Is it possible to write asynchronously to the PSX combat port? So far,
-> we've tried open()'ing a file descriptor with the O_NOWAIT flag
-> (OR'ed with O_WRONLY), but the first write() call seems to go into
-> an infinite loop. This doesn't happen if we omit O_NOWAIT and use
-> normal write()'s. N.B. We use asynchronous read()'s from the combat
-> port fine.
-> Can anyone offer any advice?
->
-> Garry.

I can. I tried for a few days, then asked Japan what was going on. The
reply : 'No mate, you can't do that' (actually, they didn't say that -
its just my common-as-muck translation). So there you go - it doesn't
work. Actually, if you look in the known bugs there is other
information regarding the link cable that might save you a bit of time.

Later,
Ben

From : TELSTAR PSX
To : MILLENIUM PSX
Subj : Re: Wierd!!
Numb : 759 of 1102 Date : 06/03/1996
3:01pm
Read : 06/03/1996 3:04pm Reference : NONE
Conf : 1 - PSX Common Private : NO

--> Quoting Millenium Psx to Telstar Psx <==

MP> Perhaps there's a PC filesystem call lurking around... like a
MP> PCInit() or equivalent..

But that wouldn't cause the debugger to be polled so that I can read
memory while the game is running.

MP> When you say you could look at memory on your system when it was
MP> running, it isn't one of those 'other' dev kits is it? They use the
MP> PIO interrupt from the parallel IO port to hook into the PSX
without
MP> the need of a pollhost()...

No just plain old fashioned set of dex boards!!

MP> Dean

Bill.

--- Blue Wave/QWK v2.10

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Re: Wierd!!
Numb : 760 of 1102 Date : 06/03/1996
3:05pm
Read : 06/03/1996 3:03pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

--> Quoting Sce Support to Telstar Psx <--

->
-> Hi,
->
-> look at memory while it was running. It was if there was a pollhost
-> in there!! We tried burning it onto a CD and it hung on the blue
-> debugging station but ran fine on the black cd drive attached to the
-> dex boards!!

SS> Bill,
SS> Are you sure it runs in two megs?? What about the license file -
SS> have you got one? Does it work if you do the swap trick??
SS> Ben

I've checked all the usual stuff (stack, memory going 2Mb, etc) but
the main problem is that when run from the debugger on his machine he
gets the usual message when pollhost is taken out, but after sending
the
.cpe file to me, I run it from the debugger and I can look at memory as
though he had left a pollhost in!! Very odd! I've asked him if I can
put
it on the BBS for you to check it out, and he's going to get back to
me!

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : FUNCOM PSX
To : MILLENIUM PSX
Subj : SAMPLES
Numb : 761 of 1102 Date : 06/03/1996
3:30pm
Read : 07/03/1996 6:59am (REPLIES) Reference : 735
Conf : 1 - PSX Common Private : NO

Cheers Deano

I wasn't aware that I had to use SsSetTickMode() just for doing SSutKeyon's.. Oh well, it works. Sort of.

Thanks!

-Dave
Waiting for the cold weather to leave
dave@funcom.com

From : FUNCOM PSX
To : ALL
Subj : MORE SPU STREAMING
Numb : 762 of 1102
3:34pm
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 06/03/1996
Reference : NONE
Private : NO

Gulp.

Ok. I accept that I can't use DMA transfer while the SPU streaming library is streaming large VAGs from CD. So, I've spent the past few days making the streaming library work, and making a VAB file for each level in the game. Now, since the VABs are loaded before any streaming takes place, WHY does my music bugger up when I put samples into the game? Can anyone offer any help? SCE? Try it yourself, it's "easy" to make a vab file... I'm really stuck and beginning to lose patience.

Thanks in advance
Dave
dave@funcom.com

ps. sega rally is better than ridge racer because sega make better games :-)

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : SAMPLES
Numb : 763 of 1102
7:00am
Read : 07/03/1996 11:46am
Conf : 1 - PSX Common
Date : 07/03/1996
Reference : 761
Private : NO

> Oh well, it works. Sort of.

I think that's a valid comment for most of the library functions, isn't it?

Dean

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : Re: Wierd!!
Numb : 764 of 1102
9:19am
Read : 07/03/1996 10:34am
Conf : 1 - PSX Common
Date : 07/03/1996
Reference : 760
Private : NO

-> ==> Quoting Sce Support to Telstar Psx <==
->
-> ->
-> -> Hi,
-> ->
-> -> look at memory while it was running. It was if there was a pollhos
-> -> in there!! We tried burning it onto a CD and it hung on the blue
-> -> debugging station but ran fine on the black cd drive attached to t
-> -> dex boards!!
->
-> SS> Bill,
-> SS> Are you sure it runs in two megs?? What about the license file -
-> SS> have you got one? Does it work if you do the swap trick??
-> SS> Ben
->
-> I've checked all the usual stuff (stack, memory going 2Mb, etc) but
-> the main problem is that when run from the debugger on his machine he
-> gets the usual message when pollhost is taken out, but after sending
-> the .cpe file to me, I run it from the debugger and I can look at
-> memory as though he had left a pollhost in!! Very odd! I've asked
-> him if I can put it on the BBS for you to check it out, and he's
-> going to get back to me!
-> Cheers,
->
-> Bill.

Hi Bill,

Yeah - if you get me the file, then I can test it here and hopefully find a solution. As for your CD-Emulator problem this is being looked at by Paul. One thing I thought of was that if you do you're interleave in Buildcd, you have to 'extract' (using extract.exe) your xa file, which lops the header off. Errm, other things: is the interleave correct for the type of sample rate / stereo-ness of the audio and the frame-rate of the video. If you give me the stats, I can check this out. By the way, where's example.cti. Is it on this BBS?? If so, what zip?

Like I said, Paul is going to test CCS2CTI so news to follow on that.

Ben

From : SCE SUPPORT (Support)	
To : FUNCOM PSX	
Subj : MORE SPU STREAMING	
Numb : 765 of 1102	Date : 07/03/1996
11:52am	
Read : 07/03/1996 11:47am (REPLIES)	Reference : 762
Conf : 1 - PSX Common	Private : NO

-> Gulp.
->
-> Ok. I accept that I can't use DMA transfer while the SPU streaming
-> library is streaming large VAGs from CD. So, I've spent the past few
-> days making the streaming library work, and making a VAB file for
-> each level in the game. Now, since the VABs are loaded before any
-> streaming takes place, WHY does my music bugger up when I put
-> samples into the game? Can anyone offer any help? SCE? Try it
-> yourself, it's "easy" to make a vab file... I'm really stuck and

-> beginning to lose patience.
-> Thanks in advance
-> Dave
-> dave@funcom.com
->

Hi Dave,

Just a quick thought before I go away and try this myself. Now I don't mean to sound condescending but you are playing your 'in-game' samples on different voices than the streaming voices?? Now then, looking at previous mails, you got advice from Dean. And good advice it was too. However, if you use SsUTKeyOn(), this automatically assigns voice id's. Therefore, you could be setting them the same as your SPU Streaming voices. So instead, use SsUTKeyOnV() which you can manually set the voice associated with each 'in-game' sample to ones not used by SPU Streaming.

Hopefully this is the problem, but I will get it running here,
Ben

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : MORE SPU STREAMING
Numb : 766 of 1102 Date : 07/03/1996
11:51am
Read : 07/03/1996 12:05pm (REPLIES) Reference : 765
Conf : 1 - PSX Common Private : NO

-> Just a quick thought before I go away and try this myself. Now
-> I don't mean to sound condescending but you are playing your
-> 'in-game' samples on different voices than the streaming voices??
-> Now then, looking at previous mails, you got advice from Dean. And
-> good advice it

Yes, thank you - I did think playing my FX on different channels :-)
It appears the problem is that SpuMalloc() returns the same address twice. I discovered this by luck, but basically when I start up I allocate SPU memory for streams, then allocate SPU memory for my VAB with, so I can use OpenHeadSticky(). However, SpuMalloc() returns the same value (ie 0x1010) that it did when I allocated SRAM for my first stream. I'm not reiniting it or anything. Know of anything like this?

At least it doesn't seem as bad as it did yesterday...

-Dave
FunCom

Ps. Thanks to Deany boy, too.

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : MORE SPU STREAMING
Numb : 767 of 1102 Date : 07/03/1996
3:36pm
Read : 07/03/1996 4:01pm Reference : 766
Conf : 1 - PSX Common Private : NO

Awww.. shucks... :)

Dean

From : SCE SUPPORT (Support)
To : ALL
Subj : PlayStation Developer Conference - 1996
Numb : 768 of 1102 Date : 07/03/1996
5:37pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Everyone,

The invitation went out this afternoon. If you don't receive yours during the next week, please contact Katrina Skeggs our Account Co-ordinator.

She can be contacted on +44 (0) 171 447 1641

We look forward to seeing you on the 18th/19th April.

Developer Supprt

From : FACTOR PSX
To : ALL
Subj : Gun
Numb : 769 of 1102 Date : 07/03/1996
6:19pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi there!

I have a question regarding Konamis lightgun. Does anyone out there plan to support this device aside from me? If so, do you have any experience this thing? It seems that it does not work on a development system, beca I can't get any x/y readings from it, and even "Horned Owl" does not wor Besides, linking with libgun.lib is a bit of a problem because it contain "InitPad()", "StartPad()" and "StopPad()" which normally reside in libap and therefore have already been taken from there by the linker, resultin an "multiply defined" error. The only solution is to remove these functi from libapi.lib (?) (you can't remove them from libgun.lib).

To avoid unnecessary questions in advance, I'll give you a report on my

- * Test with all library versions: 3.0, 3.1, 3.2, 3.3 and 3.4
 - failed
- * Test on all our 3 development systems
 - failure on all
- * Test with old blue (no memory card) joypad adaptors as well as with th new (black) twin adaptor with memory card slots
 - failed
- * Test with different TV's and monitors
 - failed
- * Darkened room
 - failed
- * Tested with snpatch.cpe and patchw.cpe
 - no difference
- * Pointed gun towards my head, pulled trigger
 - failed

I think that the gun not working on a development system is **very** stran
How are you supposed to support this damned thing, if you had to burn a
disk to try it out on the debugging station every time?
Could the problem be in the ROM emulation send by snpatch?

Any help, suggestions, or a flawless library welcome.

P.S.: Any information on Namcos new paddle controller?

Jens

From : SCE SUPPORT (Support)
To : FACTOR PSX
Subj : Gun
Numb : 770 of 1102 Date : 08/03/1996
10:48am
Read : 12/03/1996 8:56pm Reference : 769
Conf : 1 - PSX Common Private : NO

-> Hi there!
-> I have a question regarding Konamis lightgun. Does anyone out there
-> plan to support this device aside from me? If so, do you have any
-> experience this thing? It seems that it does not work on a
-> development system, beca I can't get any x/y readings from it, and
-> even "Horned Owl" does not wor Besides, linking with libgun.lib is a
-> bit of a problem because it contai "InitPad()", "StartPad()" and
-> "StopPad()" which normally reside in libap and therefore have
-> already been taken from there by the linker, resultin an "multiply
-> defined" error. The only solution is to remove these from
-> libapi.lib (?) (you can't remove them from libgun.lib).
-> To avoid unnecessary questions in advance, I'll give you a report on
-> my * Test with all library versions: 3.0, 3.1, 3.2, 3.3 and 3.4
-> - failed
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-> - failure on all
-> * Test with old blue (no memory card) joypad adaptors as well as
-> with th new (black) twin adaptor with memory card slots
-> - failed
-> * Test with different TV's and monitors
-> - failed
-> * Darkened room
-> - failed
-> * Tested with snpatch.cpe and patchw.cpe
-> - no difference
-> * Pointed gun towards my head, pulled trigger
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->
-> I think that the gun not working on a development system is **very**
-> stran How are you supposed to support this damned thing, if you had
-> to burn a disk to try it out on the debugging station every time?
-> Could the problem be in the ROM emulation send by snpatch?
->
-> Any help, suggestions, or a flawless library welcome.
->
->
-> P.S.: Any information on Namcos new paddle controller?
->

-> Jens
->

Hi Jens,

To be honest, I'm NOT happy. This should NOT have been released - cross-lines here at Sony - I apologise. I spent a few days trying to get it to work, and had the same success as you. This library was supplied by SCEI. After failing to get it to work I asked Japan for assistance. Their reply : "No it doesn't work".

Japan have said they're revising the library. When this happens, and after I have tested it - it will be released to you.

Sorry to mislead you,
Ben

From : PHOENIX PSX
To : SCE SUPPORT (Support)
Subj : World-View Transforms
Numb : 771 of 1102 Date : 08/03/1996
12:55pm
Read : 08/03/1996 1:09pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Forgive our ignorance, but we've only just got stuck in to Playstation development, despite having the kit for a while.

Having problems just doing a simple world coordinate space to view coordinate space transform - in theory, translating so that the view point is the origin, then rotating all thus translated poly vertices around that origin. No need for local coord systems for polygons/objects as yet.

RotTrans functions seem do things in the wrong order for us - rotation then translation. I've seen these extra functions in the more recent libraries, such as TransRotPers, which do the right job for what we're after. However, when used the otz values for a simple polygon cube test lead to the wrong drawing order (even for a reverse OT). RotTransAverageNclip4 did sort out the otz values properly (for a non-reverse OT). Any advice on what we are doing wrong, or should be doing?

(I know its basic stuff, but we haven't been looking at it for long)

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CdSearchFile()...
Numb : 772 of 1102 Date : 08/03/1996
2:28pm
Read : 08/03/1996 2:45pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

A couple of questions regarding LIBCD.LIB...

1. I notice that LIBCD.H has new limits for numbers of directories/files defined. Are these for real, or did SCEI just put 'em there for a larf, while leaving the old limits in LIBCD.LIB?
2. I want a list of all files on my CD, complete with lengths. How should I go about this... I need the length of files available to do

some stuff while loading (I want to start to read a group of files, and know how far through I am. Hopefully I'll be able to use the LIBCD callbacks to trigger other reads on completion of others).

What would be ideal, is an interface to interpret the TOC on the CD-ROM...

Dean

From : SCE SUPPORT (Support)
To : PHOENIX PSX
Subj : World-View Transforms
Numb : 773 of 1102 Date : 08/03/1996
3:15pm
Read : 08/03/1996 5:38pm Reference : 771
Conf : 1 - PSX Common Private : NO

-> Forgive our ignorance, but we've only just got stuck in to
-> Playstation development, despite having the kit for a while.
-> Having problems just doing a simple world coordinate space to
-> view coordinate space transform - in theory, translating so that
-> the view point is the origin, then rotating all thus translated
-> poly vertices around that origin. No need for local coord systems
-> for polygons/objects as yet.
-> RotTrans functions seem do things in the wrong order for us -
-> rotation then translation. I've seen these extra functions in the
-> more recent libraries, such as TransRotPers, which do the right
-> job for what we're after. However, when used the otz values for
-> a simple polygon cube test lead to the wrong drawing order (even
-> for a reverse OT). RotTransAverageNclip4 did sort out the otz
-> values properly (for a non-reverse OT). Any advice on what we
-> are doing wrong, or should be doing?
-> (I know its basic stuff, but we haven't been looking at it for long)

Hi Pheonix,

O.K. This is how I see it :

$$\begin{array}{rcll} Xs & & R & / \quad X \quad T \backslash \\ Ys & = & O & * \quad | \quad Y \quad + \quad R \quad | \\ Xs & & T & \backslash \quad Z \quad S \quad / \end{array}$$

which is basically what TransRotPers does. I.E. rotate translated vector.

So, if we multiply through we get

$$\begin{array}{rcll} Xs & & / \quad R \quad X \backslash & / \quad R \quad T \backslash \\ Ys & = & | \quad O * Y \quad | & + \quad | \quad O * R \quad | \\ Zs & & \backslash \quad T \quad Z \quad / & \backslash \quad T \quad S \quad / \end{array}$$

The first can be achieved by the bog standard SetRotMatrix(). The second (which will be the translation vector) is derived using ApplyMatrix() or ApplyRotMatrix(). The result vector is then used in SetTransMatrix().

You can now use RotTransPers to your hearts content!!

I haven't used TransRotPers() and I'm taking your word that it is wrong. We haven't had any other complaints about this, so I'll look into it and let you know.

Cheers,
Ben

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : CdSearchFile()...
Numb : 774 of 1102 Date : 08/03/1996
4:22pm
Read : 08/03/1996 5:05pm (REPLIES) Reference : 772
Conf : 1 - PSX Common Private : NO

-> Hi,
-> A couple of questions regarding LIBCD.LIB...
->
-> 1. I notice that LIBCD.H has new limits for numbers of
-> directories/files defined. Are these for real, or did SCEI just put
-> 'em there for a larf, while leaving the old limits in LIBCD.LIB?
->
-> 2. I want a list of all files on my CD, complete with lengths. How
-> should I go about this... I need the length of files available to do
-> some stuff while loading (I want to start to read a group of files,
-> and know how far through I am. Hopefully I'll be able to use the
-> LIBCD callbacks to trigger other reads on completion of others).
->
-> What would be ideal, is an interface to interpret the TOC on the
-> CD-ROM...

Hi Dean,

1. No joke, pal. They're serious about that one!!
2. As you already know - no library routine for this.

This would be useful if it was implemented in the libraries.
I'll request from SCEI that it be included, and I may also
have a bash at writing one. As its the SCEA conference at
the moment all the other guys are in America, so I'm all on my
own at the moment for a week or two, so I'm not sure if I'll
have time - but we'll see.

For the time being - ermm, well, off the top of my head, you
could try and use DIRENTRY structure in libapi along with the
functions firstfile and nextfile. These can make use of
wildcards, but I'm not sure on the speed. Its not a very
elegant solution, but it may work for now.

Later,
Ben

From : ARGONAUT PSX
To : ALL
Subj : CS BOOTSTRAP
Numb : 775 of 1102 Date : 08/03/1996
4:25pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Ben, did you get my email, reagrding the Creature Shock bootstrap?
Matt

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : CS BOOTSTRAP
Numb : 776 of 1102
4:59pm
Read : 11/03/1996 8:57am
Conf : 1 - PSX Common

Date : 08/03/1996
Reference : 775
Private : NO

-> Ben, did you get my email, reagrding the Creature Shock bootstrap?
-> Matt

Just looked Matt - No, I didn't. When did you send it??
Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CdSearchFile()...
Numb : 777 of 1102
5:09pm
Read : 10/03/1996 12:37pm (REPLIES)
Conf : 1 - PSX Common

Date : 08/03/1996
Reference : 774
Private : NO

Cool. More files. More seek delays. Just what the punter wants.. :)

It's nice you think a TOC information routine is useful too... I think SCEI are more likely to listen to you than they are to me... :) Anyhow, the problem with the DIRENTRY stuff is that (a) Yes, it's going to be bastard slow... and (b) apparently the open/firstfile/nextfile etc functions are supposed to be bugged to hell, aren't they? I seem to remember this being the reason why we should use LIBCD..

I could write a function too.. but I'd have to frig around to find where the real TOC is (ie not the CdlTOC).

Thanks!

Dean

From : PHOENIX PSX
To : SCE SUPPORT (Support)
Subj : Transformations & Rotations
Numb : 778 of 1102
5:47pm
Read : 10/03/1996 12:38pm
Conf : 1 - PSX Common

Date : 08/03/1996
Reference : NONE
Private : NO

Hi Ben - thanx for your help. Makes sense to me. Trying to suss it from the lib overview and its unfamiliar notation was puzzling me.

There probably isn't anything wrong with TransRotPers; we're no dealing with the returned otz values properly (probably) esp where more than one poly shares the same otz.

From : ARGONAUT PSX
To : ALL

Subj : Creature Shock Bootstrap
Numb : 779 of 1102
9:09am
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 11/03/1996
Reference : NONE
Private : NO

Ben, I've just uploaded the file in question to the Argonaut area. Could you give us a ring if there is a problem with receiving it please .
Cheers
Matt 01812005777

From : SD PSX
To : SCE SUPPORT (Support)
Subj : Bye!
Numb : 780 of 1102
9:32am
Read : 11/03/1996 9:45am (REPLIES)
Conf : 1 - PSX Common

Date : 11/03/1996
Reference : NONE
Private : NO

Ben Lad,

I am leaving Sensory Deception at the end of this week to run off to sunny Manchester and join Ocean. Just thought I'd let you know.

Cheers for all your help and I'll speak to you as Marc from Ocean now!

Cheers,
Marc

P.S. Hopefully I'll still be at the dev conference for a beer-fest.

From : SCE SUPPORT (Support)
To : SD PSX
Subj : Bye!
Numb : 781 of 1102
9:48am
Read : 14/03/1996 8:51am
Conf : 1 - PSX Common

Date : 11/03/1996
Reference : 780
Private : NO

-> Ben Lad,
->
-> I am leaving Sensory Deception at the end of this week to run off to
-> sunny Manchester and join Ocean. Just thought I'd let you know.
->
-> Cheers for all your help and I'll speak to you as Marc from Ocean
-> now!
-> Cheers,
-> Marc
->
-> P.S. Hopefully I'll still be at the dev conference for a beer-fest.

Hi Marc from Ocean,

Life in the fast lane eh?. The steady climb to the top. Nicely!!
Beer-fest definitely on the cards. Hopefully see you there. Thats if I haven't passed out with fear from speaking to hundreds of people!!!

Good luck,
Ben

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : Creature Shock Bootstrap

Numb : 782 of 1102
9:51am

Date : 11/03/1996

Read : 11/03/1996 10:28am (REPLIES)
Conf : 1 - PSX Common

Reference : 779
Private : NO

-> Ben, I've just uploaded the file in question to the Argonaut area.
-> Could you give us a ring if there is a problem with receiving it
-> please . Cheers
-> Matt 01812005777

Matt,

I can't find the uploaded file - it isn't in your area. But panic not - I recieved your e-mail. Your code looks fine. There isn't much difference between machines apart from the OSD (Cd player and card manager). This could leave stuff lying around but I doubt it. I've passed this on to Colin who is looking at it. He'll be in touch soon.

Ben

From : CODE MONKEYS
To : ALL
Subj : MDEC Type 3 compression.

Numb : 783 of 1102
10:30am

Date : 11/03/1996

Read : NO (REPLIES)
Conf : 1 - PSX Common

Reference : NONE
Private : NO

Hi,

Does anyone know the format of MDEC type 3 compression. I have the type 2 working, but I wouldn't mind a bit more compression against the trade off in speed. How possible is it to write my own decompressor to allow the quality level to be set for each macro block and not for the whole picture?

Thanks.

james@tcm.co.uk

From : SCE SUPPORT (Support)
To : CODE MONKEYS
Subj : MDEC Type 3 compression.

Numb : 784 of 1102
10:55am

Date : 11/03/1996

Read : 12/03/1996 10:22am (REPLIES)
Conf : 1 - PSX Common

Reference : 783
Private : NO

-> Hi,
-> Does anyone know the format of MDEC type 3 compression. I have the
-> type 2 working, but I wouldn't mind a bit more compression against
-> the trade off in speed. How possible is it to write my own
-> decompressor to allow the quality level to be set for each macro
-> block and not for the whole picture?
-> Thanks.
-> james@tcm.co.uk

MDEC 3 decompression is similar to type 2, but the DC levels for the macro blocks are stored as huffman encoded first order differences. With the new assembly code version of libpress there is no real difference in time decoding these (The old library code was a bit of a pig).

It's not really practical to write your own decompressor as above (even if we let you have access to the hardware) as the transfer of the quantisation tables for each macro block would break up the DMA transfer from RAM to MDEC, thus slowing the whole thing down a lot... You'll be far better off with some kind of inter frame coding (like the one I'm working on at the moment.....)

Cheers, Colin.

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
Subj : Creature Shock Bootstrap
Numb : 785 of 1102 Date : 11/03/1996
12:32pm
Read : 11/03/1996 1:08pm Reference : 782
Conf : 1 - PSX Common Private : NO

-> -> Ben, I've just uploaded the file in question to the Argonaut area.
-> -> Could you give us a ring if there is a problem with receiving it
-> -> please . Cheers
-> -> Matt 01812005777
->
-> Matt,
-> I can't find the uploaded file - it isn't in your area. But panic
-> not - I recieved your e-mail. Your code looks fine. There isn't much
-> difference between machines apart from the OSD (Cd player and card
-> manager). This could leave stuff lying around but I doubt it. I've
-> passed this on to Colin who is looking at it. He'll be in touch
-> soon.
-> Ben

Ok, Colin/Ben, thanks for responding..I have attempted to implement the 'safe' LoadExec() method, but to no avail. My first child process executes and then fails to return to my bootstrap prog. I have passed, as its parameters, the sp as given by dumpexe, and 0. If this is going to be a problem, could you confirm to me that the 'fudge' method of putting a couple of vsyncs, between the Load and the EnterCriticalSection, will achieve the same affect of allowing DMA's through correctly.
Cheers,
Matt Utd :)

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : MDEC Type 3 compression.
Numb : 786 of 1102 Date : 11/03/1996
1:02pm
Read : 11/03/1996 1:08pm Reference : 784
Conf : 1 - PSX Common Private : NO

This inter-frame stuff you're working on... will it be for general developer release, or is it just an in-house thing..?

And did SCEI like your changes to LIBPRESS.LIB.. ? :)

Dean

From : REBEL PSX
To : SCE SUPPORT (Support)
Subj : Combat Port Linkup
Numb : 787 of 1102 Date : 11/03/1996
4:54pm
Read : 11/03/1996 4:57pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

1. The libcomb library demo program demonstrates sending of an 8 byte packet both ways along the combat cable. But packets are only exchanged once a frame (i.e. 50-60 times a second). Has anyone managed to transmit more than this per frame (reliably)? More specifically, has anyone implemented the sending/receiving of variable quantities of packets each frame? We would like to do this but so far it seems we will be restricted to swapping a mere 8 bytes every frame.

2. What on earth does the Psy-Q debugger message 'Unexpected phase selected' mean? It appears in a dialogue box when running some of our trial linkup programs together with the following message window text: 'PS-X Realtime Kernel Ver.2.5 Copyright 1993, 1994 (C) Sony Computer Entertainment'. What's going on?

Garry.

From : TELSTAR PSX
To : SCE SUPPORT
Subj : A few things!
Numb : 788 of 1102 Date : 11/03/1996
4:29pm
Read : 11/03/1996 5:05pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

Is there a full version of the manuals for the latest libraries?? All the ones on the CD you sent us are just upgrades to older ones. We're going to print them out see! Also do you have any fixes for CD Generator that work under windows 95??

Cheers,

Bill.

P.S. Any news on the problem we posted last week about playing video with audio on the CD emulator using an interleaved file.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)
To : REBEL PSX
Subj : Combat Port Linkup
Numb : 789 of 1102 Date : 11/03/1996
5:05pm
Read : 12/03/1996 2:03pm Reference : 787
Conf : 1 - PSX Common Private : NO

-> 1. The libcomb library demo program demonstrates sending of an 8 byte
-> packet both ways along the combat cable. But packets are only
-> exchanged once a frame (i.e. 50-60 times a second). Has anyone
-> managed to transmit more than this per frame (reliably)? More
-> specifically, has anyone implemented the sending/receiving of
-> variable quantities of packets each frame? We would like to do this
-> but so far it seems we will be restricted to swapping a mere 8 bytes
-> every frame.
-> 2. What on earth does the Psy-Q debugger message 'Unexpected phase
-> selected' mean? It appears in a dialogue box when running some of our
-> trial linkup programs together with the following message window
-> text: 'PS-X Realtime Kernel Ver.2.5 Copyright 1993, 1994 (C) Sony
-> Computer Entertainment'. What's going on?
->
-> Garry.

Hi Garry,

The buffer which the link cable library uses is 8-bytes - hence that constraint. It is rather flakey if you try and alter this, but it is possible. I have raised the crapness of the link cable with SCEI on a number of occasions - so they do know what people are trying to do / and how there achieving it. At the moment they recommend that if you want to send more than 8-bytes in one frame that you scatter the send packets in your game code!! I know, I know - what a botch!! But hopefully, this'll only be temporary - the next release of libcomb.lib may have the fixes we require.

As for the phase thing - thats a new one on me. I'll try and find out what it means - watch this space!!

Ben

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : A few things!
Numb : 790 of 1102 Date : 11/03/1996
5:14pm
Read : 12/03/1996 10:45am Reference : 788
Conf : 1 - PSX Common Private : NO

->
-> Hi,
->
-> Is there a full version of the manuals for the latest libraries??
-> All the ones on the CD you sent us are just upgrades to older ones.
-> We're going to print them out see! Also do you have any fixes for CD
-> Generator that work under windows 95??

->
-> Cheers,
->
-> Bill.
->
->
-> P.S. Any news on the problem we posted last week about playing
-> video with audio on the CD emulator using an interleaved file.
->
Hi Bill,

Firstly, no to the manuals and no to the CD Generator. Thats
crap I hear you scream!! I know, says I, but we're trying to get the
CD Generator stuff sorted out.

As for your last message - you said a file would be put on the
BBS, and I said - nicely, I'll try it here. So, ou est le file?

Ben

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Re: a few things!
Numb : 793 of 1102 Date : 12/03/1996
11:25am
Read : 12/03/1996 12:09pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

-> Is there a full version of the manuals for the latest libraries??
-> All the ones on the CD you sent us are just upgrades to older ones.
-> We're going to print them out see! Also do you have any fixes for CD
-> Generator that work under windows 95??
-> P.S. Any news on the problem we posted last week about playing
-> video with audio on the CD emulator using an interleaved file.

SS> Hi Bill,
SS> Firstly, no to the manuals and no to the CD Generator. Thats
SS> crap I hear you scream!! I know, says I, but we're trying to get
the
SS> CD Generator stuff sorted out.

OK...How about the manuals though?? Would there be any possibility of
getting a set of online manuals for the 3.4 litre libraries sometime in
the future? What do people who buy a development kit get?? Surely not
the 3.0 + upgrades!!

SS> As for your last message - you said a file would be put on
SS> the BBS, and I said - nicely, I'll try it here. So, ou est le
file?
SS> Ben

That was a different message, we've sorted that one, it was fixed by
using a newer compiler strangely enough. What i'm referring to is a
problem we are having with playing interleaved streams on the emulator.
We have this movie sequence (which of course is compulsory with all new
games 'cos it makes the game play so much better :-) !), and after
interleaving it with some audio we fry it onto a gold disk and it plays
nicely!! But...if we try and write the file to the CD emulator it dunt
play nicely!! In fact it doesn't play at all - we get the audio but no

video! We're using CCS2CTI to create a CTI file from the CCS file we used to write it to a gold disk! Pouvez vous nous aider?

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : CODE PSX
To : SCE SUPPORT (Support)
Subj : DR_ENV primitive with GS
Numb : 794 of 1102 Date : 12/03/1996
11:46am
Read : 12/03/1996 12:25pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

I am currently attempting to change the Drawing Environment in the middle of a GS Ordering Table. To do this I am creating a DR_ENV primitive for the new area of VRAM and adding this to the GS Ordering Table at the desired point (using AddPrim), I am also setting the screen Drawing Environment using the same system. This is causing one of my screen areas to be drawn correctly - however, the second screen is never draw at all. If I remove ALL of the AddPrims the code works correctly, however I cannot change my drawing position inside the Ordering Table.

Please help me - my eyes can't take much more of the screen flicker I'm experiencing!!!

Cheers,

Andy Tate.

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : Re: a few things!
Numb : 795 of 1102 Date : 12/03/1996
12:25pm
Read : 13/03/1996 10:37am Reference : 793
Conf : 1 - PSX Common Private : NO

->
-> -> Is there a full version of the manuals for the latest libraries??
-> -> All the ones on the CD you sent us are just upgrades to older ones
-> -> We're going to print them out see! Also do you have any fixes for
-> -> Generator that work under windows 95??
-> -> P.S. Any news on the problem we posted last week about playing
-> -> video with audio on the CD emulator using an interleaved file.
->
-> SS> Hi Bill,
-> SS> Firstly, no to the manuals and no to the CD Generator. Thats
-> SS> crap I hear you scream!! I know, says I, but we're trying to get
-> SS> CD Generator stuff sorted out.
->

-> OK...How about the manuals though?? Would there be any possibility of
-> getting a set of online manuals for the 3.4 litre libraries sometime
-> in the future? What do people who buy a development kit get?? Surely
-> not the 3.0 + upgrades!!
->

New developers DO get what you think they get - yes, it is very poor.
The documentation goes from Japan to America. There, it gets translated
and its sent to us. Unfortunately, only upgrades to the manuals are
worked on - not complete revisions.

-> SS> As for your last message - you said a file would be put on
-> SS> the BBS, and I said - nicely, I'll try it here. So, ou est le fi
-> SS> Ben

->
-> That was a different message, we've sorted that one, it was fixed by
-> using a newer compiler strangely enough. What i'm referring to is a
-> problem we are having with playing interleaved streams on the
-> emulator. We have this movie sequence (which of course is compulsory
-> with all new games 'cos it makes the game play so much better :-) !
->), and after interleaving it with some audio we fry it onto a gold
-> disk and it plays nicely!! But...if we try and write the file to the
-> CD emulator it dunt play nicely!! In fact it doesn't play at all -
-> we get the audio but no video! We're using CCS2CTI to create a CTI
-> file from the CCS file we used to write it to a gold disk! Pouvez
-> vous nous aider?
-> Cheers,
->
-> Bill.
->

O.K. What do you interleave it with, initially? Movconv?? Or buildcd??
A pre-interleaved file should be declared in your cti file as :

```
File blahdy-blah;l
XASource C:\Blah\blah\my_vid.str
EndFile
```

Does this compare well with your CTI file?
Just out of interest - are you using Win 95? If so, are you using
dexbios or the psyq file server?

Ben

```
From : ARGONAUT PSX
To   : ALL
Subj : CS TESTING
Numb : 796 of 1102
Date       : 12/03/1996
12:58pm
Read : NO (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private  : NO
```

Hi,
testing is continuing on the latest submission of Crshock (submission
1000000 or something like that). I need to know about all revisions of
PSX hardware that this fucker is likely to be going through at the test
departments, and the problem areas between revs. to look out for and
cater for.
Today's testing has gone as follows..all cd's have been Philips Gold

disks...

NTSC BLUE DEBUG STATION-MODEL NO DTL-H1000 - fine, no probs,
PAL BLUE DEBUG STATION-MODEL NO DTL-H1002 - fine, no probs,

JAPANESE GREY CONSUMER-MODEL NO SCPH-1000, WITH RIDGE RACER AS SWAP DISK
- 12 attempts made to get the thing to boot,
- 1 successful boot of the first child process, on returning to
- the parent bootstrap, the thing just hung with the cd
spinning .

I've been told that all blues have 2 meg., could you guys confirm this.
Is it also a valid way to test using the grey consumer/swap method?
I know about problems with the cd audio stuff being out, but what other
errors may occur?

Ben/Colin have given me advice on the bootstrap, is there anything in
there that may be incompatible with certain revisions of
playstation/playstation ROM ?

Cheers,
MATT UTD

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : CS TESTING
Numb : 797 of 1102 Date : 12/03/1996
2:16pm
Read : 12/03/1996 2:30pm (REPLIES) Reference : 796
Conf : 1 - PSX Common Private : NO

-> Hi,
-> testing is continuing on the latest submission of Crshock (submission
-> 1000000 or something like that). I need to know about all revisions
-> of PSX hardware that this fucker is likely to be going through at
-> the test departments, and the problem areas between revs. to look
-> out for and cater for.
-> Today's testing has gone as follows..all cd's have been Philips Gold
-> disks...
->
-> NTSC BLUE DEBUG STATION-MODEL NO DTL-H1000 - fine, no probs,
-> PAL BLUE DEBUG STATION-MODEL NO DTL-H1002 - fine, no probs,
->
-> JAPANESE GREY CONSUMER-MODEL NO SCPH-1000, WITH RIDGE RACER AS SWAP
-> DISK - 12 attempts made to get the thing to boot,
-> - 1 successful boot of the first child process, on returning to
-> - the parent bootstrap, the thing just hung with the cd
-> spinning .
->
-> I've been told that all blues have 2 meg., could you guys confirm
-> this. Is it also a valid way to test using the grey consumer/swap
-> method? I know about problems with the cd audio stuff being out, but
-> what other errors may occur?
-> Ben/Colin have given me advice on the bootstrap, is there anything in
-> there that may be incompatible with certain revisions of
-> playstation/playstation ROM ?
->
-> Cheers,
-> MATT UTD

Hi MATT UTD,

Yep, the debug stations have two megs. Not really an ideal way to test with a consumer machine. QA do NOT use consumer machines when testing your submissions.

Did you try the delay before returning to the bootstrap??

Ben

From : ARGONAUT PSX

To : SCE SUPPORT (Support)

Subj : CS TESTING

Numb : 798 of 1102

Date : 12/03/1996

2:55pm

Read : 12/03/1996 3:18pm

Reference : 797

Conf : 1 - PSX Common

Private : NO

-> -> Hi,

-> -> testing is continuing on the latest submission of Crshock (submit
-> -> 1000000 or something like that). I need to know about all revision
-> -> of PSX hardware that this fucker is likely to be going through at
-> -> the test departments, and the problem areas between revs. to look
-> -> out for and cater for.

-> -> Today's testing has gone as follows..all cd's have been Philips Go
-> -> disks...

-> ->

-> -> NTSC BLUE DEBUG STATION-MODEL NO DTL-H1000 - fine, no probs,

-> -> PAL BLUE DEBUG STATION-MODEL NO DTL-H1002 - fine, no probs,

-> ->

-> -> JAPANESE GREY CONSUMER-MODEL NO SCPH-1000, WITH RIDGE RACER AS SWA

-> -> DISK - 12 attempts made to get the thing to boot,

-> -> - 1 successful boot of the first child process, on returning to

-> -> - the parent bootstrap, the thing just hung with the cd

-> -> spinning .

-> ->

-> -> I've been told that all blues have 2 meg., could you guys confirm

-> -> this. Is it also a valid way to test using the grey consumer/swap

-> -> method? I know about problems with the cd audio stuff being out, b

-> -> what other errors may occur?

-> -> Ben/Colin have given me advice on the bootstrap, is there anything

-> -> there that may be incompatible with certain revisions of

-> -> playstation/playstation ROM ?

-> ->

-> -> Cheers,

-> -> MATT UTD

->

->

-> Hi MATT UTD,

-> Yep, the debug stations have two megs. Not really an ideal

-> way to test with a consumer machine. QA do NOT use consumer

-> machines when testing your submissions.

-> Did you try the delay before returning to the bootstrap??

->

-> Ben

I've got a delay, as Colin/yourself recommended, between the load and the exec, I have no delays, as such, before my return(), in the child processes. The last few commands are clean up bits, such as SSQUIT/SSEND, STOPPAD, etc. Do you reckon there's a chance of DMA still

being done on returning to the parent? Sorry for being so paranoid, but as I've said, we can't see these probs...

TIMEWARP..WAYNE'S WORLD ARM MOVEMENTS...OK cheers for the chat, see's ya later

Matt

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : CS TESTING
Numb : 799 of 1102 Date : 12/03/1996
4:02pm
Read : 13/03/1996 8:48am Reference : 796
Conf : 1 - PSX Common Private : NO

Swap method for testing = Complete bollox.

I could never get it to work properly for Defcon. It arsed up when wanting to access the CD for audio purposes..

Just say no, kids.

Dean

From : SCE SUPPORT (Support)
To : CODE PSX
Subj : DR_ENV primitive with GS
Numb : 800 of 1102 Date : 12/03/1996
5:10pm
Read : 28/03/1996 3:54pm Reference : 794
Conf : 1 - PSX Common Private : NO

-> Hi,
-> I am currently attempting to change the Drawing Environment in the
-> middle of a GS Ordering Table. To do this I am creating a DR_ENV
-> primitive for the new area of VRAM and adding this to the GS Ordering
-> Table at the desired point (using AddPrim), I am also setting the
-> screen Drawing Environment using the same system. This is causing
-> one of my screen areas to be drawn correctly - however, the second
-> screen is never draw at all. If I remove ALL of the AddPrims the
-> code works correctly, however I cannot change my drawing position
-> inside the Ordering Table.
-> Please help me - my eyes can't take much more of the screen flicker
-> I'm experiencing!!!
->
-> Cheers,
-> Andy Tate.

hi Andy,

What is your 3rd parameter to GsInitGraph ? I.E. Are you using the gte method of offset or the gpu level of offset. It sounds from your symptoms that you're using the first method. I think you are not taking into consideration the offset that is implied in you're new DR_ENV. i.e. you're polys for you're second frame are below the drawing area (in VRAM) for the second frame. Ofcourse, I could be wrong!!

Ben

From : CREATIONS PSX
To : SCE SUPPORT (Support)
Subj : Externs in overlays using CC1PLPSX
Numb : 801 of 1102 Date : 12/03/1996
8:27pm
Read : 13/03/1996 9:19am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Have you or indeed anyone had any problems with externals being incorrectly compiled using the C++ compiler? Another problem we are experiencing is a lack of stack variables within the debugger in functions. This problem has arisen recently and maybe due to the size of the symbol table perhaps? At the minute it's about 3.5MB.

Also, is there a new version of the C++ compiler? I believe that the Free Software Federation are up to 2.7 by now?

Thanks,

Andy Miah.
Software Creations.

From : KOTJ PSX
To : ALL
Subj : cpe2x
Numb : 802 of 1102 Date : 12/03/1996
8:34pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I need to get hold of the latest CPE2X prog (i think its 1.5) for the cd-rom emulator.
can anyone help ????

Cheers
Wol

From : MILLENIUM PSX
To : CREATIONS PSX
Subj : Externs in overlays using CC1PLPSX
Numb : 803 of 1102 Date : 13/03/1996
7:01am
Read : 15/03/1996 2:23pm Reference : 801
Conf : 1 - PSX Common Private : NO

I believe there is a 2.7.1 on SN's BBS...

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Reverb and CD input
Numb : 804 of 1102 Date : 13/03/1996
8:55am

Read : 13/03/1996 9:20am (REPLIES)
Conf : 1 - PSX Common

Reference : NONE
Private : NO

Hallo,

I'm trying to get my CD audio to play with one of the reverb effects (ie all the other voices shouldn't have reverb set).

I'm trying this:

```
SsInit();  
SsSetTickMode(SS_TICK60);  
SsStart();
```

```
SsSetSerialAttr(SS_SERIAL_A, SS_MIX, SS_SON);  
SsSetSerialVol(SS_SERIAL_A, 0x7fff, 0x7fff);
```

```
SsSetSerialAttr(SS_SERIAL_A, SS_REV, SS_SON);  
SsUtSetReverbType(SS_REV_TYPE_PIPE);  
SsUtReverbOn();
```

But it's making bugger all difference. Suggestions as to how I can get this working with as little effort as possible (!) would be appreciated.

Dean

From : SCE SUPPORT (Support)

To : KOTJ PSX

Subj : cpe2x

Numb : 807 of 1102

Date : 13/03/1996

9:48am

Read : 13/03/1996 11:28am (REPLIES)

Reference : 802

Conf : 1 - PSX Common

Private : NO

-> I need to get hold of the latest CPE2X prog (i think its 1.5) for the
-> cd-rom emulator.
-> can anyone help ???
-> Cheers
-> Wol

Hi Wol,

The file you require is called CPE2X.ZIP in the CD emulator area (which you now have access to).

Enjoy,

Ben

From : KOTJ PSX

To : SCE SUPPORT (Support)

Subj : cpe2x

Numb : 808 of 1102

Date : 13/03/1996

11:33am

Read : 13/03/1996 1:18pm

Reference : 807

Conf : 1 - PSX Common

Private : NO

Hi Ben !

Thanks for that, you've made my day !

Thanks

Wol

From : SCE SUPPORT (Support)
To : ALL
Subj : Unavailable conferences
Numb : 809 of 1102 Date : 13/03/1996
4:22pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

All,

You may experience a number of the conferences being 'Unavailable'. We are sorry about this inconvenience - we have a few network difficulties. These will be available as soon as possible. Please post all messages in the PSX COMMON area, for the time being.

Thanks,
SCE SUPPORT

From : SCE SUPPORT (Support)
To : ALL
Subj : New fully working LIBPRESS
Numb : 810 of 1102 Date : 13/03/1996
4:39pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Ooops,

Found a small bug with the experimental version of LIBPRESS (VLCTEST.ZIP) when playing type 3 streams...

This has now been fixed and a newer version is on the BBS.

I hang my head in shame!!!!

Colin.

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Reverb and CD input
Numb : 811 of 1102 Date : 13/03/1996
5:28pm
Read : 14/03/1996 6:58am (REPLIES) Reference : 804
Conf : 1 - PSX Common Private : NO

-> Hallo,
->
-> I'm trying to get my CD audio to play with one of the reverb effects
-> (ie all the other voices shouldn't have reverb set).
->
-> I'm trying this:
->
-> SsInit();
-> SsSetTickMode(SS_TICK60);
-> SsStart();
->
-> SsSetSerialAttr(SS_SERIAL_A, SS_MIX, SS_SON);
-> SsSetSerialVol(SS_SERIAL_A, 0x7fff, 0x7fff);

->
-> SsSetSerialAttr(SS_SERIAL_A, SS_REV, SS_SON);
-> SsUtSetReverbType(SS_REV_TYPE_PIPE);
-> SsUtReverbOn();
->
-> But it's making bugger all difference. Suggestions as to how I can
-> get this working with as little effort as possible (!) would be
-> appreciated.
-> Dean

Hi Dean,

 Hmm, I've had similar problems. The only thing I can get
working is the reverb depth - take this out and no change! More to
follow....

Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Reverb and CD input
Numb : 812 of 1102 Date : 14/03/1996
6:58am
Read : 14/03/1996 8:49am Reference : 811
Conf : 1 - PSX Common Private : NO

Thanks.. :)

Dean

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Re: a few things!
Numb : 815 of 1102 Date : 14/03/1996
10:56am
Read : 14/03/1996 11:45am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

--> Quoting Sce Support to Telstar Psx <==

SS> Just out of interest - are you using Win 95? If so, are you using
SS> dexbios or the psyq file server?
SS> Ben

We're not actually using Windows 95 yet but i'm looking into it. I was
thinking of setting up the CD burner machine to run it. What are you
guys
using to develop on? If you are using Windows 95, how is it? Is it
worth
moving over, considering we have some die hard dos/brief fans here.

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : MILLENIUM PSX
To : TELSTAR PSX
Subj : Re: a few things!
Numb : 817 of 1102
11:47am
Read : 14/03/1996 12:26pm
Conf : 1 - PSX Common

Date : 14/03/1996
Reference : 815
Private : NO

Don't set up your CD cutting machine with Win 95...

It doesn't work.

Dean

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : Re: a few things!
Numb : 818 of 1102
11:50am
Read : 14/03/1996 12:26pm
Conf : 1 - PSX Common

Date : 14/03/1996
Reference : 815
Private : NO

-> ==> Quoting Sce Support to Telstar Psx <==

->
-> SS> Just out of interest - are you using Win 95? If so, are you usin
-> SS> dexbios or the psyq file server?
-> SS> Ben
->
-> We're not actually using Windows 95 yet but i'm looking into it. I
-> was thinking of setting up the CD burner machine to run it. What are
-> you guys using to develop on? If you are using Windows 95, how is
-> it? Is it worth moving over, considering we have some die hard
-> dos/brief fans here.
-> Cheers,
->
-> Bill.

Hi Bill,

The CD-Gen software won't run in Win 95 (yet). Yes, I know, its crap. I'm developing in Win 95. Dexbios works but isn't all that good. Anomolies when playing streams and 'testmess' messages are too things that annoyed me so much that I now use the PSYQ Win 95 file server / debugger. Problem here is that I haven't, yet, been able to use the debugger - it just gives me warnings about alignment or sommat like that and hence I'm unable to step through anything. I still use good old DOS for editing though. I do like brief!!!

Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : GTE Macros
Numb : 822 of 1102
2:37pm
Read : 15/03/1996 2:59pm
Conf : 1 - PSX Common

Date : 15/03/1996
Reference : NONE
Private : NO

Hallo,

In my quest for more information about the GTE, I'd be grateful if you could tell me something about gte_ldlvl. In some functions it's used to load in a vector (see gte_LightColor), and in others it's being used to load in a 32-bit word (see gte_Square12 and gte_Square0).

What exactly is going on? Is it a vector? Is it a word? Or is it both...?

Any help is much appreciated...

Dean
deana@cix.compulink.co.uk

From : SPIDERSOFT PSX
To : SCE SUPPORT (Support)
Subj : cpe2x
Numb : 823 of 1102 Date : 18/03/1996
10:56am
Read : 18/03/1996 11:11am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

i am currently trying to cut a cd but am unable to convert for CPE to EXE with cpe2x utility. whenever i try to convert the file i get the message sorry! cpe2x cannot convert this cpe file please use exehead. am i using a old version of cpe2x (v1.3) and if so where can i get the latest version.

From : SCE SUPPORT (Support)
To : SPIDERSOFT PSX
Subj : cpe2x
Numb : 824 of 1102 Date : 18/03/1996
11:14am
Read : 18/03/1996 11:16am Reference : 823
Conf : 1 - PSX Common Private : NO

Hi,

Yes the current version (see BBS_VERS.TXT) is 1.5, and new versions are distributed directly from our Production Co-ordinators.

I'll ask that you are sent a copy directly, but in the mean time will provide access to a special file area that contains the correct version.

Incidentally - if any one else wants to get on the distribution list for CPE2EXE - simply ask your account Manager (Steve Hickman or Jason Perkins), who will request a version for you.

Paul

-> i am currently trying to cut a cd but am unable to convert for CPE to
-> EXE with cpe2x utility. whenever i try to convert the file i get the
-> message sorry! cpe2x cannot convert this cpe file please use exehead.
-> am i using a old version of cpe2x (v1.3) and if so where can i get
-> the latest version.

From : PHOENIX PSX
To : SCE SUPPORT (Support)
Subj : Help with POLY_FT4
Numb : 825 of 1102 Date : 18/03/1996
2:20pm
Read : 18/03/1996 2:22pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

We're transforming a POLY_FT4 primitive with RotAverage4
in the same way as we're successfully doing so with POLY_F4s,
but no joy. Here's the code:

```
otz = RotAverage4(&v0, ..., &p, &flag);  
if(otz > 0 && otz < OT_LENGTH)  
{  
    if(flag >= 0)  
        AddPrim(OT + otz, prim);  
}
```

Nothing gets drawn, even if flag is zero. If the flag check
is removed, the primitive is drawn. We're sure that the
texture page, texture coords & CLUT are okay (by forcing the
right values).

Any advice?

Thanks in advance,
Phoenix Interactive

From : TIMEWARNER PSX
To : ALL
Subj : __main
Numb : 826 of 1102 Date : 18/03/1996
2:29pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I am linking in 2mbyte.obj to enable me to run the game of a cd. The
problem is that when i link I now get the error

```
__main multiply defined
```

If i take out the streaming code which i got of this bbs it works fine
but obviously then i cant do any streaming.

__main isnt defined anywhere else that I can see, and i'm getting really
miffed off!

Any clues?

Tim. TWI.

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : __main
Numb : 827 of 1102 Date : 18/03/1996
2:55pm
Read : 18/03/1996 3:02pm (REPLIES) Reference : 826
Conf : 1 - PSX Common Private : NO

Hi Tim,

As per recent Newsletters, we recommend explicit setting of
__ramsize to the use of 2mbyte.obj.

See DEVGUIDE.DOC (on this BBS, and the Developer CD) for more
details.

Paul

-> I am linking in 2mbyte.obj to enable me to run the game of a cd. The
-> problem is that when i link I now get the error
->
-> __main multiply defined
->
-> If i take out the streaming code which i got of this bbs it works
-> fine but obviously then i cant do any streaming.
->
-> __main isnt defined anywhere else that I can see, and i'm getting
-> really miffed off!
->
-> Any clues?
->
-> Tim. TWI.

From : TIMEWARNER PSX
To : SCE SUPPORT (Support)
Subj : __main
Numb : 828 of 1102 Date : 18/03/1996
3:04pm
Read : 18/03/1996 3:23pm (REPLIES) Reference : 827
Conf : 1 - PSX Common Private : NO

I've set __ramsize but it doesnt seem to make any difference as malloc
will still allocate memory above __ramsize!!

should there be something else i should do??

__ramsize is set to 2 meg.

Tim, TWI

From : SCE SUPPORT (Support)
To : PHOENIX PSX
Subj : Help with POLY_FT4
Numb : 829 of 1102 Date : 18/03/1996
3:40pm
Read : 18/03/1996 5:13pm (REPLIES) Reference : 825
Conf : 1 - PSX Common Private : NO

-> We're transforming a POLY_FT4 primitive with RotAverage4
-> in the same way as we're successfully doing so with POLY_F4s,
-> but no joy. Here's the code:
-> otz = RotAverage4(&v0, ..., &p, &flag);
-> if(otz > 0 && otz < OT_LENGTH)
-> {
-> if(flag >= 0)
-> AddPrim(OT + otz, prim);
-> }
-> Nothing gets drawn, even if flag is zero. If the flag check

-> is removed, the primitive is drawn. We're sure that the
-> texture page, texture coords & CLUT are okay (by forcing the
-> right values).
-> Any advice?
-> Thanks in advance,
-> Phoenix Interactive

Hi Pheonix,

This is a weird one. It doesn't matter what type of poly is
being drawn. Can you tell me what the (x,y) coords are set to, for one
of the FT4's that fails to be drawn (and the contents of flag)?

Cheers,
Ben

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : __main
Numb : 830 of 1102 Date : 18/03/1996
3:45pm
Read : 18/03/1996 3:51pm (REPLIES) Reference : 828
Conf : 1 - PSX Common Private : NO

-> I've set __ramsize but it doesnt seem to make any difference as malloc
-> will still allocate memory above __ramsize!!
->
-> should there be something else i should do??
->
-> __ramsize is set to 2 meg.
->
-> Tim, TWI

Tim,

If you want to use malloc - use SetMem(2). This'll crash if you go
over 2mb's. While your on the memory stuff, take a look at mmgm.obj (or
mmgm.zip as it is on this BBS).

Now you're sorted,
Ben

From : MILLENIUM PSX
To : PHOENIX PSX
Subj : Help with POLY_FT4
Numb : 831 of 1102 Date : 18/03/1996
3:55pm
Read : 18/03/1996 5:23pm (REPLIES) Reference : 825
Conf : 1 - PSX Common Private : NO

I don't see a shift of the OT position, to make it fit into range. If
this is duff, then you'll be adding the primitive past the end of the
OT, and therefore it won't be rendered.

Dean

From : MILLENIUM PSX
To : MILLENIUM PSX
Subj : Help with POLY_FT4

Date : 18/03/1996

Reference : 831

Private : NO

Dean

Date : 18/03/1996

Reference : 830

Private : NO

Tim.

Date : 18/03/1996

Reference : 829

Private : NO

Date : 18/03/1996

Reference : 835

Private : NO

So the info in the (x,y) coords is garbage???

From : PHOENIX PSX

To : MILLENIUM PSX
Subj : Help with POLY_FT4
Numb : 837 of 1102 Date : 18/03/1996
5:25pm
Read : 19/03/1996 7:28am Reference : 831
Conf : 1 - PSX Common Private : NO

Actually I'm cheating; Z values will be small enough to fit.
For now, anyway. If I don't bother to check the flag and
just AddPrim regardless, the textured polygon gets drawn.
If I do check the flag, the polygon is never drawn. Whether
flag is zero or not. For drawing POLY_F4s, the identicalcode
works fine.

From : PHOENIX PSX
To : SCE SUPPORT (Support)
Subj : POLY_FT4 Part II
Numb : 838 of 1102 Date : 18/03/1996
5:28pm
Read : 19/03/1996 8:39am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Ben,
It is a weird problem, but only seems to affect POLY_FT4s. My code
for transforming a POLY_F4 is identical (except for texture page &
clut setup) and works fine.
The coordinate and flag values seem to make no difference; even
if the flag returned from RotAverage4 is zero, the polygon still
isn't drawn. It does get registered in the OT (as DumpOTag reports).
If I just add the primitive regardless, the textured poly appears.
Confused? You will be...

From : FUNCOM PSX
To : ALL
Subj : CdSearchFile()
Numb : 839 of 1102 Date : 19/03/1996
9:19am
Read : [N/A] (REPLIES) Reference : 777
Conf : 1 - PSX Common Private : NO

Greetings!

The hint from SCEA is that you should not use CdSearchFile.
Instead, you should parse through the .CCS file (search through
the file line by line, and parse the next line after one containing
a ':'), and build up a POS.H file for your executable. Recompile
using this, and you can avoid using CdSearchFile(), and use a seek
and read instead.

Be sure to put your EXE last on your CD since the executable's size may
vary after this step.

engstad@funcom.com

PS: Oh yeah, California is hot! :-)

From : MILLENIUM PSX

To : FUNCOM PSX
Subj : CdSearchFile()
Numb : 840 of 1102 Date : 19/03/1996
9:56am
Read : 19/03/1996 7:07pm (REPLIES) Reference : 839
Conf : 1 - PSX Common Private : NO

Or alternatively shout like hell at SCE to get CdSearchFile sorted once and for all... :|

Dean

From : PHOENIX PSX
To : SCE SUPPORT (Support)
Subj : FT4 Problem...
Numb : 841 of 1102 Date : 19/03/1996
10:10am
Read : 19/03/1996 5:14pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Ben,
The x and y values are fine; when the object should be centred in the view, the primitive's vertices are well within the display area.

From : MILLENIUM PSX
To : PHOENIX PSX
Subj : FT4 Problem...
Numb : 842 of 1102 Date : 19/03/1996
12:25pm
Read : 19/03/1996 2:10pm Reference : 841
Conf : 1 - PSX Common Private : NO

The only other instances I've come across that mean a poly with correct vertices isn't rendered are:

1. Poly GPU code shagged
- or
2. Not properly double buffered primitive.

Sorry... :(

Dean

From : CODE MONKEYS
To : SCE SUPPORT (Support)
Subj : Problems with moving development boards.
Numb : 843 of 1102 Date : 19/03/1996
1:03pm
Read : 19/03/1996 5:14pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,
I've just moved by two development boards to a new PC with some more slots. It's started coming up wit the error "unsupported target

processor" when downloading.
Any ideas?
Please ring 0113 2710996 asap.
James Fisher.
james@tcm.co.uk

From : MICROPROSE PSX
To : TIMEWARNER PSX
Subj : __main
Numb : 844 of 1102 Date : 19/03/1996
3:14pm
Read : 20/03/1996 11:08am Reference : 833
Conf : 1 - PSX Common Private : NO

Are you calling InitHeap2() properly?

-- Bob

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : CdSearchFile()
Numb : 845 of 1102 Date : 19/03/1996
5:14pm
Read : 20/03/1996 6:57am (REPLIES) Reference : 840
Conf : 1 - PSX Common Private : NO

-> Or alternatively shout like hell at SCE to get CdSearchFile sorted
-> once and for all... :|
->
-> Dean

In what way sorted??
Ben

From : PHOENIX PSX
To : SCE SUPPORT (Support)
Subj : Yet more on FT4
Numb : 847 of 1102 Date : 19/03/1996
5:30pm
Read : 19/03/1996 5:59pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Just an idea - what's the problem regarding GTE calls and
the cache? (as mentioned in DMPSX documentation).

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CdSearchFile()
Numb : 848 of 1102 Date : 20/03/1996
7:24am
Read : 20/03/1996 9:10am (REPLIES) Reference : 845
Conf : 1 - PSX Common Private : NO

Hey, I never said _I_ had any problems with it (apart from the fact it's

always the first function to blow apart when I use the CD emulator). :)

Obviously SCEA have found some problems with it though, or they wouldn't recommend doing the previously mentioned operation with .CCS files. I'd be interested to know what these problems are too..

Any ideas?

Dean

p.s. Any news on getting a function that lets me read the TOC (ie the real TOC with file placement information, not the TOC returned by the LIBCD function).

From : MILLENIUM PSX
To : PHOENIX PSX
Subj : Yet more on FT4
Numb : 849 of 1102 Date : 20/03/1996
7:08am
Read : 20/03/1996 9:27am Reference : 847
Conf : 1 - PSX Common Private : NO

I think the cache issue is really just that the inline-ness of the macros may make your code larger, which - if it's crossing a page - may slow it down a little..

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : CdSearchFile()
Numb : 850 of 1102 Date : 20/03/1996
9:29am
Read : 20/03/1996 9:38am (REPLIES) Reference : 848
Conf : 1 - PSX Common Private : NO

-> Hey, I never said _I_ had any problems with it (apart from the fact
-> it's always the first function to blow apart when I use the CD
-> emulator). :)
-> Obviously SCEA have found some problems with it though, or they
-> wouldn't recommend doing the previously mentioned operation with
-> .CCS files. I'd be interested to know what these problems are too..
->
-> Any ideas?
->
-> Dean
->
-> p.s. Any news on getting a function that lets me read the TOC (ie the
-> real TOC with file placement information, not the TOC returned by the
-> LIBCD function).

Hi Dean,

The reason why SCEA made that suggestion is to save time. When CdSearchfile() is used, the CD system has to seek to the start of the CD, read the PVT sector and then get the required file address. You then, ofcourse, have to seek to that address and read or whatever. So, eliminating CdSearchfile(), eliminates a seek and shortens the second seek because the head won't be the at the furthest possible position.

As for the TOC thang, I'm trying mate - I've got the directory structure (sort of), but the memory requirements for such a thing may deem it impractical - so be warned!!

Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CdSearchFile()
Numb : 851 of 1102 Date : 20/03/1996
9:39am
Read : 20/03/1996 10:39am Reference : 850
Conf : 1 - PSX Common Private : NO

Hmmm.. But I thought the PVD was cached? Surely this would mean the second seek overhead would only be valid for the first call to CdSearchFile()?

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : GTE Timings
Numb : 852 of 1102 Date : 20/03/1996
9:42am
Read : 20/03/1996 10:39am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hallo,

As those lovely chaps at SCEI won't give me information about the GTE, perhaps someone could ask them for some official timings for things like gte_rtps() (ie number of R3000 cycles per instruction). They must know 'em... so they should share 'em too :)

Dean

From : PHOENIX PSX
To : SCE SUPPORT (Support)
Subj : The FT4 saga continues
Numb : 853 of 1102 Date : 20/03/1996
2:44pm
Read : 20/03/1996 3:56pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Found a work-around: if we explicitly draw one texture first time round, the subsequent polygon texture drawing works find. Its as if we've not set something up, but I can't see what it would be.

From : MILLENIUM PSX
To : PHOENIX PSX
Subj : The FT4 saga continues
Numb : 854 of 1102 Date : 20/03/1996
3:18pm
Read : 27/03/1996 9:36am (REPLIES) Reference : 853
Conf : 1 - PSX Common Private : NO

The tpage? The act of drawing another polygon (that's working) will set the default tpage value within the GPU. Meaning other polygons rendered may use the correct one?

Just a guess... :)

Dean

From : MERIT PSX
To : ALL
Subj : GPU slow-down
Numb : 855 of 1102
1:01pm
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 21/03/1996
Reference : NONE
Private : NO

We have just discovered that the GPU slows down by half when drawing textures at very close to 90 degrees. Is there any way round this other than restricting the angle of rotation. Usually it isn't noticable, but becomes very extreme if all the textures face one way and you rotate the screen by close to 90 degrees.

Andrew Richards

From : SCE SUPPORT (Support)
To : MERIT PSX
Subj : GPU slow-down
Numb : 856 of 1102
1:25pm
Read : 22/03/1996 5:00pm (REPLIES)
Conf : 1 - PSX Common
Date : 21/03/1996
Reference : 855
Private : NO

-> We have just discovered that the GPU slows down by half when drawing
-> textures at very close to 90 degrees. Is there any way round this
-> other than restricting the angle of rotation. Usually it isn't
-> noticable, but becomes very extreme if all the textures face one way
-> and you rotate the screen by close to 90 degrees.
->
-> Andrew Richards

Hi Andrew,

From your description I take it that the rotation is on the z-axis. It sounds like you're experiencing many texture cache reads per write because of the orientation of your poly's. A few questions need to be answered to prove this : What bit depth are your textures? What is a typical size of texture being mapped (and what is the size of poly that the texture is being mapped onto)?

Depending on the answers to the above, a solution could be to change the size / bit depth of your textures or re-orientate your textures in VRAM.

Ben

From : MERIT PSX
To : SCE SUPPORT (Support)
Subj : GPU slow-down

Numb : 861 of 1102

Date : 22/03/1996

5:04pm

Read : 25/03/1996 9:08am (REPLIES)

Reference : 856

Conf : 1 - PSX Common

Private : NO

If the textures are reduced to fit in the texture cache then the problem disappears. It just seems a bit weird. Why would it slow down on such a small range of angles? Why does splitting the polygon into 4 smaller polys, with each texture within the cache size, solve the problem? Looks like an odd design fault, which surprised us.

Andrew Richards

From : ANCO PSX

To : SCE SUPPORT (Support)

Subj : CD Streaming & Ring Buffers

Numb : 862 of 1102

Date : 25/03/1996

12:32pm

Read : 25/03/1996 12:50pm (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

I would love to know if the StSetRing function can be used to setup a ring buffer for loading anything other than MDEC encoded films and sound. I have a 300K buffer and I would like to load 600K of uncompressed 15 bit or 8 bit graphics arranged continuously on the CD without having to do a seek halfway through. Also, what would be the best way of interrupting after each 150K of data has been loaded so I can do something with it before it's overwritten? Thanks a lot!

From : SCE SUPPORT (Support)

To : MERIT PSX

Subj : GPU slow-down

Numb : 864 of 1102

Date : 26/03/1996

11:10am

Read : 29/03/1996 11:49am

Reference : 861

Conf : 1 - PSX Common

Private : NO

-> If the textures are reduced to fit in the texture cache then the
-> problem disappears. It just seems a bit weird. Why would it slow
-> down on such a small range of angles? Why does splitting the polygon
-> into 4 smaller polys, with each texture within the cache size, solve
-> the problem? Looks like an odd design fault, which surprised us.
->

-> Andrew Richards

Hi Andrew,

The texture cache is used, no matter what size of texture is being used. It sounds like with a large texture (i.e. the one you were using previously) the cache has to do many reads for one small write, which will invariably slow down the GPU big time. Its good to hear you sorted it out.

Ben

From : SCE SUPPORT (Support)

To : CODE MONKEYS

Subj : Problems with moving development boards.
Numb : 866 of 1102 Date : 26/03/1996
12:42pm
Read : 28/03/1996 10:12am (REPLIES) Reference : 843
Conf : 1 - PSX Common Private : NO

Hi James,

It took some time (we hadn't heard of this message before), but speaking to SN Systems (who supply the PSY-Q software), the problem is probably due to a IRQ/DMA Clash between your Dev Kit and another board (maybe a graphics, sound or network card) in your PC.

Let us know if this turns out to be the problem, so that we can document this.

Paul

-> Hi,
-> I've just moved by two development boards to a new PC with some more
-> slots. It's started coming up with the error "unsupported target
-> processor" when downloading.
-> Any ideas?
-> Please ring 0113 2710996 asap.
-> James Fisher.
-> james@tcm.co.uk

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Problems with moving development boards.
Numb : 867 of 1102 Date : 26/03/1996
2:17pm
Read : 27/03/1996 5:36pm Reference : 866
Conf : 1 - PSX Common Private : NO

We had a similar problem in one of our development kits, come to think of it.. It turned out the IRQ just needed reserving as 'In use by ISA' in the system bios.

Dean

From : SCE SUPPORT (Support)
To : ANCO PSX
Subj : CD Streaming & Ring Buffers
Numb : 868 of 1102 Date : 26/03/1996
2:57pm
Read : 26/03/1996 4:24pm Reference : 862
Conf : 1 - PSX Common Private : NO

-> I would love to know if the StSetRing function can be used to setup
-> a ring buffer for loading anything other than MDEC encoded films
-> and sound. I have a 300K buffer and I would like to load 600K of
-> uncompressed 15 bit or 8 bit graphics arranged continuously
-> on the CD without having to do a seek halfway through. Also, what
-> would be the best way of interrupting after each 150K of data has
-> been loaded so I can do something with it before it's overwritten?
-> Thanks a lot!

No problem.....

You just need to prepare your 600k of data as a stream.
To do this wonderful deed just split your data into 2016 byte chunks and insert 32 byte stream headers before each chunk... You can partition your data any way you wish (as long as the boundaries are 2016 byte multiples) and you then use stgetnext etc. to read the data (with the interleaved header bits removed) in the same way as when streaming video.....

Or: You could give up on the Streaming library and use Cdread's of 150k at a time with your own double buffering....

Colin.

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : Interleaving FMV and audio
Numb : 869 of 1102
9:08pm
Read : 27/03/1996 9:07am (REPLIES)
Conf : 1 - PSX Common
Date : 26/03/1996
Reference : NONE
Private : NO

Greetings chappies,

I have managed to interleave video and audio using buildcd which works with 2 major problems - the video plays at half speed and the audio plays at least double speed.

The sound is stereo 18.9khz xa without a header, converted using movconv. Question 1 - As the sound file is headerless, how does the PS know if its stereo/mono/18.9/37.8 ? This would explain the sound speed.

The cti file from inter.zip uses timecritical and explicit commands to interleave the data. These seem to have lots of blank sectors allocated. Changeing the parameters consistently crashes your code (str.zip). The documentation in the emulator manual is not helpful. Question 2 - How do I set up timecritical and explicit to interleave a 15fps, 9 sector fixed frame size stream with an 18.9 stereo xa file ?

I have also tried pre-interleaving the video and audio, and writing this to the emulator with an xasource command. I cannot get this to work, but would be an ideal solution.

Cheers

John

From : MILLENIUM PSX
To : CTA PSX
Subj : Interleaving FMV and audio
Numb : 870 of 1102
8:24am
Read : 28/03/1996 9:33pm
Conf : 1 - PSX Common
Date : 27/03/1996
Reference : 869
Private : NO

I only ever use the interleave option in MovConv. You've got to remember to use the XA straight from the MAX (no running Extract over it). I've had a couple of times where I've had to re-interleave because BuildCD said my file wasn't an correct XA size. After re-interleaving it worked

ok...

Dean

```
From : SCE SUPPORT (Support)
To   : CTA PSX
Subj : Interleaving FMV and audio
Numb : 871 of 1102
Date      : 27/03/1996
9:35am
Read : 28/03/1996 9:34pm
Reference : 869
Conf : 1 - PSX Common
Private  : NO
```

```
-> Greetings chappies,
->
-> I have managed to interleave video and audio using buildcd which
-> works with 2 major problems - the video plays at half speed and the
-> audio plays at least double speed.
->
-> The sound is stereo 18.9khz xa without a header, converted using
-> movconv. Question 1 - As the sound file is headerless, how does the
-> PS know if its stereo/mono/18.9/37.8 ? This would explain the sound
-> speed.
-> The cti file from inter.zip uses timecritical and explicit commands
-> to interleave the data. These seem to have lots of blank sectors
-> allocated. Changeing the parameters consistently crashes your code
-> (str.zip). The documentation in the emulator manual is not helpful.
-> Question 2 - How do I set up timecritical and explicit to interleave
-> a 15fps, 9 sector fixed frame size stream with an 18.9 stereo xa
-> file ?
-> I have also tried pre-interleaving the video and audio, and writing
-> this to the emulator with an xasource command. I cannot get this to
-> work, but would be an ideal solution.
->
-> Cheers
-> John
```

Hi John,

Firstly a word of warning. If you use Win 95 and dextbios (as opposed to the Win 95 psyq beta) playing streams is slightly dodgy. Basically what happens is the audio starts a few seconds before the video. Don't know why, but it doesn't do it with the psyq-stuff.

But anyway, thats not you're problem. Was the source of the XA 8-bit or 16-bit? If 8-bit you need to bump it up to 16-bit and then convert to XA.

As your audio is stereo 18.9 (16-bit!!) your interleave rate is one XA sector in every 16 sectors. This is assuming your playing back at double speed. If so, you should be doing this in your cti file :

```
XAInterleavedFile SAMPLE.STR;1
```

```
XAChannelInterleave TimeCritical 1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-2
```

```
XAChannel 1
  XAFileAttributes Form1 Video
  Source video.str
XAEndChannel
```

```
XAChannel 2
  XAFileAttributes Form2 Audio
```

XAAudioAttributes ADPCM_C Stereo
Source audio.xa
XAEndChannel

XAEndInterleavedFile

If you want to use MovConv, I suggest using the script facility rather than the front end. This is what I use, and found the most successful. More specifically :

Avi2strMdecC	-	with fixed frame rate (9 sectors in your case)
Wav2xa	-	don't forget 16-bit
MakeAV	-	easy peasy!!

As you rightly said, if using movconv, you don't have to lop the header off the xa.

Good luck,
Ben

From : PHOENIX PSX
To : MILLENIUM PSX
Subj : The FT4 saga continues
Numb : 872 of 1102
Date : 27/03/1996
9:37am
Read : 27/03/1996 9:55am (REPLIES)
Reference : 854
Conf : 1 - PSX Common
Private : NO

Sort of - however, other polys with different tpages will also draw successfully after the first forced poly.

From : MILLENIUM PSX
To : PHOENIX PSX
Subj : The FT4 saga continues
Numb : 873 of 1102
Date : 27/03/1996
9:56am
Read : 28/03/1996 5:17pm (REPLIES)
Reference : 872
Conf : 1 - PSX Common
Private : NO

If you want, I could look at the code (assuming it's a small test project)....

Dean

From : MICROPROSE PSX
To : SCE SUPPORT (Support)
Subj : Japanese Guidelines
Numb : 874 of 1102
Date : 27/03/1996
5:34pm
Read : 27/03/1996 5:37pm (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hey folks...

Since SCEI has different mastering guidelines, is there any chance of getting a translated form of these? (_including_ the Namco version ;)

-- Bob

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : Japanese Guidelines
Numb : 875 of 1102 Date : 27/03/1996
6:51pm
Read : 28/03/1996 4:04pm (REPLIES) Reference : 874
Conf : 1 - PSX Common Private : NO

Hi Bob,

Its called MASTGUID.ZIP. Its brief, but was translated from the original Japanese.

Paul

->
-> Hey folks...
->
->
-> Since SCEI has different mastering guidelines, is there any chance of
-> getting a translated form of these? (_including_ the Namco version
-> ;)
->
-> -- Bob

From : MICROPROSE PSX
To : SCE SUPPORT (Support)
Subj : Japanese Guidelines
Numb : 877 of 1102 Date : 28/03/1996
4:06pm
Read : 28/03/1996 4:46pm (REPLIES) Reference : 875
Conf : 1 - PSX Common Private : NO

-> Its called MASTGUID.ZIP. Its brief, but was translated from the
-> original Japanese.

Uhm...Then why do SCEI reject products due to guideline faults?? (that are different than SCEE's)

-- Bob

From : SCE SUPPORT (Support)
To : MICROPROSE PSX
Subj : Japanese Guidelines
Numb : 878 of 1102 Date : 28/03/1996
4:54pm
Read : 29/03/1996 11:18am Reference : 877
Conf : 1 - PSX Common Private : NO

-> -> Its called MASTGUID.ZIP. Its brief, but was translated from the
-> -> original Japanese.
->
-> Uhm...Then why do SCEI reject products due to guideline faults??
-> (that are different than SCEE's)
->
->
-> -- Bob

Hi Bob,

SCEI have different guidelines because they are different to us. Their consumer is different to our consumer, I suppose. They seem to have less constraints to their titles, maybe because they have a much wider target base.

Ben

From : PHOENIX PSX
To : MILLENIUM PSX
Subj : The FT4 saga continues
Numb : 879 of 1102 Date : 28/03/1996
5:18pm
Read : 29/03/1996 7:19am (REPLIES) Reference : 873
Conf : 1 - PSX Common Private : NO

Fraid it ain't small, and is about to be (mostly) rewritten to take advantage of what we're learning now. But thanks for the offer!

From : MILLENIUM PSX
To : PHOENIX PSX
Subj : The FT4 saga continues
Numb : 880 of 1102 Date : 29/03/1996
7:20am
Read : 29/03/1996 12:13pm Reference : 879
Conf : 1 - PSX Common Private : NO

OK.. no problem.

From : DIGITAL PSX
To : ALL
Subj : GTE Inline Macros
Numb : 881 of 1102 Date : 01/04/1996
9:58am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi all!

Does anyone know how to get the inline gte macros to work with libs 3.4? The version of dmpsx that I have barfs up an error. On closer examination I found that the beta version of inline.h differs from the one in libs 3.4 so the codes that dmpsx is looking for are wrong.

Is there a new version of dmpsx, or am I getting it completely wrong and should be doing it another way?

TIA

Graeme

From : TELSTAR PSX
To : ALL
Subj : Hidden GPU primitive!!!
Numb : 882 of 1102
Date : 01/04/1996
10:32am
Read : [N/A] (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi,

I was messing with the gpu packets this weekend and accidentally stumbled upon and strange packet configuration that produced a texture mapped polygon that had odd mapping. After a while I realised it was doing perspective on the texture map. Is this something that Sony had included in the Playstation but decided not to for some reason. One strange thing was that it would only draw from textures in tpage 0,0! I've already thought of some good uses for it, but am I allowed???

Bill.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)
To : DIGITAL PSX
Subj : GTE Inline Macros
Numb : 883 of 1102
Date : 01/04/1996
10:56am
Read : 01/04/1996 12:07pm (REPLIES)
Reference : 881
Conf : 1 - PSX Common
Private : NO

-> Hi all!
->
-> Does anyone know how to get the inline gte macros to work with libs
-> 3.4? The version of dmpsx that I have barfs up an error. On closer
-> examination I found that the beta version of inline.h differs from
-> the one in libs 3.4 so the codes that dmpsx is looking for are wrong.
->
-> Is there a new version of dmpsx, or am I getting it completely wrong
-> and should be doing it another way?
->
-> TIA
->
-> Graeme

Hi Graeme,

Are you using the new version of inline.tbl which came with libs 3.4. If so, make sure the old version isn't somewhere pointed to by your PATH. This should sort you out.

Ben

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : Hidden GPU primitive!!!
Numb : 884 of 1102
10:55am
Read : 01/04/1996 11:10am
Conf : 1 - PSX Common

Date : 01/04/1996
Reference : 882
Private : NO

->
-> Hi,
->
-> I was messing with the gpu packets this weekend and accidentally
-> stumbled upon and strange packet configuration that produced a
-> texture mapped polygon that had odd mapping. After a while I
-> realised it was doing perspective on the texture map. Is this
-> something that Sony had included in the Playstation but decided not
-> to for some reason. One strange thing was that it would only draw
-> from textures in tpage 0,0! I've already thought of some good uses
-> for it, but am I allowed???
-> Bill.
->
->
->
-> --- Blue Wave/QWK v2.10

Hi Bill,

There is a pers_map() function which does what the packet
does, and can be found in the samples - specifically \graphics\ppm
directory. WARNING : Its slow!!!

Ben

From : DIGITAL PSX
To : SCE SUPPORT (Support)
Subj : GTE Inline Macros
Numb : 885 of 1102
12:21pm
Read : 01/04/1996 12:53pm (REPLIES)
Conf : 1 - PSX Common

Date : 01/04/1996
Reference : 883
Private : NO

Hi Ben.

The version of libs 3.4 on the bbs doesn't have an inline.tbl in the
zip. I just downloaded it again to check that I was using the final
version and not a beta. Any chance of uploading the necessary stuff ?

See Ya

Graeme

From : SCE SUPPORT (Support)
To : DIGITAL PSX
Subj : GTE Inline Macros
Numb : 886 of 1102
12:57pm
Read : 01/04/1996 12:58pm (REPLIES)
Conf : 1 - PSX Common

Date : 01/04/1996
Reference : 885
Private : NO

-> Hi Ben.
->
-> The version of libs 3.4 on the bbs doesn't have an inline.tbl in the
-> zip. I just downloaded it again to check that I was using the final
-> version and not a beta. Any chance of uploading the necessary stuff ?
->
->
-> See Ya
->
-> Graeme

Hi Graeme,

Sorry, I've made a mistake (no comments on the frequency of such a matter, please!!). There is a DMPSX203.ZIP in the same area. This has the old stuff on it. But also in this ZIP is a directory called program\psx\bin.new which has the new version of dmepsx and inline.tbl. You should also find this on the CD that we sent out a couple of weeks ago.

Nicely,
Ben

From : DIGITAL PSX
To : SCE SUPPORT (Support)
Subj : GTE Inline Macros
Numb : 887 of 1102
1:00pm
Read : 01/04/1996 1:01pm
Conf : 1 - PSX Common
Date : 01/04/1996
Reference : 886
Private : NO

Hi Ben!

Okely Dokely, I'll use them then.

Ta Much

Graeme

P.S. I would never comment on the number of little errors that have been made by you. As if!!!

From : MILLENIUM PSX
To : DIGITAL PSX
Subj : GTE Inline Macros
Numb : 888 of 1102
1:48pm
Read : 09/04/1996 2:21pm (REPLIES)
Conf : 1 - PSX Common
Date : 01/04/1996
Reference : 885
Private : NO

Graeme,

If you download DMPSX203.ZIP (I think that's what it's called!), there's actually a BIN\NEW directory there, with the new INLINE.TBL file you need. You might already have a DMPSX203.ZIP, but believe me... it's changed.. :)

Hope this helps,
Dean

From : SCE SUPPORT (Support)
To : CTA PSX
Subj : Interleaving
Numb : 889 of 1102 Date : 02/04/1996
7:56am
Read : 02/04/1996 8:08pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi John,

I've just realised that the new version of movconv (1.98e) is able to interleave at 16.66fps. I'd try this before you drop you're frame rate when interleaving with buildcd.

Hope this helps,
Ben

P.S. A request has been put to SN Systems about increasing the line character length, so watch this space for that!!

From : FUNCOM PSX
To : ALL
Subj : What does VSync(1) return?
Numb : 892 of 1102 Date : 03/04/1996
9:09am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi!

What exactly does VSync(1) return in terms of milliseconds (or microseconds)? I am often timing routines with:

```
{
    int time = VSync(1);

    :
    : do something.
    :

    time_ThisRoutine = VSync(1) - time;
}
```

engstad@funcom.com

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : What does VSync(1) return?
Numb : 893 of 1102 Date : 03/04/1996
9:19am
Read : 04/04/1996 9:14am (REPLIES) Reference : 892
Conf : 1 - PSX Common Private : NO

-> Hi!
->

```

-> What exactly does VSync(1) return in terms of milliseconds (or
-> microseconds)? I am often timing routines with:
->
-> {
-> int time = VSync(1);
->
-> :
-> : do something.
-> :
->
-> time_ThisRoutine = VSync(1) - time;
-> }
->
-> engstad@funcom.com

```

Hi Paal,

VSync(1) returns the same thing as VSync(0). This is the number of HBlanks since the last call to VSync(1).

Ben

```

From : SCE SUPPORT (Support)
To : CRANBERRY PSX
Subj : GNU C "asm" function
Numb : 896 of 1102
Date : 03/04/1996
6:36pm
Read : 08/04/1996 10:57pm (REPLIES)
Reference : 890
Conf : 1 - PSX Common
Private : NO

```

Well this code segment below works....

```

void main()
{
    int i,j,k;
    i=4;
    j=5;

    asm( " add %0,%1,%2 " : "=r"(k) : "r"(i) ,"r"(j) );
    asm( " add %0,%1,$0 " : "=r"(k) : "r"(i) );
    asm( " mult %0,%1 " :: "r"(i) ,"r"(j) : "hi","lo" );
    asm( " mfhi %0 " : "=r"(i) );
    asm( " mflo %0 " : "=r"(j) );
}

```

This small snippet shows the basic use of asm...

```

:: Use $0 to represent the zero register in an instruction
:: The only reason I could think of parse errors is the lack of ;

```

Cheers,
Colin.

```

-> I have had a few problems whilst using GNU C's asm function to
-> include inline assembly language instructions in my code. These
-> problems are:
-> (1) I don't seem to be able to specify any operand values other than
-> %0 or %1. As you know, most R3000 instructions can accept three
-> operands, so where am I going wrong?

```

-> (2) Using the official GNU C documentation covering the R3000, it
-> states that the identifier for the zero register is "J". However,
-> when I try to use this I get a parse error. The instruction I am
-> trying to compile is: asm("subu %0,%1,%0" : "=r" (reg0) : "J") Is
-> my syntax incorrect? (3) Again, in the GNU C docs, it states that
-> instructions that do not provide a direct output to a register
-> should simply have two consecutive colons surrounding the place
-> where the output specification would have gone. In the case of a
-> "mult" instruction (where the output is indirectly to the HI and LO
-> registers) there is no output, so I have specified the instruction
-> as: asm("mult %0,%1" : : "r" (reg0) : "r" (reg1))
-> But, you guessed it, a parse error again....
->
-> So, am I just getting the syntax incorrect or are these features not
-> supported in the PSX version of GNU C?
->
-> Thanks,
-> Matt Taylor
-> Cranberry Source Ltd.

From : MILLENIUM PSX
To : ALL
Subj : Devcon party
Numb : 898 of 1102 Date : 04/04/1996
4:04pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

So, who's for a kicking on Tekken 2 at the Namco arcade party thing...?

I just got my copy, so I'm going into a practise frenzy... :)

Dean

From : CRANBERRY PSX
To : SCE SUPPORT (Support)
Subj : GNU C "asm" function
Numb : 899 of 1102 Date : 08/04/1996
11:04pm
Read : 09/04/1996 9:26am Reference : 896
Conf : 1 - PSX Common Private : NO

I think I know C well enough to include a ; at the end of my statements!
;)

What I did not realise was that \$0 represented the zero register, and
that input operands were enclosed by on set of colons and separated by
commas. This has solved my problems.

Thanks for the help!

Matt Taylor,
Cranberry Source Ltd.

From : DIGITAL PSX
To : MILLENIUM PSX
Subj : GTE Inline Macros

Date : 09/04/1996

Reference : 888

Private : NO

Date : 09/04/1996

Reference : 900

Private : NO

Date : 09/04/1996

Reference : 893

Private : NO

$$1/(\text{fps} * \text{vertical size of the screen}) = 1/(60 * 240) \text{ sec}$$

Paal-Kristian Engstad
engstad@funcom.com

From : MILLENIUM PSX
To : DIGITAL PSX
Subj : GTE Inline Macros
Numb : 907 of 1102 Date : 10/04/1996
7:10am
Read : 15/04/1996 12:24am Reference : 902
Conf : 1 - PSX Common Private : NO

There appear to be a couple more of the larger inline functions in inline.h (?).

Not that I use 'em... I've just spent a day optimizing our object rendering routines to effectively use the GTE delay slots, which means I've got to use the lower level macros.

It's a shame there aren't any proper documents detailing every GTE macro, but even so I've still got back around 8% of CPU time back from this.

Now, if only there were macros for assembler.... then I could get rid of all those bloooooody 'nops' that are created by the macros to there isn't any stalling.

Dean

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Re: VSync/([D[D1])
Numb : 909 of 1102 Date : 10/04/1996
8:38am
Read : 10/04/1996 12:46pm Reference : 905
Conf : 1 - PSX Common Private : NO

-> You didn't answer my question Ben.. ;-)
->
-> How much time does a horizontal sync take?
-> Is it (NTSC version of 320x240):
->
-> $1/(\text{fps} * \text{vertical size of the screen}) = 1/(60 * 240) \text{ sec}$
->
-> Paal-Kristian Engstad
-> engstad@funcom.com

In NTSC there are 525 raster lines : Odd and Even. One frame is therefore 262 hblanks.
In PAL there are 625 raster lines. One frame is 312 hblanks.

Hope this helps.
Ben

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : Alias/SGI Utilities

Numb : 913 of 1102
3:59pm
Read : 12/04/1996 4:56pm
Conf : 1 - PSX Common

Date : 12/04/1996
Reference : NONE
Private : NO

Dear Support,

Can you tell me what utilities are now available for Playstation on SGI machines running Alias wavefront?

Also can you tell me how to get hold of them.

Cheers,

Andy Williamson

From : FUNCOM PSX
To : ALL
Subj : Bus problems
Numb : 917 of 1102
12:26pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 16/04/1996
Reference : NONE
Private : NO

Hi all

I have a problem... When I'm streaming music (not DA, standard VAG streaming, ie using CdRead()) things are going funny. When I try and read a postID and preID for my memory allocation header, I get wrong values. When I try and read them again, I get correct values. It looks like the CD system is messing up the bus, because when I take the CD system (music) out of the game, everything works fine.

Obviously this is serious and I can't leave it in. Anyone else had any problems like this?

-Dave

Ps. Ben thanks for the CD help !

From : SPIDERSOFT PSX
To : SCE SUPPORT (Support)
Subj : file formats
Numb : 918 of 1102
7:11pm
Read : 17/04/1996 8:40am (REPLIES)
Conf : 1 - PSX Common

Date : 16/04/1996
Reference : NONE
Private : NO

i am after detailed descriptions for the file formats SEQ, VAG & VAB other than the ones listed in the development docs. could you tell me if they are available and if so where i can get them from.

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Bus problems

Numb : 919 of 1102

Date : 17/04/1996

11:42am

Read : 17/04/1996 2:05pm (REPLIES)

Reference : 917

Conf : 1 - PSX Common

Private : NO

-> Hi all

->

-> I have a problem... When I'm streaming music (not DA, standard VAG
-> streaming, ie using CdRead()) things are going funny. When I try
-> and read a postID and preID for my memory allocation header, I get
-> wrong values. When I try and read them again, I get correct values.
-> It looks like the CD system is messing up the bus, because when I
-> take the CD system (music) out of the game, everything works fine.

->

-> Obviously this is serious and I can't leave it in. Anyone else had
-> any problems like this?

->

-> -Dave

->

-> Ps. Ben thanks for the CD help !

Hi Dave,

Not sure what you're trying to do here. Is this SPU streaming?
What do you mean by file allocation header? Sorry for being a tad
ignorant, but I need some more info.

Ben

From : SCE SUPPORT (Support)

To : SPIDERSOFT PSX

Subj : file formats

Numb : 920 of 1102

Date : 17/04/1996

11:43am

Read : 17/04/1996 1:26pm

Reference : 918

Conf : 1 - PSX Common

Private : NO

-> i am after detailed descriptions for the file formats SEQ, VAG & VAB
-> other than the ones listed in the development docs. could you tell
-> me if they are available and if so wherei can get them from.

The SEQ and VAB file formats are in the documentation accompanying the
sound artist card. Do you have one of these? The VAG is
(unfortunately) secret - sorry!

Ben

From : FUNCOM PSX

To : SCE SUPPORT (Support)

Subj : Bus problems

Numb : 921 of 1102

Date : 17/04/1996

2:11pm

Read : 17/04/1996 2:18pm (REPLIES)

Reference : 919

Conf : 1 - PSX Common

Private : NO

-> Not sure what you're trying to do here. Is this SPU streaming?
-> What do you mean by file allocation header? Sorry for being a tad
-> ignorant, but I need some more info.

Sorry Ben. I think I've solved the problem now (at least I hope the bug isn't just lying there dormant). Bascially I've written some memory alloc routines (well, read the K&R book ;)) and each block malloc'ed has a header, containing a postID and preID which I was using for verification (a sort of memory_test() function). I was getting memory test failures on my PreID and PostID structure members even though when I looked in the debugger the memory was valid.

The solution appears to be don't do very much while the SPU streaming library is in it's final phase (ie last DMA). Hopefully that's taken care of the problem; although it means I have to wait around a bit longer.

One more thing; how does CdRead2 work? I'm trying to fill a buffer in main memory as smooth as possible during gameplay, so I need it to be asynchronous. To complicate matters I'm also loading other files (which can block the CPU) during the game. Mmmm....

Thanks
Dave
FunCom

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Bus problems
Numb : 922 of 1102
2:37pm
Read : 17/04/1996 2:59pm
Conf : 1 - PSX Common

Date : 17/04/1996

Reference : 921

Private : NO

-> -> Not sure what you're trying to do here. Is this SPU streaming?
-> -> What do you mean by file allocation header? Sorry for being a tad
-> -> ignorant, but I need some more info.

->
-> Sorry Ben. I think I've solved the problem now (at least I hope the
-> bug isn't just lying there dormant). Bascially I've written some
-> memory alloc routines (well, read the K&R book ;)) and each block
-> malloc'ed has a header, containing a postID and preID which I was
-> using for verification (a sort of memory_test() function). I was
-> getting memory test failures on my PreID and PostID structure
-> members even though when I looked in the debugger the memory was
-> valid.
-> The solution appears to be don't do very much while the SPU streaming
-> library is in it's final phase (ie last DMA). Hopefully that's taken
-> care of the problem; although it means I have to wait around a bit
-> longer.

->
-> One more thing; how does CdRead2 work? I'm trying to fill a buffer
-> in main memory as smooth as possible during gameplay, so I need it
-> to be asynchronous. To complicate matters I'm also loading other
-> files (which can block the CPU) during the game. Mmmm....

->
-> Thanks
-> Dave
-> FunCom

Hi Dave,

Good to hear you solved your problem. O.K. onto CdRead2.
this is used in conjunction with the streaming library (part of libcd).

When you issue this command, data will be streamed into a ring buffer. You then do a memory->memory transfer to the required position. CdRead2 is fully asynchronous. Other read commands that you may consider are CdRead (can be both block and non-block) or use the low-level library (which means setting up your own data and ready callbacks) read command, CdlReadS or CdlReadN depending what you're reading.

I'm going to be at our conference for the next two days (and away on Monday), so I'll be back (should you have any further questions) on Tuesday.

Ben

From : UBI PSX
To : ALL
Subj : Sound tinkering..
Numb : 923 of 1102 Date : 17/04/1996
4:23pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

We are just putting the first sounds into a game. We have created a sound file which has been split into a .vb and a .vh file. These files have been incbinned into the .CPE file. The problem we have is the first routine to call (SsVabOpenHead) which points to the .vh file and a number between 0-15 or -1 just locks the system totally up with a error of "SPU:T/O [wait (reset)]
SPU:T/O [wait (wrdy H -> L)]"

Any idea what this means, it is tottally locking the system up ATM so we aren't exactly getting very far.

On another note, Vivid Image (our proper log on char. is locked into node 3 so i've had to go on with Ubi's info) so can you knock Vivid off of node 3 when you get a chance ?

Steve

From : SOFTGOLD PSX
To : ALL
Subj : makedependencies util.
Numb : 924 of 1102 Date : 18/04/1996
2:36pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi !!!

I need a makedepend. util. a.s.a.p. So please (if anybody know) let me know where I can find it !.

Regards

Troels / Softgold

From : CTA PSX
To : SCE SUPPORT (Support)

Subj : dev conf
Numb : 925 of 1102
7:43pm
Read : 23/04/1996 9:22am
Conf : 1 - PSX Common

Date : 22/04/1996
Reference : NONE
Private : NO

Dear bigboys,

For us poor unfortunates who were too busy for the dev conf - could I make a request for a brief summary of the conf with all conclusions and some free beer too.....Might make the modem a bit damp tho...

Cheers
John

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : internet
Numb : 926 of 1102
7:46pm
Read : 23/04/1996 9:23am (REPLIES)
Conf : 1 - PSX Common

Date : 22/04/1996
Reference : NONE
Private : NO

Dear "oh no not me again"

We have just moved offices to above an internet cafe, have direct line to demon. Do you have a website for developers ? Would save loads on our phone bill.

Cheers
John

From : SCE SUPPORT (Support)
To : CTA PSX
Subj : internet
Numb : 927 of 1102
9:36am
Read : 24/04/1996 2:47pm
Conf : 1 - PSX Common

Date : 23/04/1996
Reference : 926
Private : NO

-> Dear "oh no not me again"

->

->

-> We have just moved offices to above an internet cafe, have direct line to demon. Do you have a website for developers ? Would save loads on our phone bill.

->

-> Cheers

-> John

Hi John, at the moment we are working on a website for developers, but it probably won't be up and running for a couple of weeks.

David , Developer Support.

From : TELSTAR PSX
To : SCE SUPPORT

Subj : gte macros
Numb : 928 of 1102
2:43pm
Read : 23/04/1996 11:15am
Conf : 1 - PSX Common

Date : 22/04/1996
Reference : NONE
Private : NO

Hi,

After hearing the talk about gte macros at the developers conference I tried to use them to speed up our game. But after running dmpsx on an object file, psylink kicks it back with an error "unrecognised object file". What am I doing wrong??

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)
To : UBI PSX
Subj : Sound tinkering..
Numb : 929 of 1102
11:43am
Read : 08/05/1996 12:30pm (REPLIES)
Conf : 1 - PSX Common

Date : 23/04/1996
Reference : 923
Private : NO

-> We are just putting the first sounds into a game. We have created a
-> sound file which has been split into a .vb and a .vh file. These
-> files have been incbinned into the .CPE file. The problem we have
-> is the first routine to call (SsVabOpenHead) which points to the .vh
-> file and a number between 0-15 or -1 just locks the system totally
-> up with a error of "SPU:T/O [wait (reset)]
-> SPU:T/O [wait (wrdy H -> L)]"
->
-> Any idea what this means, it is tottally locking the system up ATM
-> so we aren't exactly getting very far.
I've never seen SsVabOpenHead lock up before. Even if you pass it a
pointer to something which is not a VH file, it should still return.
All I can guess is that you haven't done an SsInit() at the start of
your code.

Do the sample sound programs work OK on your development system ?

Harry

From : MERIT PSX
To : ALL
Subj : Direct GTE Access
Numb : 931 of 1102
2:01pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 23/04/1996
Reference : NONE
Private : NO

TO: Everyone interested in accessing the GTE directly.

At the developer conference, it was clear that we're not going to get any GTE documentation from Japan. They just don't understand why. They also seemed to have absolutely no experience in the games industry, so that may explain why they don't understand. It was also clear that no-one is going to stop us reverse-engineering the libraries and including GTE code in our games - as long as it works. The problem is this: what if we get the specification wrong and our code doesn't work on all current or future PlayStations. How about if we write the specification ourselves and share it between us? That way, if we get the specification wrong, it will be discovered quickly. And if Sony do a new PlayStation and change the GTE to an incompatible specification, most of our games will not work, so it will be the PlayStation that will need changing. It would be best if we could agree this specification with developers in America and Japan, if possible.

I know it's not the best solution, but we don't seem to have any alternative (other than using the library routines). Anyone who has seen the library routines has also seen how much of an improvement can be made.

The best place for the specification is on this BBS. That way, it would be available to all PlayStation developers and only licensed developers. Otherwise, Sony may not be happy about the information being publicly available.

Andrew Richards

P.S. Could somebody at Sony PLEASE allow Psy-Q to sell their excellent development system and anything else they develop. Being able to write and debug on a final PlayStation is a huge advantage over developing on a system with different ROM, timing and joypad ports.

From : SCE SUPPORT (Support)
To : MERIT PSX
Subj : Direct GTE Access
Numb : 932 of 1102 Date : 23/04/1996
3:02pm
Read : 25/04/1996 10:32pm (REPLIES) Reference : 931
Conf : 1 - PSX Common Private : NO

To Merit, everyone who wants to access the GTE directly and everyone who'd like their game published.....

-> At the developer conference, it was clear that we're not going to get
-> any GTE documentation from Japan. They just don't understand why.
-> They also seemed to have absolutely no experience in the games
-> industry
bollocks.

-> so that may explain why they don't understand. It was also
-> clear that no-one is going to stop us reverse-engineering the
-> libraries and including GTE code in our games - as long as it works.
Wrong.

If you reverse engineer our libraries and include that code in your game there is a very high probability that your game will not be approved and the clauses in your lda/nda actually empower us to take your devkit back, just for looking in the libraries.....

-> The problem is this: what if we get the specification wrong and our
-> code doesn't work on all current or future PlayStations. How about
-> if we write the specification ourselves and share it between us?
-> That way, if we get the specification wrong, it will be discovered
-> quickly. And if Sony do a new PlayStation and change the GTE to in
-> incompatible specification, most of our games will not work, so it
-> will be the PlayStation that will need changing. It would be best if
-> we could agree this specification with developers in America and
-> Japan, if possible.

The reason why the GTE spec has not been generally released is because of the complexity of the GTE, the delay slots are VERY critical, many of the operations take longer than others, and sometimes vary in length from iteration to iteration. This means if you change the length of the delay slots, you code may appear to function correctly in some circumstances when infact its not so good? This may in certain circumstances result in damage to the CPU. In the current position using dmppsx macros is as lowlevel as you are permitted to go. Steps are being taken to produce a new technique which will do safe optimization of the dmppsx style macros... This is believed to be 25% faster than the current best.

-> I know it's not the best solution, but we don't seem to have any
-> alternative (other than using the library routines). Anyone who has
-> seen the library routines has also seen how much of an improvement
-> can be made.

Basically, no one is supposed to be using reverse engineered code, so its an even playing field. Sony want you to produce the best possible games, if the engineers suggest that doing something is a bad idea, I suggest that you believe them.

I personally think its incredibly arrogant of you to take this position, maybe you should spend more time on the gameplay/ai aspects of your game. Sony has already given you the power to produce more polygons per second than any other comparable system...

For example - Total NBA doesn't even use assembler modules ! They simply made use of inline and DMPSX ...

If you are having serious performance problems in your product, maybe you are doing something else wrong? If you need help with this please don't hesitate to contact us through the bbs.

Dave

From : MILLENIUM PSX	
To : SCE SUPPORT (Support)	
Subj : Direct GTE Access	
Numb : 934 of 1102	Date : 23/04/1996
4:07pm	
Read : 23/04/1996 4:08pm	Reference : 932
Conf : 1 - PSX Common	Private : NO

To be honest, I too had the same opinion of GTE access as MERIT PSX. But after discussing the problems of GTE access with Tanaka-san, Colin, and that guy from SCEA (whose name escapes me), I can see why things are the way they are.

Hey, at least Tanaka-san said he'd work on a version of DMPSX for R3000 assembler use, so we can get rid of the extra memory writes/reads....!

I don't think it's a question of 'they don't understand why I need GTE information'. I think it's more like SCEI are afraid that titles won't work across machine revs. For a game (or a number of games) to not work on a new HW rev would be catastrophic.

I honestly don't think we'll ever get _full_ HW access, but at least SCEI understand the faults with DMPSX and are willing to address the ones they can...

Dean

From : WAVE PSX
To : SCE SUPPORT (Support)
Subj : movie conv
Numb : 935 of 1102 Date : 24/04/1996
11:09am
Read : 24/04/1996 11:18am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Could you find out if MovConv has been updated as some bugs remain in it.

Thanks in advance Lance.

From : VIVID IMAGE
To : SCE SUPPORT (Support)
Subj : Sound tinkering..
Numb : 937 of 1102 Date : 24/04/1996
10:15pm
Read : 25/04/1996 9:34am Reference : 929
Conf : 1 - PSX Common Private : NO

I think the problem is a casting problem, we've now got the demos working with pgbload`ing the files into memory but as soon as we incbin them into the main.cpe it just falls over. With the demos now working though we've got something to work from.

From : SCE SUPPORT (Support)
To : WAVE PSX
Subj : movie conv
Numb : 938 of 1102 Date : 25/04/1996
10:48am
Read : 25/04/1996 10:55am Reference : 935
Conf : 1 - PSX Common Private : NO

-> Could you find out if MovConv has been updated as some bugs remain in it.
->
-> Thanks in advance Lance.

Hi Lance,

The latest version of MovConv is 1.98e. What version are you using and what bugs are you referencing?

Ben

From : SCE SUPPORT (Support)
To : DOG PSX
Subj : mtap sample code
Numb : 941 of 1102 Date : 26/04/1996
12:07pm
Read : 26/04/1996 12:44pm Reference : NONE
Conf : 1 - PSX Common Private : NO

ok, its in your file area ready and waiting.....
Dave

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : SsUtKeyOn / SsUtKeyOff
Numb : 942 of 1102 Date : 26/04/1996
2:33pm
Read : 26/04/1996 3:19pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Help!!

Could some one please explain the parameter list used in SsUtKeyOn(). According to my manuals the param list is vab_bank,prog no, tone, semi tone, ote??, left vol, right vol, but this doesn't appear to work. I only get results when I shuffle the parametes to the right and insert a zero for the first parameter ie (0,vab,prog,tone.....).

I am also unable to turn off any given voice by using the SsUtKeyOff. Technically its simple I know, but any looping soun effects just stay on for ever. At the moment I use SsUtAllKeyOff(0), which is a bit drastic.

Also what is the 'politically correct' method of loading vabs into the sound chip repeatidly?? ie for each new level there is a new tune and I need to load it over the old one, do I have to re-init the sound chip every time,or can I just dump the new vabs on top of the old ones, in the same banks?

Thanks in advance

Martin

From : SCE SUPPORT (Support)
To : SD PSX
Subj : sample code.....
Numb : 943 of 1102 Date : 26/04/1996
2:44pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Here is the sample code I promised. Its not finished but it should compile and work ok..... Hope it helps.

Dave

NOTE: This message has a file, CARD.ZIP, attached.

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : SsUtKeyOn / SsUtKeyOff
Numb : 944 of 1102
Date : 26/04/1996
3:46pm
Read : 26/04/1996 4:14pm
Reference : 942
Conf : 1 - PSX Common
Private : NO

-> Help!!
->
-> Could some one please explain the parameter list used in SsUtKeyOn().
-> According to my manuals the param list is vab_bank,prog no, tone,
-> semi tone, ote??, left vol, right vol, but this doesn't appear to
-> work. I only get results when I shuffle the parametes to the right
-> and insert a zero for the first parameter ie (0,vab,prog,tone.....).
->
-> I am also unable to turn off any given voice by using the SsUtKeyOff.
-> Technically its simple I know, but any looping soun effects just
-> stay on for ever. At the moment I use SsUtAllKeyOff(0), which is a
-> bit drastic.
-> Also what is the 'politically correct' method of loading vabs into
-> the sound chip repeatidly?? ie for each new level there is a new
-> tune and I need to load it over the old one, do I have to re-init
-> the sound chip every time,or can I just dump the new vabs on top of
-> the old ones, in the same banks?
->
-> Thanks in advance
->
->
-> Martin

Hi Martin,

Harry's not here at the mo' so I'm going to attempt to answer this from the little experience I have. Basically, here's what I do :

```
myVab = SsVabOpenHead(header_array,-1);  
SsVabTransBody(vab_mem_loc,-1);  
SsVabTransCompleted(SS_WAIT_COMPLETED);  
myChannel = SsUTKeyOn(myVab,0,0,60,0,127);
```

and when I want to switch it off

```
SsUTKeyOff(myChannel, myVab, 0, 0, 60);
```

Not sure on the 'politically correct' stuff - Harry will, so wait for his response (hopefully Monday).

Ben

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : sound artists tool kit

Numb : 945 of 1102

Date : 29/04/1996

1:24pm

Read : 29/04/1996 1:28pm (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hi,

Do Sony recommend a particular model of Macintosh for use with the Sound Artists Development Kit ?

Thanks,

Andy Williamson

From : SCE SUPPORT (Support)

To : SUPER PSX

Subj : sound artists tool kit

Numb : 947 of 1102

Date : 29/04/1996

3:15pm

Read : 29/04/1996 3:46pm

Reference : 945

Conf : 1 - PSX Common

Private : NO

-> Hi,

->

-> Do Sony recommend a particular model of Macintosh for use with the

-> Sound Artists Development Kit ?

->

-> Thanks,

->

-> Andy Williamson

Hi Andy,

We recommend :

Apple PowerMac 8500 / 120 (32Mb MacOS 7.5.3)

Second Wave Xpanse PN-800 (ROM v3.0) NuBus -> PCI adapter

SA Board DTL-h700

Ben

From : FACTOR PSX

To : SCE SUPPORT (Support)

Subj : Overlays

Numb : 948 of 1102

Date : 29/04/1996

2:24pm

Read : 29/04/1996 2:26pm (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hi there,

after long hours of work we finally got overlays up and running with our program. Since some of the libraries are only used in the intro we would like to overlay some of them , too. So the question is: How do we achieve this?

Thomas

From : SCE SUPPORT (Support)

To : FACTOR PSX

Subj : Overlays
Numb : 949 of 1102
3:22pm
Read : 30/04/1996 7:49pm
Conf : 1 - PSX Common

Date : 29/04/1996
Reference : 948
Private : NO

-> Hi there,
-> after long hours of work we finally got overlays up and running with
-> our program. Since some of the libraries are only used in the intro
-> we would like to overlay some of them , too. So the question is: How
-> do we achieve this?
-> Thomas

I don't think you can - sorry
Ben

From : SCE SUPPORT (Support)
To : ALL
Subj : Lib Gun
Numb : 950 of 1102
4:25pm
Read : NO
Conf : 1 - PSX Common

Date : 29/04/1996
Reference : NONE
Private : NO

All,
The light gun library has been re-released and is now on the PSX
Libraries area on this BBS. The gun itself will work on debugging
stations, but will not work on the black controller boxes, unless a
resistor is soldered between two connections, details of which will
be in the next "fax-shot" from Paul.

Ben

From : RAGE PSX
To : SCE SUPPORT (Support)
Subj : Peripheral problems
Numb : 951 of 1102
3:52pm
Read : 30/04/1996 3:53pm
Conf : 1 - PSX Common

Date : 30/04/1996
Reference : NONE
Private : NO

Hi all,

Long time no peester!

We are trying to develop a title which uses both the memory card and the
multi-tap.

When we use the example memory card and controller initialisation code,
provided at the recent developers conference, we find that as soon as we
call StartTap() - the multi-tap no longer works. Only the 2 ports on the
PSX are recognised and the multi-tap isn't!

Any idea what is going wrong? The example is entitled "Initialising the
memory cards and controllers".

Thanks,

Chris
Rage

From : SCE SUPPORT (Support)
To : RAGE PSX
Subj : here is an example that might help
Numb : 952 of 1102 Date : 30/04/1996
4:02pm
Read : 01/05/1996 3:26pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Chris,

Hopefully the example mtapdemo.zip in the psx misc code area should help you solve your problem. If this means my devcon notes are wrong can you tell me.
cheers

Dave

NOTE: This message has a file, MTAPDEMO.ZIP, attached.

From : FACTOR PSX
To : SCE SUPPORT (Support)
Subj : Gun
Numb : 953 of 1102 Date : 30/04/1996
7:52pm
Read : 01/05/1996 9:23am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

**B000000000000000

§

Hi there!

I am trying to get the lightgun to work right now. I have the modified adaptor box for the development system, but the old (?) library version. My problem is, that the gun behaves a bit strange - it jumps wildly around the spot I'm pointing to, but in a very special manner (I will explain that below).

As I understand it, you tell the InitGun(..) function how often per VBlank the gun interrupts the program flow. At least that's what I get from the cheap jap-english translation, although I don't see any need to do this. Nevertheless, you tell this function how many "counters" (as they are described) are used. I do not understand the function of these "counters", because if you specify the max.amount of 20, it seems that a different amount between 1 and 20 is used depending on the brightness of the background I am pointing to. It does not matter if I just take the first of these "counters", or build an average over all that were used, the result is always jerky. I do an average of the values of the last 20 frames in addition, but this does not help, too. What happens is, that my cursor moves a little to the left and right (if you consider 20 pixels to *either* side a little...), and then it moves up. This is repeated all the time, jiggling left and right (very quickly) and an upward peak. Looks like a heartbeat of the gun (is it

alive???)

This does not happen in the small demo-program (that is, it does not move up, just left and right) after I modified it to permanently let the cross follow the gun, but this small demo does of course not do any hard-stuff to any other component, whereas I have heavy interrupt traffic, max. processor load and the CD continuously loading data.

Are there any "do's" and "don't's" I do not know about (the "documentation" says nothing but to use InitCard(0) over InitCard(1))???

I have run "Horned Owl" on my emulator for study, and I do not see any anomalies in the gun-calibration screen. The cursor moves just a little to the sides, but not up. If you point the gun towards the text that is printed on the screen, the same heavy movement I encountered occurs, but this may be ok because the text is close to the edges of the screen and the gun is very inaccurate there!

In addition, in my program the gunlib is very often of the opinion that the gun is off-screen because it is too dark. Well, my graphics are dark than the gun-adjustment screen of "Horned Owl" (I replaced my background with a bright cyan F4, but no improvement!!!), but "HO" has several dark passages throughout the game that are a lot darker than any of my screen and the gun works ok there. Is there any function to adjust the brightness sensitivity?

Btw, the library I use still contains the InitPad StopPad and StartPad functions that are already in the libapi, where I had to strip them from to prevent the linker from telling me "duplicate blahblah..". Is there a new libgun with this fixed?

Help, E3 is closing in....

Jens

From : FACTOR PSX
To : SCE SUPPORT (Support)
Subj : LIB-OVERLAYS
Numb : 954 of 1102 Date : 30/04/1996
7:53pm
Read : 01/05/1996 9:23am Reference : NONE
Conf : 1 - PSX Common Private : NO

So,

I am a bit surprised that your answer just is: NO.

I thought that would be one of the "big" "new" features on V3.4 ?

Thomas

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Libs 3.5 +
Numb : 955 of 1102 Date : 01/05/1996
7:29am
Read : 01/05/1996 9:23am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Having just read the .PPT files from DEVCON.ZIP, I wondered

- a) When will Libs 3.5 (even in a Beta form) turn up.
- b) What this '60fps' bit is all about. Do they just mean the libs will be faster, or what?
- c) Faster CD access. Will this be just a speedier LIBCD, or does it mean utilising compression (as in Colin's talk)?
- d) What does Texture/Memory optimisation mean? Separate utilities??

Oh, and while I remember, I'm taking my CD Emulator to SN Systems tomorrow so they can look at this problem with CDSearchFile (where it tries to read the PVD, and misses it completely - seeking until it hits the end of the CD Image). Hopefully it'll be a more worthwhile trip than John/CTA PSX's.. :)

Dean

```

From : SCE SUPPORT (Support)
To   : FACTOR PSX
Subj : Gun
Numb : 956 of 1102
Date      : 01/05/1996
11:48am
Read  : 03/05/1996 11:52am
Reference : 953
Conf  : 1 - PSX Common
Private  : NO

```

One good trick to perform with the gun to get better results is to test when the trigger is pressed, and flash the screen as a solid bright colour for a single frame, taking the gun values in that frame as your data... This technique is used by nearly all gun games, including both Horned Owl and Virtua Cop, as it ensures that you get good data regardless of how dark the game background is.....

I'll look at the other stuff once I get the gun working with the DEX2500, (The mod doesn't work...)

Cheers, Colin.

```

-> **B0000000000000000
-> Š
-> Hi there!
->
-> I am trying to get the lightgun to work right now. I have the
-> modified adaptor box for the development system, but the old (?)
-> library version. My problem is, that the gun behaves a bit strange -
-> it jumps wildly around the spot I'm pointing to, but in a very
-> special manner (I will explain that below).
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-> VBlank the gun interrupts the program flow. At least that's what I
-> get from the cheap jap-english translation, although I don't see any
-> need to do this. Nevertheless, you tell this function how many
-> "counters" (as they are described) are used. I do not understand the
-> function of these "counters", because if you specify the max.amount
-> of 20, it seems that a different amount between 1 and 20 is used
-> depending on the brightness of the background I am pointing to.
-> It does not matter if I just take the first of these "counters", or
-> build an average over all that were used, the result is always jerky.
-> I do an average of the values of the last 20 frames in addition, but
-> this does not help, too.
-> What happens is, that my cursor moves a little to the left and right

```

-> (if you consider 20 pixels to *either* side a little...), and then it
-> moves up. This is repeated all the time, jiggling left and right
-> (very quickly) and an upward peak. Looks like a heartbeat of the gun
-> (is it alive???)
-> This does not happen in the small demo-program (that is, it does not
-> mov up, just left and right) after I modified it to permanently let
-> the cros follow the gun, but this small demo does of course not do
-> any hard-stuff to any other component, whereas I have heavy
-> interrupt traffic, max. processor load and the CD continuously
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-> "documentatio says nothing but to use InitCard(0) over
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-> any anomalies in the gun-calibration screen. The cursor moves just a
-> little to the sides, but not up. If you point the gun towards the
-> text that is printed on the screen, the same heavy movement I
-> encountered occurs, but this may be ok because the text is close to
-> the edges of the screen and the gun is very inaccurate there!
->
-> In addition, in my program the gunlib is very often of the opinion
-> that the gun is off-screen because it is too dark. Well, my graphics
-> are dark than the gun-adjustment screen of "Horned Owl" (I replaced
-> my background with a bright cyan F4, but no improvement!!!), but
-> "HO" has several dark passages throughout the game that are a lot
-> darker than any of my screen and the gun work ok there. Is there any
-> function to adjust the brightnes sensitivity?
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-> StartPad functions that are already in the libapi, where I had to
-> strip them from to prevent the linker from telling me "duplicate
-> blahblah..". Is there a new libgun with this fixed?
->
->
-> Help, E3 is closing in....
->
-> Jens

From : SCE SUPPORT (Support)

To : MILLENIUM PSX

Subj : Libs 3.5 +

Numb : 958 of 1102

Date : 01/05/1996

2:31pm

Read : 01/05/1996 3:30pm

Reference : 955

Conf : 1 - PSX Common

Private : NO

Hi Dean,

Libs 3.5 are scheduled for release in June .. we'll keep you posted.

60fps - well R&D are now focusing on performance aspects - looking
at optimising the existing functions. This will be include
libCD ... and reducing the memory footprint of some routines.

-> d) What does Texture/Memory optimisation mean? Separate utilities??

I'm not sure about Texture optimisation !

Keep us posted on the SN systems saga..

Paul

->
-> Oh, and while I remember, I'm taking my CD Emulator to SN Systems
-> tomorrow so they can look at this problem with CDSearchFile (where it
-> tries to read the PVD, and misses it completely - seeking until it
-> hits the end of the CD Image). Hopefully it'll be a more worthwhile
-> trip that John/CTA PSX's.. :)
->
-> Dean

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : SsVabOpenHead Lock up
Numb : 959 of 1102 Date : 02/05/1996
12:48pm
Read : 02/05/1996 1:04pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I am trying to add some sound effects into my code. I have successfully
ran all the demos in the sample33/sound directory and am in the process
of using this code as the basis of the sound effects in my game.

I am using a vh and vb file include in my cpe file using an incbin
assembly statement. This works fine on a standalone example but when the
identical code is added to my code then I get a lock up when

SsVabOpenHead is called.

Does anyone have any idea why this does not return. I have an SsInit at
the start of my code.

Cheers,

Andy.

From : SCE SUPPORT (Support)
To : SUPER PSX
Subj : SsVabOpenHead Lock up
Numb : 961 of 1102 Date : 02/05/1996
1:41pm
Read : 02/05/1996 2:20pm Reference : 959
Conf : 1 - PSX Common Private : NO

-> I am trying to add some sound effects into my code. I have
-> successfully ran all the demos in the sample33/sound directory and
-> am in the process of using this code as the basis of the sound
-> effects in my game.
-> I am using a vh and vb file include in my cpe file using an incbin
-> assembly statement. This works fine on a standalone example but when
-> the identical code is added to my code then I get a lock up when
->
-> SsVabOpenHead is called.
->
-> Does anyone have any idea why this does not return. I have an SsInit
-> at the start of my code.
->
-> Cheers,

->
-> Andy.

Not 100% sure on this but it could be that you're having alignment problems. Try this :

```
        cnop 0,4
vabheader:
        incbin "sample.vh"

        cnop 0,4
vabbody:
        incbin "sample.vb"
```

It might work!!!

From : EI PSX
To : ALL
Subj : Correct names for memory card 'things'
Numb : 962 of 1102 Date : 02/05/1996
6:56pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

What are the Authorised Names for the things related to memory cards?

The QA docs state that Memory Card and Memory Card Slot are the two valid names, but which for what?

A Memory Card is a memory card, but what is a Memory Card Slot? In some paragraphs it uses the term to describe the hole that you stick a card in ("...be able to format...in either slot"), and in others to describe a block on a memory card ("...if there are insufficient slots...").

My current best guess (based on Alien Trilogy's use) is that a Slot is the port/hole, and we can call a file/block a block.

Can someone let me know what's what?

Thanks,

Ade

From : SCE SUPPORT (Support)
To : ALL
Subj : memcard demo code
Numb : 963 of 1102 Date : 03/05/1996
2:55pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi

I've just posted my beta version dev con demo code for memory cards. This is in the democode file area and is called memcard.zip

This demos using sound and graphics whilst reading and writing to cards. Its not finished..... but it should give you the general idea....

If (when) you find problems please leave a message, I'll try and fix all the bugs....

Dave

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : pci - nubus adaptors
Numb : 965 of 1102 Date : 07/05/1996
4:42pm
Read : 07/05/1996 4:58pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Can anyone tell me where I can get hold of a pci to NuBus adaptor for a powerpc 8200. I know they exist but no one seems to supply them.

Any ideas?

Andy

From : SCE SUPPORT (Support)
To : SUPER PSX
Subj : pci - nubus adaptors
Numb : 967 of 1102 Date : 08/05/1996
10:14am
Read : 08/05/1996 11:50am Reference : 965
Conf : 1 - PSX Common Private : NO

Hi Andy,

Is ths the Xpanse PN-800 NuBus expansion box from Second Wave Inc, Austin Texas ?

Paul

-> Can anyone tell me where I can get hold of a pci to NuBus adaptor
-> for a powerpc 8200. I know they exist but no one seems to supply
-> them.
-> Any ideas?
->
-> Andy

From : SCE SUPPORT (Support)
To : RAGE PSX
Subj : mcard and mtap
Numb : 968 of 1102 Date : 08/05/1996
11:17am
Read : 30/05/1996 12:43pm Reference : NONE
Conf : 1 - PSX Common Private : NO

its in your area.....

Dave

From : DIGITAL PSX
To : ALL
Subj : CdSearchFile useable
Numb : 972 of 1102
11:58am
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 10/05/1996
Reference : NONE
Private : NO

Hello, just a quick question as that E3 deadline is approaching.

I've read previously that CdSearchFile is a bit flaky. We're planning to get our demo onto CD and would like to know if we can use this function, or if it's suddenly going to bomb out as soon as it's put on public display.

If we can't rely on CdSearchFile to work, what's the alternative? I saw a message which suggested parsing through the CCS file generated by the CD writer software. At this stage this is not really a viable alternative unless Sony already have such a utility available.

A prompt answer would be extremely appreciated (Hi Dean ;-)

Byeee

Graeme

From : SCE SUPPORT (Support)
To : DIGITAL PSX
Subj : CdSearchFile useable
Numb : 973 of 1102
1:52pm
Read : 10/05/1996 2:26pm (REPLIES)
Conf : 1 - PSX Common
Date : 10/05/1996
Reference : 972
Private : NO

-> Hello, just a quick question as that E3 deadline is approaching.

->

-> I've read previously that CdSearchFile is a bit flaky. We're
-> planning to get our demo onto CD and would like to know if we can
-> use this function, or if it's suddenly going to bomb out as soon as
-> it's put on public display.

->

-> If we can't rely on CdSearchFile to work, what's the alternative? I
-> saw a message which suggested parsing through the CCS file generated
-> by the CD writer software. At this stage this is not really a viable
-> alternative unless Sony already have such a utility available.

->

-> A prompt answer would be extremely appreciated (Hi Dean ;-)

->

-> Byeee

->

-> Graeme

Hi Graeme,

Firstly CdSearchFile isn't a bit flaky, it can just be quite slow, as it has to load in the directory of the disk a sector at a time, meaning there could be alot of seeks before the required track is found.

There are two other alternatives both involve direct seeking by hard

coding the file locations ...

Method 1: (CDGEN is required)

(i) Use CDGEN to do a layout (works without CDW-900E)

put MAIN.EXE last in track 1 (so size can vary)

save as .CCS file

(ii) Write/use a utility to create POS.H with position info from CCS file

the absolute file location appears on the line following each sourcefile path.

(iii) Compile with POS.H

(iv) Burn CD/Build emulation image

Method 2: use Buildcd to generate .MAP file. This includes more information but the paths can be difficult to find without prior knowledge.

Hope this helps

David V, Developer Support.

From : FUNCOM PSX

To : ALL

Subj : Large VAG s

Numb : 974 of 1102

Date : 10/05/1996

1:13pm

Read : NO (REPLIES)

Reference : NONE

Conf : 1 - PSX Common

Private : NO

Hi

Do you know of any problems when converting large (ie 500 mb) AIFs to VAGs ? The VAG file seems to end before the music has finished.

Ta very much

Dave

FunCom

From : MILLENIUM PSX

To : DIGITAL PSX

Subj : CdSearchFile useable

Numb : 975 of 1102

Date : 10/05/1996

2:12pm

Read : 10/05/1996 2:27pm

Reference : 972

Conf : 1 - PSX Common

Private : NO

Naaaa. It works fine on golds. It was on my emulator it was shite, but SN have fixed that.

It's just a little slow. I think this is why it was mentioned at the developer conference..

Just remember to put infinite retry around it... ;)

Dean

From : MILLENIUM PSX

To : SCE SUPPORT (Support)
Subj : CdSearchFile useable
Numb : 976 of 1102 Date : 10/05/1996
2:15pm
Read : 10/05/1996 2:46pm Reference : 973
Conf : 1 - PSX Common Private : NO

Or Method 3...

Combine all your files into one giant one, creating a sector offset index file.

On boot, get the sector of the giant file (this will be your one and only CDSearchFile call)

When loading use giant file position + sector offset.

I've just written something like this for in-house (albeit a lot more flexible), and it works a treat.

Dean

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Large VAG s
Numb : 977 of 1102 Date : 10/05/1996
5:58pm
Read : 11/05/1996 2:31pm (REPLIES) Reference : 974
Conf : 1 - PSX Common Private : NO

Could be ... apparntly AIFF2VAG reads the entire file into memory, so you'll need to have at least the same amount of virtual memory as the size of the file.

I'll report this back to R&D.

Paul

-> Hi
->
-> Do you know of any problems when converting large (ie 500 mb) AIFs to
-> VAGs ? The VAG file seems to end before the music has finished.
->
-> Ta very much
->
-> Dave
-> FunCom

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : Large VAG s
Numb : 978 of 1102 Date : 11/05/1996
2:33pm
Read : 13/05/1996 9:15am (REPLIES) Reference : 977
Conf : 1 - PSX Common Private : NO

-> Could be ... apparntly AIFF2VAG reads the entire file into memory, so
-> you'll need to have at least the same amount of virtual memory as the

-> size of the file.

Is it the same on both PC and Mac ?? I've tried on both and get the same results. If we're expected to use the SPU Streaming facility, surely it would make some sense to be able to convert large VAGs?

Thanks for your help

Dave
FunCom

From : DIGITAL PSX
To : ALL
Subj : PMD functions
Numb : 980 of 1102
11:17am
Read : NO (REPLIES)
Conf : 1 - PSX Common
Date : 13/05/1996
Reference : NONE
Private : NO

Does anyone know if the RotPMD_blah functions actually perform lighting calculations ? The format has a bit to turn them on or off but this seems to make no difference to the output. If they do, then how? The format does not contain any normals which make proper gouraud shading a bit hard to do.

Yours stumped

Graeme

From : SCE SUPPORT (Support)
To : DIGITAL PSX
Subj : PMD functions
Numb : 981 of 1102
12:03pm
Read : 13/05/1996 2:40pm
Conf : 1 - PSX Common
Date : 13/05/1996
Reference : 980
Private : NO

-> Does anyone know if the RotPMD_blah functions actually perform
-> lighting calculations ? The format has a bit to turn them on or off
-> but this seems to make no difference to the output. If they do, then
-> how? The format does not contain any normals which make proper
-> gouraud shading a bit hard to do.
->

Hi Graeme,

Bad news, the RotPMD_etc.. functions do not perform lighting calculations, even though there is a bit to turn them on and off. We can only hope that the guys in japan get round to implementing them soon.

David V, Developer Support

From : SCE SUPPORT (Support)
To : ALL
Subj : Disk Space on the BBS

Numb : 982 of 1102
2:31pm
Read : NO
Conf : 1 - PSX Common

Date : 13/05/1996
Reference : NONE
Private : NO

Back upto a more sensible 22Mb.

Could everyone check their file areas and delete all the files they don't need ?

Thanks,

Paul

From : SPACE ALIENS
To : ALL
Subj : Memory Card Formatting
Numb : 983 of 1102
10:22am
Read : NO
Conf : 1 - PSX Common

Date : 15/05/1996
Reference : NONE
Private : NO

Ok, i'm just starting to mess around with this memory card stuff. I want to get a system working with up to 2 multi-taps plugged in. Could you tell me how to format a card in any multi-tap slot other than slot A. I have tried a bunch of stuff and even though the format function returns sucessfully it won't format any card other than 1 in slot A.

Cheers

Gazza.

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : xa audio streaming
Numb : 984 of 1102
2:55pm
Read : 15/05/1996 3:17pm
Conf : 1 - PSX Common

Date : 15/05/1996
Reference : NONE
Private : NO

I'm trying to play back some XA audio tracks but am having a lot of problems (partial or choppy audio)

1) Do I effectively play back the audio the same way as I would do with a movie (but without the piccies of course !)

2) what commands should I be using in the CTI file ? (BTW it's 18.9 mono)

Thanx

Andy K.

From : SCE SUPPORT (Support)
To : NEOGEO BV
Subj : pal problem.....

Numb : 985 of 1102
3:36pm
Read : 15/05/1996 5:14pm
Conf : 1 - PSX Common

Date : 15/05/1996
Reference : NONE
Private : NO

Hi frank,
please find attached a file called palex.zip which runs in colour on a PAL system. Hope this helps

DaveC

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : Access to File Areas
Numb : 986 of 1102
9:21am
Read : 20/05/1996 11:54am
Conf : 1 - PSX Common

Date : 17/05/1996
Reference : NONE
Private : NO

Hi There,
We heard that you had problems accessing your file areas ?

Well I think that the problem is related to the conference you had joined - access to file areas depends on the current conference area that you are associated with.

To access the majority of file areas, you should make sure that you are attached (Join) the "PlayStation Common" (conferenc 1) area.

If that doesn't work, drop us a line.

Paul

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : DMPSX 2.06
Numb : 988 of 1102
7:37am
Read : 21/05/1996 9:02am (REPLIES)
Conf : 1 - PSX Common

Date : 21/05/1996
Reference : NONE
Private : NO

Presumably libs 3.5 (with the docs for DMPSX 2.06) is still on schedule for a June release?

Dean

From : TIMEWARNER PSX
To : ALL
Subj : multi-tap
Numb : 989 of 1102
9:03am
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 21/05/1996
Reference : NONE
Private : NO

I am having great difficulty on getting a multi-tap to be recognised on my devkit. The game cpe detects it fine on the other kits we have got no

problem. The machines are set up identically, so I dont think its a case of configs etc.. could there be something wrong with the board?

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : multi-tap
Numb : 990 of 1102 Date : 21/05/1996
9:17am
Read : 21/05/1996 10:56am (REPLIES) Reference : 989
Conf : 1 - PSX Common Private : NO

Possibly...but could also be the controller box ..

Have you tried swapping your Controller box ?

And have you tried having sensing two standard controllers in your controller box (see ctrller.zip)

Paul

-> I am having great difficulty on getting a multi-tap to be recognised
-> on my devkit. The game cpe detects it fine on the other kits we have
-> got no problem. The machines are set up identically, so I dont think
-> its a case of configs etc.. could there be something wrong with the
-> board?

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : DMPSX 2.06
Numb : 991 of 1102 Date : 21/05/1996
9:20am
Read : 21/05/1996 3:47pm Reference : 988
Conf : 1 - PSX Common Private : NO

-> Presumably libs 3.5 (with the docs for DMPSX 2.06) is still on
-> schedule for a June release?
->

Hi Dean,

As far as I know libs 3.5 are still on schedule for a june release,
but we haven't heard anything about it from Japan recently.

Dave V, Developer Support.

From : TIMEWARNER PSX
To : SCE SUPPORT (Support)
Subj : multi-tap
Numb : 992 of 1102 Date : 22/05/1996
10:21am
Read : 22/05/1996 11:00am (REPLIES) Reference : 990
Conf : 1 - PSX Common Private : NO

I have tried swapping the controller box, and things stayed the same. My box definately works on someone elses machine so it cant be that. I have downloaded "ctrller.zip" and run it, but it still says that i have a stanadard controller plugged in and not a multi-tap!.

Any other things to try?.

Tim

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : multi-tap
Numb : 993 of 1102 Date : 22/05/1996
11:02am
Read : 23/05/1996 2:50pm Reference : 992
Conf : 1 - PSX Common Private : NO

Hmmm...

Well, a thing its time for a FAULTREP.ZIP ...

One final check ... did two standard controllers work

a) in the controller box

b) using DevKit ones, directly to your 2000.

Please note what you've tried on the FAULTREP...

Paul

-> I have tried swapping the controller box, and things stayed the
-> same. My box definately works on someone elses machine so it cant be
-> that. I have downloaded "ctrlr.zip" and run it, but it still says
-> that i have a stanadard controller plugged in and not a multi-tap!.
->
-> Any other things to try?.
->
->
-> Tim

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Documentation
Numb : 994 of 1102 Date : 22/05/1996
3:12pm
Read : 22/05/1996 4:56pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Simple question

When are all these updates (ie 3.1/3.2/3.3/3.4) going to make their way into a single (complete) documentation set? It's a shag having to search lots of .PDF's to find documentation for newer (ie 3.0+) functions.

Oh, and whatever happened to the hypertext-like links that were going to show up?

Dean

From : TIMEWARNER PSX
To : ALL
Subj : Setting Semi-Transparency rate on non-texture mapped polygons!
Numb : 995 of 1102 Date : 23/05/1996
8:48am

Read : NO (REPLIES)
Conf : 1 - PSX Common

Reference : NONE
Private : NO

I am adding polygons into the ordering table by using the GsSortPoly() function. This seems to work fine, until I start using non-texture mapped polygons with semi-transparency, then the polygons brightness levels start flickering. My guess is that the polygons are getting the semi-transparency rate (0-3) from the last primitive that sets it. My question is - how do you set the semi-transparency rate for non-texture mapped polygons (quickly).

If there is a better way to place polygons into the Gs ordering table, don't hesitate in telling me!

Thanks.

Dean Belfield.

From : DMA PSX
To : ALL
Subj : SCE & Playstation Logos
Numb : 996 of 1102
11:38am
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 23/05/1996
Reference : NONE
Private : NO

Can anyone tell me where I can download the SCE and Playstation Logos please.

Thanks
Andy Whyte

From : MILLENIUM PSX
To : DMA PSX
Subj : SCE & Playstation Logos
Numb : 997 of 1102
11:43am
Read : 29/05/1996 9:14am
Conf : 1 - PSX Common

Date : 23/05/1996
Reference : 996
Private : NO

Umm... I thought developers weren't allowed to use these in titles...

Dean

From : MILLENIUM PSX
To : TIMEWARNER PSX
Subj : Setting Semi-Transparency rate on non-texture mapped polygons!
Numb : 998 of 1102
11:46am
Read : 23/05/1996 2:50pm (REPLIES)
Conf : 1 - PSX Common

Date : 23/05/1996
Reference : 995
Private : NO

I know this is shit, but when we do this we use an FT3 that's off screen to set it.

DR_<thing> primitives aren't too quick (there's so much for them to set), so I can't think of any other way.. :(

Dean

p.s. As far as adding things to the GS ordering tables, I think there's a demo in the sample code that mixes GS and GPU (on my system it's in C:\PSX\SAMPLES\GRAPHICS\GSGPU)...

From : SCE SUPPORT (Support)
To : DMA PSX
Subj : SCE & Playstation Logos
Numb : 999 of 1102 Date : 23/05/1996
11:56am
Read : 29/05/1996 9:14am Reference : 996
Conf : 1 - PSX Common Private : NO

-> Can anyone tell me where I can download the SCE and Playstation Logos
-> please.
->
-> Thanks
-> Andy Whyte

Hi Andy,

You can't use the SCE and Playstation Logos in you game, so you won't need to download them.

Dave V, Developer Support.

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : Setting Semi-Transparency rate on non-texture mapped polygons!
Numb : 1000 of 1102 Date : 23/05/1996
12:07pm
Read : 23/05/1996 2:51pm (REPLIES) Reference : 998
Conf : 1 - PSX Common Private : NO

As flat/non-textured polys do not have a tpage member the the drawing environment's tpage member is used to get the ABR (semi-transparency rate). This is changed each time a textured polys is drawn.

To set the correct ABR you should add a DR_MODE primitive to the OT. This allows the tpage member in the drawing environment to be set (this contains the ABR setting). Use the libgpu function SetDrawMode() to initialise this primitive. The scope of DR_MODE depends on its OT position. Position it within the OT so it get executed before the flat polys. Each time you want a new ABR you need to add a new DR_MODE primitive. If you need to specify an ABR for each flat poly this will cause quite an overhead, which may not be acceptable!

For example, if textured polys are also drawn which constantly set the ABR to the incorrect setting! The only solution here is to minimise the number of times a different ABR is required. For instance, use same ABR for all textured and flat polys!

You could also set the ABR by adding a dummy FT3 with the correct tpage member to the OT! This will probably be quicker than using a DR_MODE primitive. Make sure the dummy FT3 has an off-screen position. I haven't tried this myself, but it may be worth a try!

A quicker method of adding polys to the OT is by combining gs and gpu code
Refer to the sample code in the gsgpu directory. This illustrates how
gte/gpu code can be used with gs.

Vince.

PS: Dean,
You just got in there first! Just after I finished preparing
my answer, I saw yours! :-D

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : removing pads
Numb : 1001 of 1102 Date : 23/05/1996
8:13pm
Read : 24/05/1996 9:06am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

dear very nice support chappies,

Time for the dunces cap again.....

How do I check for a controller being removed ?

cheers
john

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Setting Semi-Transparency rate on non-texture mapped polygons!
Numb : 1002 of 1102 Date : 24/05/1996
7:28am
Read : 24/05/1996 9:06am Reference : 1000
Conf : 1 - PSX Common Private : NO

> PS: Dean,
> You just got in there first! Just after I finished preparing
> my answer, I saw yours! :-D

I must be a quick typist... :)

Dean

From : MILLENIUM PSX
To : CTA PSX
Subj : removing pads
Numb : 1003 of 1102 Date : 24/05/1996
7:30am
Read : 24/05/1996 8:12pm Reference : 1001
Conf : 1 - PSX Common Private : NO

Ummm.. check the type coming in from the controller packets?

If it used to say you had a pad in there, and it doesn't now, then it's
been removed...

:)

Dean

From : FUNCOM PSX
To : ALL
Subj : FMV Streaming
Numb : 1004 of 1102
Date : 24/05/1996
12:32pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi all

Having a problem with my movies. The soundtrack appears to be going too fast (ie it's not synced with the movie properly). When it first starts, everything is OK, but by the time the end of the movie is being played, my soundtrack has been finished about 4 seconds. It's my first bash at movie playing so apologies if this has been asked before. Anyone got any ideas?

Cheers

Dave
FunCom

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : FMV Streaming
Numb : 1005 of 1102
Date : 24/05/1996
1:03pm
Read : 24/05/1996 2:08pm (REPLIES) Reference : 1004
Conf : 1 - PSX Common Private : NO

We had something similar on one of our projects. It turned out that the Sound Designer II file used for XA conversion was at the wrong rate. Hopefully it'll be something like this... if not, then I'm stumped.

Although, how are you generating your stream? If you're using BuildCD to interleave the audio, what are your interleave settings? If you are using BuildCd, try using MovConv... it's nice... :)

Dean

From : RAGE PSX
To : SCE SUPPORT (Support)
Subj : CD Unit Cables
Numb : 1006 of 1102
Date : 30/05/1996
1:04pm
Read : 30/05/1996 2:04pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi guys,

Is it possible for us to procure, steal or ultimately - if everything else fails - buy some spare cables.

We have numerous sets of dev boards, but only 2 CDROM drives, which we move between stations. This is obviously far from ideal as the machines have to be stripped down to remove the connectors.
Can we buy some of the cables which fit between the CD drive and the development boards? It would make it easier to move them around then.

Thanks,

Trevor
Rage Software

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : xa audio streaming (again!)
Numb : 1007 of 1102 Date : 31/05/1996
2:16pm
Read : 31/05/1996 3:17pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Ok, so I'll ask this question for the fourth time (I'm sure your deliberately ignoring me!)....

I've been trying to stream XA audio off the CD but have not had much luck. The code is based around Buzz Burrowes example on the BBS (using CdlModeSpeed, CdlModeRT and on occasion CdlModeSF). My XA track is 18.9 mono and was generated with movconv (I also tried a packed version via movconv and movpack).

I always seem to get only parts of the track (as if large pieces are getting skipped or something - its quite hard to tell)

Is there anything specific I have to do in the CTI file (apart from XA Source)

Any clues guys ?

Andy K.

From : REBEL PSX
To : SCE SUPPORT (Support)
Subj : PSX Sound queries
Numb : 1008 of 1102 Date : 31/05/1996
2:38pm
Read : 31/05/1996 3:17pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi

A couple of queries on Playstation sound:

1. We've been trying to use CD-DA with SPU sound, and have found that running SsInit() stops any CDDA from being heard. I've tried setting the serial-A volume to 127 after SsInit but this had no effect. What's wrong?
2. How can one tell when a sep sequence has finished playing, if it's not looped?

Many thanks,

Mark Tolley.

From : SCE SUPPORT (Support)
To : REBEL PSX
Subj : PSX Sound queries
Numb : 1010 of 1102
Date : 31/05/1996
4:15pm
Read : 31/05/1996 5:03pm
Reference : 1008
Conf : 1 - PSX Common
Private : NO

-> A couple of queries on Playstation sound:

-> 1. We've been trying to use CD-DA with SPU sound, and have found
-> that running SsInit() stops any CDDA from being heard. I've tried
-> setting the serial-A volume to 127 after SsInit but this had no
-> effect. What's wrong?
dunno, but I've uploaded a demo file cdspud.zip into your file area.
This shows it working fine if you call the ssint at the start of the
program.

-> 2. How can one tell when a sep sequence has finished playing, if it's
-> not looped?
SsIsEos (is end of song.....)
Good luck !

DaveC

From : FUNCOM PSX
To : MILLENIUM PSX
Subj : FMV Streaming
Numb : 1011 of 1102
Date : 31/05/1996
5:27pm
Read : 02/06/1996 3:12pm
Reference : 1005
Conf : 1 - PSX Common
Private : NO

Got it sorted.. I, er, forgot to er, check the audio box on movconv.

Ahem.

Dave
Funcom

From : FUNCOM PSX
To : ALL
Subj : XA STREAMING
Numb : 1012 of 1102
Date : 31/05/1996
5:30pm
Read : NO (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private : NO

I see Mindscape have been asking some questions about this, before.
I've thought about using XA interleaved music tracks in the game, the
only benefit it gives me (that I'm aware of) is that I don't have to
spin the CD down and up to/from double speed when I'm loading other

files (which happens during gameplay).

Would it be worth using XA audio or is the delay negligible?

Dave
FunCom

Ps. I'd be interested to know how Mindscape got on :)

From : MILLENIUM PSX
To : REBEL PSX
Subj : PSX Sound queries
Numb : 1013 of 1102 Date : 02/06/1996
3:14pm
Read : 25/06/1996 10:55am Reference : 1008
Conf : 1 - PSX Common Private : NO

Have you done a SsSetSerialAttr to set mixing back up? Just doing the volume thing isn't enough..

Dean

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : XA STREAMING
Numb : 1014 of 1102 Date : 02/06/1996
3:16pm
Read : 02/06/1996 10:10pm Reference : 1012
Conf : 1 - PSX Common Private : NO

I'm trying to get some code together to do XA instead of CDDA too...

I wonder if we asked nicely whether Sony would do a bit more example code (with, heaven forbid, some decent comments in the code)?

What about it, Mr.Sony?

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CDRead()
Numb : 1015 of 1102 Date : 03/06/1996
8:10am
Read : 03/06/1996 9:22am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

In the documentation I have, it says:

"CdRead() uses CdReadyCallback() internally, so this callback cannot be used when using the CdRead() function"

Presumably CdRead() sets up the callback, and the callback is removed/restored when the read is finished (CdIComplete/CdIDiskError)?

I'm using CdRead(), and I want to use CdReadyCallback() (not while I'm reading, for XA stuff during the game). So obviously it'd be good to know what I should/shouldn't do.

Oh, another question. I was told many many moons ago not to try calling LIBCD functions from callbacks (I can't remember who told me.. sorry!). Anyway, I notice the XA example by Buzz @ SCEA performs issues a CdPause command while inside a CdReadyCallback(). Is this really ok? Or is this balls...

Ta very much!

Dean

p.s. It's June.. Where're our 3.5 libraries... ;)

From : MINDSCAPE PSX
To : FUNCOM PSX
Subj : XA STREAMING
Numb : 1016 of 1102
11:57am
Read : 03/06/1996 12:16pm
Conf : 1 - PSX Common
Date : 03/06/1996
Reference : 1012
Private : NO

Hi, Mindscape (Andy Kerridge) here,

I'm not actually using the XA for music. My current title has bucketloads of speech in it and XA seemed the best route to go (space etc)

I just got it working thanks to a call from Vince (I forgot the bit about the audio being placed every 32 sectors !)

I created the packed file using movpack, but you can't to save out the information needed if you want to re-create the file. He mentioned something about interleaving the files using buildcd which I'm just about to ask him about (maybe get an example .cti file!)

Andy K.

-> Ps. I'd be interested to know how Mindscape got on :)

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : xa streaming
Numb : 1017 of 1102
12:00pm
Read : 03/06/1996 2:35pm
Conf : 1 - PSX Common
Date : 03/06/1996
Reference : NONE
Private : NO

Another vote for examples of XA streaming - I got Buzz's example going but I need some pointers on creating the packed audio files using buildcd (example .cti?!) I used movpack for testing but it's a pain !

Andy K.

From : FUNCOM PSX
To : ALL
Subj : CD DA pause/resume
Numb : 1018 of 1102
12:19pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 03/06/1996
Reference : NONE
Private : NO

Hi all

When playing a standard DA track, I wish to fade down the music, load some other bits and bobs and then fade the music back up. Question is, is there an easy way to resume a DA track from where I left off?

Dave

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : CD DA pause/resume
Numb : 1019 of 1102
1:03pm
Read : 03/06/1996 3:09pm
Conf : 1 - PSX Common

Date : 03/06/1996
Reference : 1018
Private : NO

When you stop the CD play (presumably with a CdPause command), read the head position...

..then just re-seek after loading and do a CdPlay again...

Should work ok..

Dean

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : XA STREAMING
Numb : 1020 of 1102
10:27am
Read : 04/06/1996 10:54am (REPLIES)
Conf : 1 - PSX Common

Date : 04/06/1996
Reference : 1012
Private : NO

-> I see Mindscape have been asking some questions about this, before.
-> I've thought about using XA interleaved music tracks in the game, the
-> only benefit it gives me (that I'm aware of) is that I don't have to
-> spin the CD down and up to/from double speed when I'm loading other
-> files (which happens during gameplay).
->
-> Would it be worth using XA audio or is the delay negligible?
->
->
-> Dave
-> FunCom
->
-> Ps. I'd be interested to know how Mindscape got on :)

Yup, use XA, it's wonderfull (The spin up/spin down speed is quite slow

) and you can interleave data and multiple tracks to read whilst the XA is playing.

Cheers,
Colin.

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : XA STREAMING
Numb : 1021 of 1102 Date : 04/06/1996
10:55am
Read : 04/06/1996 1:48pm Reference : 1020
Conf : 1 - PSX Common Private : NO

-> Yup, use XA, it's wonderfull (The spin up/spin down speed is quite
-> slow) and you can interleave data and multiple tracks to read
-> whilst the XA is playing.

Er, got any example code then? :) I don't have much time left....

-Dave
FunCom

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : XA
Numb : 1022 of 1102 Date : 04/06/1996
5:04pm
Read : 04/06/1996 5:16pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

So, can we have a demo of using multi-channel XA audio? I can't get anything out of my code, and that Buzz Lightyear XAPLAY.ZIP is about as much use as a chocolate teapot.

Help us, SCEE... you're our only hope!

Dean

From : FUNCOM PSX
To : MILLENIUM PSX
Subj : XA
Numb : 1023 of 1102 Date : 05/06/1996
4:33pm
Read : 06/06/1996 6:57am (REPLIES) Reference : 1022
Conf : 1 - PSX Common Private : NO

-> So, can we have a demo of using multi-channel XA audio? I can't get
-> anything out of my code, and that Buzz Lightyear XAPLAY.ZIP is about
-> as much use as a chocolate teapot.

I second that.. I'd like to see some useful demos of XA audio. And quickly! Those support people seem to be pretty quiet just recently.

Please.

Davey boy

Ps. Liked the buzz lightyear bit :)

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : XA
Numb : 1024 of 1102 Date : 06/06/1996
7:02am
Read : 06/06/1996 10:42am Reference : 1023
Conf : 1 - PSX Common Private : NO

Well, I've since got things sort-of-working. But getting some sort of logic together for CD stuff is a shag anyway. I particularly don't like the way commands fail quite easily. For instance, try pausing while the cd system is doing the seek part of a CdlReadN. Pause errors... Try unpausing too quickly after a pause, and it fails. The whole CD system, as far as I'm concerned, is a poorly documented mess that needs properly explaining (in depth too..). Another 'for instance'.. can we issue CD commands from within CD callbacks? SCEE say 'probably not' (albeit quite a long while ago), but the XA demo code (if you can call it that) does it. As do other pieces of CD demo code...

And yes, it is worrying how there's no response on this...

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : XA
Numb : 1026 of 1102 Date : 07/06/1996
2:15pm
Read : 07/06/1996 2:23pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I don't suppose I'll be graced with a response, but anyway...

Which CdlRead should I use for ADPCM playback? CdlReadN or CdlReadS? The overview says to do a non-retrying read (which is CdlReadS), but our mate Buzzzzzzzzzzzzzzzz's demo does a CdlReadN.

Ta very much... possibly.

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : XA
Numb : 1027 of 1102 Date : 07/06/1996
2:41pm
Read : 07/06/1996 3:33pm (REPLIES) Reference : 1026
Conf : 1 - PSX Common Private : NO

-> I don't suppose I'll be graced with a response, but anyway...

->

-> Which CdlRead should I use for ADPCM playback? CdlReadN or CdlReadS?

-> The overview says to do a non-retrying read (which is CdlReadS), but
-> our mate Buzzzzzzzzzzzzzzzz's demo does a CdlReadN.
->
-> Ta very much... possibly.
->
-> Dean

Hi Dean,

You supposed wrong, anyway you should use CdlReadS. If you use CdlReadN and it fails, the music won't sound the way it was intended because it will keep doing retries until it works resulting in the sound slowing down.

hope this helps,

Dave V.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : XA
Numb : 1028 of 1102 Date : 07/06/1996
3:35pm
Read : 07/06/1996 3:49pm Reference : 1027
Conf : 1 - PSX Common Private : NO

Cool. So, when a sector gets retrieved from the CD it always gets put into the buffer, even if it's got a data error?

Dean

p.s. Ta for the reply!

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : XA File Sizes
Numb : 1029 of 1102 Date : 10/06/1996
7:30am
Read : 10/06/1996 9:16am Reference : NONE
Conf : 1 - PSX Common Private : NO

Morning!

Quick question for you. If I've done a CdSearchFile() on a file that's got 8 interleaved XA files, and I want the end sector position of the file, what do I do to find the number of sectors this file uses:

Do I

a) sectors = 'size' from CdlFile / 2340; // From Buzzzzzzzz's code

or

b) sectors = 'size' from CdlFile / 2048; // From SCEI's code.

I need to know which one is right... can you help?

Ta very much,
Dean

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : passwords
Numb : 1030 of 1102 Date : 10/06/1996
10:07am
Read : 10/06/1996 10:29am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

I have a question about the use of passwords.

Apparently they are not a requirement from Sony Japan - what is the situation with Sony Europe and Sony US ?

My current title is non linear and will have a significant amount of data that will need to be stored. This is going to be a challenge on the Memory Card and almost impossible in a reasonable sized password !

So could you confirm for me whether passwords are a requirement for the US and Europe version of the game

Thanx

Andy K.

From : SCE SUPPORT (Support)
To : MINDSCAPE PSX
Subj : passwords
Numb : 1032 of 1102 Date : 10/06/1996
10:49am
Read : 11/06/1996 10:43am Reference : 1030
Conf : 1 - PSX Common Private : NO

->
-> I have a question about the use of passwords.
->
-> Apparently they are not a requirement from Sony Japan - what is the
-> situation with Sony Europe and Sony US ?
->
-> My current title is non linear and will have a significant amount of
-> data that will need to be stored. This is going to be a challenge on
-> the Memory Card and almost impossible in a reasonable sized password
-> !
-> So could you confirm for me whether passwords are a requirement for
-> the US and Europe version of the game
->
-> Thanx
->
-> Andy K.

Hi Andy,

Passwords aren't a requirement for european or us games, so if you can't fit the save game on a memory card, or in a password then just go ahead without it.

Dave V.

From : MILLENIUM PSX

To : SCE SUPPORT (Support)
Subj : CD stuff?
Numb : 1033 of 1102 Date : 10/06/1996
4:49pm
Read : 10/06/1996 5:05pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Hallo,

While issuing a CdlPause after a CdlPlay (while the CdlPlay is seeking), the cd reports CdlDiskError. So, I have code to retry commands. I have a CdSyncCallback() in place to detect errors, and sometimes the retry of a CdlPause causes the CdlComplete interrupt to occur twice.

Is this a bug in the libraries? Or what.

dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : XA file sizes
Numb : 1034 of 1102 Date : 11/06/1996
7:54am
Read : 11/06/1996 9:34am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Well, seeing as nobody got back to me with a response to my question regarding XA sector sizes, I've been trying to find out what's going on.

I have 3 files, all with identical contents (8 channel XA interleaved audio).

The (sort of condensed) information from the MAP file is as follows:

File Name	Start	Sectors	LBN	Filesize
XA_TEST0.XA	00:22:23	3064	23	7157504
XA_TEST1.XA	01:03:12	3064	3087	7157504
XA_TEXT2.XA	01:44:01	3064	6151	7157504

From CDSearchFile, the size is correctly reported as 7157504. But the map file says it's taking 3064 sectors.

Assuming that number of sectors = size / 2340 (??), then this doesn't add up.. it comes out to around 3058.

If I want to know the sector position of the last sector in my XA file, then what should I do to get it. Without frigging around with the MAP file either. I want it to be calculated at run-time.

A response (today??) would be nice.

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : XA file sizes
Numb : 1035 of 1102 Date : 11/06/1996
10:21am

Read : 11/06/1996 12:21pm (REPLIES)
Conf : 1 - PSX Common

Reference : 1034
Private : NO

-> Well, seeing as nobody got back to me with a response to my question
-> regarding XA sector sizes, I've been trying to find out what's going
-> on.
-> I have 3 files, all with identical contents (8 channel XA interleaved
-> audio).
->
-> The (sort of condensed) information from the MAP file is as follows:
->
-> File Name Start Sectors LBN Filesize
-> XA_TEST0.XA 00:22:23 3064 23 7157504
-> XA_TEST1.XA 01:03:12 3064 3087 7157504
-> XA_TEXT2.XA 01:44:01 3064 6151 7157504
->
-> From CDSearchFile, the size is correctly reported as 7157504. But the
-> map file says it's taking 3064 sectors.
->
-> Assuming that number of sectors = size / 2340 (??), then this doesn't
-> add up.. it comes out to around 3058.
->
-> If I want to know the sector position of the last sector in my XA
-> file, then what should I do to get it. Without frigging around with
-> the MAP file either. I want it to be calculated at run-time.
->
-> A response (today??) would be nice.
->
-> Dean

Sorry about the delay Dean, Yesterday was a bit busy....

An XA audio sector size is 2336 bytes (as regards to 2048 for a normal
data sector (or XA sector)), I'll give the full info below.....

Audio Sector: 2352 bytes: (1/75s of 44.1KHz 16bit Stereo sound)

Yellow book data: (Mode 1) 2352

12 bytes synchronisation (0,\$ff x 10,0) for alignment
4 bytes header (mode,sec,sector,min) for positioning / sector seek
2048 bytes data
4 bytes error detection code
8 bytes space
276 bytes error correction code

You only see the corrected 2048 bytes. The header and synchronisation
allow you to seek directly to a sector without the jitter found when
seeking audio.

XA data format: (Mode 2/form 1) 2352

12 bytes sync
4 bytes header

8 bytes XA subheader contains channel and type info for interleaving
2048 bytes data
4 bytes error detection code
276 bytes error correction code

Again you only see the 2048 bytes of data when you read the sector on the PS.

XA Audio format/Raw format: (Mode 2/form 2) 2352

12 bytes sync
4 bytes header

8 bytes XA Subheader
2324 bytes XA Audio
4 byte EDC (optional)

The playstation hardware will automatically filter out XA audio sectors and pass them directly to the sound system.

Therefore:

If your data is MODE 1 then the sector size is 2048 bytes (the extra info is error correction and id/location info)
If your data is MODE 2 for interleaved files or audio then the sector size is 2336 (the other 16 bytes allow accurate seeks to occur)
NB: For an audio seek the CD system reads the positional info from the Q subchannel (which is not as accurate)

Hopefully this is of some use....

Have fun,

Colin

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : XA file sizes
Numb : 1036 of 1102 Date : 11/06/1996
12:27pm
Read : 11/06/1996 12:49pm Reference : 1035
Conf : 1 - PSX Common Private : NO

Thanks Colin. That was exactly what I was after... :)

And while i'm here, I've another (!) question:

Playing back interleaved XA (surprise!). I thought I could use a CdReadyCallback() to get an interrupt every sector, so I could then check the position in the report result to see if I'm at the end of a track (or, for that matter, at a position within the XA audio when I allow channel changing using CdSetfilter).

I don't seem to be getting any interrupts on a per-sector basis when using XA audio. I only get them once it's run off the end of the XA track and hits shite data.

Is it possible to get an interrupt for XA sectors? Or am I going to be horribly disappointed. I didn't really want to call CdGetLocL each game frame... it upsets the command synchronisation I have in place to do command retries.

Dean

From : TIMEWARNER PSX
To : ALL
Subj : MEM CARD
Numb : 1037 of 1102
1:09pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 11/06/1996
Reference : NONE
Private : NO

I've included the sound libraries to play VAB's but the trouble is that when I now save a file to a memory card it is all corrupt. I removed lines of code to see what was conflicting and have tracked it down to SsStart(); if I remove this call everything is fine.

Any Clues?.

I have tried initialising the sound before and after the memcard init, but i get the same result!.

Tim.

From : MILLENIUM PSX
To : TIMEWARNER PSX
Subj : MEM CARD
Numb : 1038 of 1102
1:20pm
Read : 11/06/1996 3:54pm
Conf : 1 - PSX Common

Date : 11/06/1996
Reference : 1037
Private : NO

I remember speaking to Dave about this at the Developer Conference. I think when you say 'SsTickMode(VBLANK' (or whatever it is), it wedges the call to the sound libraries in VBlank. As you would expect..

Unfortunately, this sound code called in VBlank can arse up the memory card code, which _also_ needs VBlank servicing.

A solution could be (ie I've not tried this), is to use SsSetTickMode(50 - or 60), but call it half way down a frame. The interrupt should happen mid-way through the frame from then on...

..possibly.

Perhaps a SCEE representative can agree/disagree with this?

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : XA (!!!)
Numb : 1039 of 1102
1:29pm
Read : 11/06/1996 2:05pm (REPLIES)
Conf : 1 - PSX Common

Date : 11/06/1996
Reference : NONE
Private : NO

Howdy,

Further to my _last_ message going on about how I don't get CdlDataReady interrupts when playing XA interleaved audio, I think I have an idea as

to what's going wrong. I just need you to tell me if I'm right (no guessing!).

1. I tried an 8 channel interleaved XA stream with Buzzzzzzzz's code, and put a 'printf(".")' in the cbready() routine - the one that's called every time a sector is ready.
2. Lo and behold, it only started printing when it ran off the end of the audio, presumably encountering crap on my emulator with data sectors (which would cause the interrupt).
3. Presumably then, the CdReadyCallback is only effective when reading CD sectors that include Data sectors.
4. If this is true, then Buzzzzzzzzzzzzzzzzzzzzzz's code is flawed/crap /never going to work (make your own judgement). This must have been known, because of the way for each CdldataReady, it adds '8' to the current sector count. Bah!
5. To ever get this sort of thing working, you can't use 8 channels of XA interleaved audio. You have to have data sectors in there. So, I guess you'd use MovPack to create an 8 channel XA file from 7 XA audio files, and one completely useless Data file.
6. Presumably (again, I'm not sure), you can never get hold of the sector position within a CdldataReadyCallback() without doing a CdldataGetLocL call somewhere, which I guess is why Buzzzzzzzzzzzzzzzzzzzz's code uses sector counting instead.

Answers on a postcard! Ta very much!

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : XA (!!!)
Numb : 1040 of 1102 Date : 11/06/1996
2:08pm
Read : 11/06/1996 2:49pm Reference : 1039
Conf : 1 - PSX Common Private : NO

Minor problem Dean,

XA audio sectors never reach the internal sector buffer, and hence are never DMA'd to main memory. Most of the CD interrupts are related to DMA or sector buffer activity, hence no IRQs for XA audio.

Colin.

From : SCE SUPPORT (Support)
To : TIMEWARNER PSX
Subj : MEM CARD
Numb : 1041 of 1102 Date : 11/06/1996
2:40pm
Read : 11/06/1996 3:56pm Reference : 1037
Conf : 1 - PSX Common Private : NO

-> I've included the sound libraries to play VAB's but the trouble is
-> that when I now save a file to a memory card it is all corrupt. I
-> removed lines of code to see what was conflicting and have tracked
-> it down to SsStart(); if I remove this call everything is fine.
->

See Deans message, he speaks the truth. Check the memcard.zip file on
this bbs in the psx demo code area.

Hope this helps

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : ??
Numb : 1042 of 1102 Date : 12/06/1996
7:48am
Read : 12/06/1996 9:18am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

June -> Libs 3.5 -> Documentation for DMPSX 2.06.

When in June? End of the week? End of next week?

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : ??
Numb : 1043 of 1102 Date : 12/06/1996
9:25am
Read : 12/06/1996 10:13am (REPLIES) Reference : 1042
Conf : 1 - PSX Common Private : NO

-> June -> Libs 3.5 -> Documentation for DMPSX 2.06.

->

-> When in June? End of the week? End of next week?

->

-> Dean

Hi Dean,

All the documentation we currently have is in the zip file and I
don't think we are going to get any more.

Dave V.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : ??
Numb : 1044 of 1102 Date : 12/06/1996
10:14am
Read : 12/06/1996 10:27am Reference : 1043
Conf : 1 - PSX Common Private : NO

Oh.. I must've misunderstood when the release of DMPSX 2.06 said 'the
documentation is currently in japanese, but it'll be translated into
english as part of Library version 3.5'..

8^/

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Memory cards
Numb : 1045 of 1102 Date : 12/06/1996
5:12pm
Read : 13/06/1996 9:31am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hallo,

After implementing some of the new memory card stuff (notably checking for 'MC' instead of doing a `_card_load()`), I've now got my memory card code running over 2x faster.

Thanks for the tips,

Dean

From : TIMEWARNER PSX
To : ALL
Subj : MOVCONV
Numb : 1047 of 1102 Date : 14/06/1996
2:54pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

I've just downloaded the new version of `movtools.zip` for the movie converter. The problem is that it won't recognize any commands in the script files we were using before, and even with the enclosed `sample.scr` it doesn't recognize any either.

I am using:-

```
MakeAv(  
    d:\video.str,  
    strMDEC,  
    d:\audio.xa,  
    d:\movie.str,  
    x2,  
    30fps,  
    1,  
    18.9KHz,  
    Stereo  
);
```

the error i'm getting is:

Line 1: "MakeAv" with 9 arguments: unknown function.

It doesn't matter what function I call it with none of them work.

Is the file corrupt??

please could I have a quick reply as this need doing yesterday.

Tim.

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : xa audio
Numb : 1049 of 1102 Date : 17/06/1996
10:16am
Read : 17/06/1996 10:29am Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

So is there going to be an example of interleaving XA audio using
builddcd or am I going to have to keep entering data into movpack?

An example, like soon, would be VERY helpful !

Andy K.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : ?
Numb : 1050 of 1102 Date : 18/06/1996
7:18pm
Read : 19/06/1996 9:08am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Any word on 3.5?

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : ?
Numb : 1051 of 1102 Date : 19/06/1996
9:18am
Read : 19/06/1996 9:49am (REPLIES) Reference : 1050
Conf : 1 - PSX Common Private : NO

Hi Dean,

The libraries themselves are being tested over in R&D as I type -
we're aiming for early in July at the latest.

In parallel, a complete set of Reference manuals (no Updates) has
been created and is being reveiwed and checked.

You'll be happy to hear that a lot of emphasis is being placed on
ensuring that the functions documented match exactly the functions in
the libraries...

Paul

-> Any word on 3.5?

->

-> Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : ?
Numb : 1052 of 1102 Date : 19/06/1996
9:51am
Read : 19/06/1996 11:02am Reference : 1051
Conf : 1 - PSX Common Private : NO

Excellent! Can I make a request with the .PDF's? Currently some sections set the magnification to their own values. So, If I set the size to 'Fit to screen' it chops back to 100%..

.. it's just a bit of a pain, that's all.. :)

Cheers,
Dean

From : MANIC MEDIA
To : ALL
Subj : Shared vertex packet data
Numb : 1053 of 1102 Date : 19/06/1996
2:15pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

```
TYPE=09 (Quadrilateral/Flat/Texture-ON/Shared Vertex)
struct_poly_f4c {
POLY_F4 pkt[2];
SVECTOR vp1, vp2, vp3, vp4;
}
```

This is one of the packet definitions shown in the current documentation describing shared vertex manipulation. Apart from the obvious error of the pkt variable being POLY_F4 and POLY_FT4 I am wondering if the variables vp1-vp4 should be SVECTORS considering the should be indices into the shared vertex area. I am problems using this packet type and would appreciate any help in clearing up what vp1-vp4 are (indicies or pointers to shared vertex data). I'm going to play around to see which works but would be grateful for a definitive answer... Thanks

Paul

From : CORE PSX
To : ALL
Subj : Why doesn't our game work on Jap stations?
Numb : 1055 of 1102 Date : 20/06/1996
10:28am
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi there.

We have just mastered japan version of Shellshock, and the code is just about the same as the usa version (which is approved and released), but the game crashes randomly on a Jap debug station. does anyone have an

idea why?

thanks in advance.
Mark Price
Core Design.

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : xa audio
Numb : 1057 of 1102 Date : 20/06/1996
11:49am
Read : 21/06/1996 9:32am (REPLIES) Reference : 1056
Conf : 1 - PSX Common Private : NO

-> Hi Andy,
-> A similar query to yours has already been answered in conference 0 -
-> General E-mail, message number 642. Have a look at that it should
-> sort you out.
->
-> Now your second query, for xa audio in the file type check subheader
-> file and then interleaved sectors.
->
-> Dave V.

Ok, great, thanks.

Next question - is it possible to pause, then resume XA audio. If so,
how

Cheers
Andy

From : CTA PSX
To : MILLENIUM PSX
Subj : XA (!!!)
Numb : 1058 of 1102 Date : 20/06/1996
12:55pm
Read : 20/06/1996 1:01pm (REPLIES) Reference : 1039
Conf : 1 - PSX Common Private : NO

evening Deano,

After many headaches, I could never get the stream code to detect
for the end of a stream. I pass in the length in frames when I go to
play it, check for the last frame - 4, and have 4 blank frames at the
end.

I find the stream code to be a bodge, and pretty much
unalterable.

Cheers
John

From : MILLENIUM PSX
To : CTA PSX
Subj : XA (!!!)

Numb : 1059 of 1102
1:08pm
Read : 01/07/1996 5:25am
Conf : 1 - PSX Common

Date : 20/06/1996
Reference : 1058
Private : NO

Allo John,

Sort of similar here. I did a CdSearchFile() to get the start sector and size. Took size/2336. Found the sector address of the end of the track. Made sure my XA had 40 sectors of blank at the end, and adjusted the sector end. I use 7 interleaved XA files, with the 8th channel containing blank sectors. This means I get a CdReadyCallback() being called every 8 sectors. In this callback I can use a counter (seems to be reliable) incrementing my current sector position. When it's > the adjusted sector end of the XA, then it signals end of the thing.

The worst trouble I had was pausing the bastard. Sometimes (20%) if you issue a CdPause directly after a CdPlay/CdReadS(when called with a sector) (like as soon as the command status is CdComplete) the CdPause doesn't work. Hey, it returns that it's worked, but it hasn't. I think there's a problem with how it's internally chaining the seek and the read commands.

I hate it. I want SCEI to fix it. LIBCD is a crock.

Dean

From : MILLENIUM PSX
To : MINDSCAPE PSX
Subj : xa audio

Numb : 1060 of 1102
1:07pm

Date : 20/06/1996

Read : 20/06/1996 3:42pm (REPLIES)
Conf : 1 - PSX Common

Reference : 1057
Private : NO

Issue a CdPause to pause. Do a CdControl(CdReadS, NULL, NULL) to kick it off again.

Sorted. Well.. it is if CdPause has decided to work...

Dean

From : MINDSCAPE PSX
To : MILLENIUM PSX
Subj : xa audio

Numb : 1061 of 1102
3:43pm

Date : 20/06/1996

Read : 20/06/1996 5:20pm (REPLIES)
Conf : 1 - PSX Common

Reference : 1060
Private : NO

Cool, thanx Deano.

-> Issue a CdPause to pause. Do a CdControl(CdReadS, NULL, NULL) to
-> kick it off again.

->

-> Sorted. Well.. it is if CdPause has decided to work...

->
-> Dean

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : Video playback....
Numb : 1062 of 1102
Date : 20/06/1996
4:08pm
Read : 21/06/1996 9:13am
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi,
I've put the video playback code and an example CTI file in your
download area.

Have fun,
Colin @SCEE....

From : MILLENIUM PSX
To : MINDSCAPE PSX
Subj : xa audio
Numb : 1063 of 1102
Date : 20/06/1996
5:21pm
Read : 21/06/1996 4:24pm
Reference : 1061
Conf : 1 - PSX Common
Private : NO

No prob.

Dean

From : SCE SUPPORT (Support)
To : MINDSCAPE PSX
Subj : xa audio
Numb : 1064 of 1102
Date : 21/06/1996
9:38am
Read : 21/06/1996 4:24pm
Reference : 1057
Conf : 1 - PSX Common
Private : NO

->
-> -> Hi Andy,
-> -> A similar query to yours has already been answered in conference 0
-> -> General E-mail, message number 642. Have a look at that it should
-> -> sort you out.
-> ->
-> -> Now your second query, for xa audio in the file type check subhead
-> -> file and then interleaved sectors.
-> ->
-> -> Dave V.
->
-> Ok, great, thanks.
->
-> Next question - is it possible to pause, then resume XA audio. If so,
-> how
->
-> Cheers
-> Andy

Hi Andy, you can pause xa, all you have to do is use
CdControl(CdlPause, 0, result) to pause
and then use CdRead2(CdlModeSpeed, CdlModeRT) , if double speed, to
return.

Hope this helps,
Dave V.

From : TELSTAR PSX
To : SCE SUPPORT
Subj : 30fps streaming???
Numb : 1065 of 1102 Date : 21/06/1996
10:47am
Read : 21/06/1996 1:39pm (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

Here's our problem. We have some tim files (1916 of them), we run them
through movconv with the audio switch on, mdec version 3, easy setting
on,
30 fps, 1 channel. Then we interleave the output stream with a 37800kHz
stereo xa audio file. After burning this onto a gold disk it jerks when
played back, dropping frames every so often. We've tried lots of other
combinations of different numbers of channels and different version
numbers
and all sorts but we cannot get the streams playing at 30 (ntsc). What
are we doing wrong. (BTW we are using a doctored version of the sony
streaming code, although we have tried it with the original). Any
ideas??

Cheers,

Bill

--- Blue Wave/QWK v2.10

From : MILLENIUM PSX
To : TELSTAR PSX
Subj : 30fps streaming???
Numb : 1066 of 1102 Date : 21/06/1996
1:17pm
Read : 27/06/1996 12:24pm Reference : 1065
Conf : 1 - PSX Common Private : NO

Do the jumps always happen in the same place? If so, then it's likely
your image has too large a high-frequency component. To be honest, I've
never really seen this happen with MDEC 2, only with the SCEI MDEC 3
(SCEE's version is better for this). Infact, have you tried the new
LIBPRESS.LIB on this BBS?

If you have, and it still didn't work properly then:

1. Apply a filter to every image before submission to MovConv

2. Try removing the VSync() you've probably got in the stream code.

(2) is nice. We used it in Defcon (I didn't have time to reprocess to MDEC 2). You occasionally see shearing lines on the screen. But it works.

Hope this helps a little.

Dean

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : 30fps streaming???
Numb : 1067 of 1102
3:15pm
Read : 27/06/1996 12:24pm
Conf : 1 - PSX Common
Date : 21/06/1996
Reference : 1065
Private : NO

->
-> Hi,
->
-> Here's our problem. We have some tim files (1916 of them), we run
-> them through movconv with the audio switch on, mdec version 3, easy
-> setting on, 30 fps, 1 channel. Then we interleave the output stream
-> with a 37800kHz stereo xa audio file. After burning this onto a gold
-> disk it jerks when played back, dropping frames every so often.
-> We've tried lots of other combinations of different numbers of
-> channels and different version numbers and all sorts but we cannot
-> get the streams playing at 30 (ntsc). What are we doing wrong. (BTW
-> we are using a doctored version of the sony streaming code, although
-> we have tried it with the original). Any ideas??
-> Cheers,
->
->
-> Bill
->
-> --- Blue Wave/QWK v2.10
->
->

Yup, your vlc decompression is probably bringing the speed down to miss the 30 fps. To fix that use the new libpress on the BBS, or change your video playback code to follow the format shown at the developers conference (No time wasting callbacks....) If you still can't get it to work, send me a gold disk with PC versions of your TIMS and the final stream and I'll get it working here....

Cheers,
Colin.

From : REBEL PSX
To : SCE SUPPORT (Support)
Subj : FMV with music
Numb : 1068 of 1102
11:04am
Read : 25/06/1996 2:15pm (REPLIES)
Conf : 1 - PSX Common
Date : 25/06/1996
Reference : NONE
Private : NO

Hi,

Do you have any demo code for playing an FMV sequence with music (i.e. music is interleaved with fmV on the cd)?

Thanks,

Rob.

From : MILLENIUM PSX
To : REBEL PSX
Subj : FMV with music
Numb : 1069 of 1102
3:14pm
Read : 25/06/1996 6:24pm
Conf : 1 - PSX Common
Date : 25/06/1996
Reference : 1068
Private : NO

For interleaved audio, just make sure you've got the relevant bit in your CdlMode sorted (I think it's something like CdlModeRT). Oh, and don't forget to set the volume levels too (I think they default to an OK value, but you never know.. ;))

Dean

From : MILLENIUM PSX
To : ALL
Subj : Subdivision problems
Numb : 1070 of 1102
4:45pm
Read : NO
Conf : 1 - PSX Common
Date : 25/06/1996
Reference : NONE
Private : NO

Hallo. We've got a problem doing subdivision. It's no surprise, 'cos it's a nasty thing to have to do. Anyway, I wonder if anyone has any ideas/methods they'd like to share (or bits of ideas/methods). Polygons nearer than a specific 'Z' are subdivided, but we end up with a large number of lines between the subdivided polygons where nothing is being rendered. Oh, and they also appear quite a bit at the point where subdivision is turned on/off. We're subdividing the screen coordinates returned by the rotates for the 4 (or 3) vertices.

I guess this is the 'cracking' problem as mentioned at the developer conference. We don't want to fill the holes with other polygons, as (a) they'd have to be textured 'cos we don't know the textures primary colour at render time, and (b) we can't afford the render time for a million and one extra prims to be added to the OT.

Is there some cunning way of making the polygons overlap slightly for any orientation of the polygon? Or is there any other advice anyone can offer?

Oh.. how I wish PlayStation had perspective mapped textures.. :(

Thanks

From : FLAIR PSX

To : SCE SUPPORT (Support)
Subj : detecting pads
Numb : 1071 of 1102
11:36am
Read : 26/06/1996 11:52am (REPLIES)
Conf : 1 - PSX Common
Date : 26/06/1996
Reference : NONE
Private : NO

Just a quickie

I've just received a preliminary bug report and there are a few points I'm unsure of. They basically revolve around reading the pad. My product only makes use of the standard Sony pad, but the neGcon and ASCII joystick also appear to be active. When they are plugged in they produce responses, which of course is a no no according to Sony standards.

So how do I de-activate other controllers, or how do I check that I'm only reading the standard pad.

Cheers in advance

Martin.

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : detecting pads
Numb : 1072 of 1102
11:59am
Read : 26/06/1996 4:02pm
Conf : 1 - PSX Common
Date : 26/06/1996
Reference : 1071
Private : NO

-> Just a quickie

->

-> I've just received a preliminary bug report and there are a few points
-> I'm unsure of. They basically revolve around reading the pad. My
-> product only makes use of the standard Sony pad, but the neGcon
-> and ASCII joystick also appear to be active. When they are plugged in
-> they produce responses, which of course is a no no according to Sony
-> standards.

Firstly are you using padinit and padstart rather than padread (don't use this its rubbish)?

Get a copy of ctrller.h (from the bbs or devsupport cd) This gives you the format of the packets returned by the different controllers. There are some example macros for detecting controller types. Typically you need to check the packet is ok and that its the correct type (if no controller is connected it returns weirdness). The macros show you how to do this..... Also look at my lovely developers conference democode called mtapdemo.zip and the notes that go with it. This should sort you out!

Dave

From : MILLENIUM PSX
To : FLAIR PSX
Subj : detecting pads

Numb : 1073 of 1102
12:12pm
Read : 26/06/1996 4:04pm
Conf : 1 - PSX Common

Date : 26/06/1996
Reference : 1071
Private : NO

Sounds like you're using PadInit() and PadRead()... bum deal. Looks like you'll have to re-write your controller handling code to use InitPAD()
(see CTRLLER.ZIP for information)..

Sorry... :(

Dean

From : FUNCOM PSX
To : ALL
Subj : ResetGraph trouble
Numb : 1074 of 1102
1:49pm
Read : NO (REPLIES)
Conf : 1 - PSX Common

Date : 26/06/1996
Reference : NONE
Private : NO

Hi all

What's the recommended way of initialising the screen in the beginning of the game? I'm having a bit of trouble with resetgraph(). Moreover, when I chain one exe from another I get a long delay (>4 seconds!) with a black screen. Is there anyway I can init the screen without making it jump AND keep the VRAM intact?

Cheers

Dave

Ps. Deano, did you get XA working? What's it like? Can I make it in a week? :)

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : ResetGraph trouble
Numb : 1075 of 1102
3:29pm
Read : 27/06/1996 9:47am
Conf : 1 - PSX Common

Date : 26/06/1996
Reference : 1074
Private : NO

-> Hi all

->

-> What's the recommended way of initialising the screen in the beginning of the game? I'm having a bit of trouble with resetgraph(). Moreover, when I chain one exe from another I get a long delay (>4 seconds!) with a black screen. Is there anyway I can init the screen without making it jump AND keep the VRAM intact?

->

-> Cheers

->

-> Dave

->

-> Ps. Deano, did you get XA working? What's it like? Can I make it in a week? :)

Use Resetgraph(3) to reinitialise the GPU without clearing the screen, the 4 second delay is a bit worrying, it probably means that you have some callbacks active between exe's. Try placing ResetCallback's at the end of your EXE's as well as at the start.

Cheers,
Colin.

From : NEON SOFTWARE
To : SCE SUPPORT (Support)
Subj : Controller Packets
Numb : 1076 of 1102
3:51pm
Read : 26/06/1996 4:08pm (REPLIES)
Conf : 1 - PSX Common
Date : 26/06/1996
Reference : NONE
Private : NO

Pizza,
when we use InitPad and try to detect the presence of a memory card in either slot we sometimes miss controller information. That means that the memory-card detection routine takes too much time wherein the controller-packets will not be received... Any suggestions how to fix this ???
Thanx in advance

From : SCE SUPPORT (Support)
To : NEON SOFTWARE
Subj : Controller Packets
Numb : 1077 of 1102
4:27pm
Read : 29/06/1996 4:45pm
Conf : 1 - PSX Common
Date : 26/06/1996
Reference : 1076
Private : NO

-> Pizza,

????? Yes please, Large American Hot Neopolitan and a Diet Coke..

-> when we use InitPad and try to detect the presence of a memory
-> card in either slot we sometimes miss controller information.
-> That means that the memory-card detection routine takes too much
-> time wherein the controller-packets will not be received...
-> Any suggestions how to fix this ???

Sadly that is PSX for you. InitCARD(1); should ensure that the controllers and the cards share the time available but when testing for cards this often seems to fail. What I do is have a VSync(0); after the memory card function which gives the OS a chance to update the pad buffer. Its not a very good solution, but seeing as you should only be doing this on a menu screen, getting 60fps should not be so important.... if you have a routine that only tests for a no_card event this is quick and then only do a full (slow) test when the status changes from NO_CARD to NEW_CARD. Have a look at the developer conference notes and demo code for more information on this.... Hope this helps a bit !

DaveC

From : PHOENIX PSX
To : SCE SUPPORT (Support)
Subj : R3000 programming
Numb : 1078 of 1102
Date : 26/06/1996
4:49pm
Read : 26/06/1996 5:04pm (REPLIES)
Reference : NONE
Conf : 1 - PSX Common
Private : NO

Hi there,
I want to speed up some of my own calculation code, ideally by coding it in assembler rather than C. Could someone recommend a good text about R3000 (or whatever's in Playstation) assembler?
Nick Tuckett
Phoenix Interactive

From : SCE SUPPORT (Support)
To : PHOENIX PSX
Subj : R3000 programming
Numb : 1079 of 1102
Date : 26/06/1996
5:12pm
Read : 27/06/1996 9:50am
Reference : 1078
Conf : 1 - PSX Common
Private : NO

-> Hi there,
-> I want to speed up some of my own calculation code, ideally by
-> coding it in assembler rather than C. Could someone recommend a
-> good text about R3000 (or whatever's in Playstation) assembler?
-> Nick Tuckett
-> Phoenix Interactive

Hi Phoenix,
we recommend 'the MIPS programmer's handbook' by Erin Farqhar and Philip Bunce, it's published by Morgan Kaufmann publishers.
You also need to look in the Psy-Q Development Enviroment ,as it has the instruction set.
Hope this helps,
Dave V.

PS if you are trying to speed up your 3D code use the inline GTE stuff, as it is alot faster.

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : ResetGraph trouble
Numb : 1080 of 1102
Date : 27/06/1996
8:01am
Read : 27/06/1996 9:51am
Reference : 1074
Conf : 1 - PSX Common
Private : NO

Hallo Dave,
Dunno about your ResetGraph() problem. What mode are you calling it with? Ummm.. try ResetGraph(3) first? And make sure you've killed anything being rendered (like any left-over OT's)?

The XA stuff is a doddle. MovPack is cool, playback is cool, CdlPause not pausing immediately after a CdlReadN/ReadS/Play with a start sector argument is not cool...

If you want, I could probably bung some code your way... It's not particularly sensitive. It's pretty simple tho'...

Oh, and Buzz is possibly.. umm.. 'exaggerating'(sp?). There's no way of getting 8 37.8 Stereo XA's working completely reliably, 'cos you need a data channel (even if it's empty) to get the CdlReadyCallback (for timing purposes).

Later,
Deanster

```
From : MILLENIUM PSX
To   : SCE SUPPORT (Support)
Subj : Include files
Numb : 1081 of 1102
Date      : 27/06/1996
7:58am
Read : 27/06/1996 9:45am
Conf : 1 - PSX Common
Reference : NONE
Private  : NO
```

Now I don't know if this is fixed in the 3.5 includes, and I don't know if you ever passed this request onto SCEI when I made it a long long while ago, but here is a request to do with structure definitions within the library include files.

Currently, most structures are defined like this:

```
typedef struct {
    u_long    tag;
    <rest of stuff here>
} POLY_FT3;
```

This is bad. The GNU compiler is having to generate faked-up structure tags, so (for example) the above is defined as a structure called something like '.fake23', but typedef'd to POLY_FT3. In DBUGPSX you can cast things to other things. It's nice. But what if (for example) you want to cast a general memory pointer to a POLY_FT3? Umm... yeah. You don't know what the structure name is (and you can't to my knowledge cast to the typedef name itself).

So my request is simple. PLEASE ask the engineers at SCEI to give their structures proper names. It's a piss-easy change, and there's no real excuse for not doing it anyway.

```
typedef struct    __poly_ft3 {
    u_long    tag;
    <rest of stuff>
}    POLY_FT3;
```

So that in DBUGPSX (or even the Win95 Debugger too) people can cast things to (struct __poly_ft3*).

Thank you for your time...

Dean

From : PHOENIX PSX

To : SCE SUPPORT (Support)
Subj : Local to World to View Transform combining
Numb : 1082 of 1102 Date : 27/06/1996
2:18pm
Read : 27/06/1996 2:23pm Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi

We're in the process of creating a 3D trasformation set for a set of objects that can rotate about their own local Y axes, be positioned anywhere in the world and then viewed from any position or angle. Study of the library overview suggests that the necessary rotation and translation matrices for local to world and world to view can be combined thru substitution.

I have attempted this combination, but also threw in the alteration to the view transform that effectively creates a TransRotPers as opposed to a RotTransPers (multiply the world-view translation vector by the world->view rotation matrix first). It appears to work until such time as I try to rotate an object around its own Y axis away from zero degrees - if I shift the view to look up or down (rotate about X), the object shifts in the view but also starts to rotate (apparently around screen Z axis), in proportion to the angle of X rotation.

My question is (at last i here you cry) am I trying to do this the wrong way? I've triple checked the math and the implementation and can see nowt odd. Should I in fact to the local-world transform separately via a RotTrans first?

Nick Tuckett

Phoenix Interactive

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Debugging station version
Numb : 1083 of 1102 Date : 28/06/1996
11:16am
Read : 28/06/1996 11:26am (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi,

What revision of the debugging station will we be using if we bought it in the middle of last year. We have a bug occurring in Japan many times which never occurs over here. They are using a revision B debugging

station!! What are the differences between revisions??

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)
To : TELSTAR PSX

Subj : Debugging station version
Numb : 1084 of 1102
11:46am
Read : 28/06/1996 7:09pm
Conf : 1 - PSX Common

Date : 28/06/1996
Reference : 1083
Private : NO

Hi Bill,

All debug stations have the same revision, representing the first (and majority) of consumer machines manufactured.

There have been a couple of minor variants - a letter sent out last year (4th August) discussed "Revision-C" - basically ensuring that ResetCallback and VSync are used correctly. (This info is in DEVGUIDE.DOC).

The differences are usually very minor (adding anti-piracy protection to the OSD, or improving the read mechanism).

In addition, make sure you don't hand modify the getTpage macros in the header files.

Paul

PS A few sample machines are used by all SCEE, SCEA & SCEI QA departments on all titles they check all titles. In the tiny percentage of cases where problems have been seen, we can arrange a loan of one of the Rev-C machines we have.

->
-> Hi,
->
-> What revision of the debugging station will we be using if we bought
-> it in the middle of last year. We have a bug occurring in Japan many
-> times which never occurs over here. They are using a revision B
-> debugging station!! What are the differences between revisions??
->
->
-> Cheers,
->
-> Bill.
->
->
->
-> --- Blue Wave/QWK v2.10

From : PHOENIX PSX
To : SCE SUPPORT (Support)
Subj : Timers
Numb : 1085 of 1102
11:55am
Read : 28/06/1996 3:40pm
Conf : 1 - PSX Common

Date : 28/06/1996
Reference : NONE
Private : NO

Hi guys - thanks to Dave and Colin for their advice on matrix stuff; changing the order worked fine!

Now the next problem... timers. I'm trying to set up an event triggered by root counter 2. I've based my code on the sample in the lib overview, as there are no example .C files. And it crashes - the event appears to be set up, but the program falls over when StartRCnt is called. i've tried it with root counter 1 as well; this doesn't crash but the event


```

callback routine never gets called. Here's the code:
// Timer stuff - attempt to set up a microsecond resolution counter
long counter = 0;
unsigned long RCntCNT2Handle = -1;
static long RCntCNT2Handler(void)
{
    counter++;
}
void StartMicrosecondTimer(void)
{
    if(RCntCNT2Handle == -1)
    {
        counter = 0;
        RCntCNT2Handle = OpenEvent(RCntCNT2, EvSpINTR, EvMdINTR,
RCntCNT2Handler);
        EnableEvent(RCntCNT2Handle);
        SetRCnt(RCntCNT2, 33, RCntMdINTR);
        ResetRCnt(RCntCNT2);
        StartRCnt(RCntCNT2);
    }
}

```

As far as initialisation goes, StartMicrosecondTimer is called after ResetCallback, and other initialisation stuff (ResetGraph, InitGeom, InitHeap, etc).

I'd much appreciate any advice you can offer

Nick Tuckett

Phoenix Interactive

```

From : CTA PSX
To   : SCE SUPPORT (Support)
Subj : Playing seqs
Numb : 1086 of 1102
Date      : 01/07/1996
4:12pm
Read : 02/07/1996 10:04am
Conf : 1 - PSX Common
Reference : NONE
Private  : NO

```

Hi people,

Due to various cockups along the way, we have had to change the people doing the sfx, and the new people have given me a bunch of mini seq files to trigger the sounds.

1. i cannot get them to play correctly. I had seqs playing last year, but for some reason refuse to work with the latest set of libs. The demo code I have says it is an old seq format - so that is no help.
2. Even if i can get them to work, the good ole seq_table takes up large about 40k, and can only have 16 sfx open at once.

I am currently toying with several ideas - but any more gratefully accepted. If other people have come across this problem, how did they get round it ?

Cheers

John

```

From : MILLENIUM PSX
To   : SCE SUPPORT (Support)
Subj : Libs 3.5

```

Date : 02/07/1996

Reference : NONE

Private : NO

Private : NO

Having just had a quick butchers at Libs 3.5, I was amazed to see that there's a `DR_LOAD(LoadImage)` primitive in `LIBGPU.H`...

Now, if only I can get it to work without any docs. It certainly seems odd, in that SetDrawLoad only takes a pointer to the DR_LOAD, and a RECT. Where does the source address go?

Ahh... I love it when new libraries come out.. :)

Oh, and ta for putting 'em up.. :)

Dean

p.s. Any news on when new documentation proofreading will be complete?

Date : 02/07/1996

Reference : 1087

Private : NO

Private : NO

Hi Dean,

There are a few limitations to the DR_LOAD primitive, which are really to do with the DMA mode used with OTs....

In the `DR_LOAD` structure there are two fields, `code[]` and `p[]`. The `setdrawload` function sets up the code area, and surprise surprise the `p` area is where you store your pixel data....

Thus the limitation, you can only drawload an image ≤ 12 long words. (i.e 24/48/96 pixels in area) I use something similar for my project, where I send a 640x480 image using approx 13000 DR_LOAD primitives... But I wouldn't have been able to fade in the image without it....

Cheers,
Colin.

Date : 02/07/1996

Reference : NONE

Private : NO

it rough.....

Hi,

Here is the mtap demo you asked for, its a bit rough..... but its heart

is in the right place.....
the drawing (fntprint) seems a bit slow but I'd expect that....

Hope this helps

Dave

NOTE: This message has a file, MTAPDEMO.ZIP, attached.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Libs 3.5
Numb : 1090 of 1102 Date : 02/07/1996
12:04pm
Read : 02/07/1996 1:35pm Reference : 1088
Conf : 1 - PSX Common Private : NO

Excellent. Well.. it's not as nice as I'd have hoped, but I'm sure I can find a use for it..

Ta for the help, Colin.

Dean

From : SILICON PSX
To : ALL
Subj : TMESH structure
Numb : 1091 of 1102 Date : 02/07/1996
2:02pm
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

whilst looking through the latest docs, i came across the TMESH structure. great, triangle strip meshes i thought. but i can't seem to find any useful functions that use the TMESH structure (ie such as a RotTransTMESH or SetTMESH). can anyone help?

cheers,

jeb from Silicon Dreams.

From : SCE SUPPORT (Support)
To : ALL
Subj : polygon subdivision
Numb : 1092 of 1102 Date : 03/07/1996
9:33am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi Guys,
I'm doing a support query on sub-dviding polys. There's a couple of ways to do this, ie do it yourself, or use the subpol/divide poly routines.
So bascially I'm interested in any experieces any of you have had doing this. Everyone here does it themself, does anyone out there use the lib functions? Talk to me.

DaveC

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : polygon subdivision
Numb : 1093 of 1102 Date : 03/07/1996
9:59am
Read : 03/07/1996 9:59am Reference : 1092
Conf : 1 - PSX Common Private : NO

Any chance of some nice examples being posted too?

:)

Dean

From : DELPHINE PSX
To : ALL
Subj : sample&docs for lib 3.5
Numb : 1094 of 1102 Date : 03/07/1996
12:44pm
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

when should we have the samples and the docs of the lib 3.5 ?

many thanks ...

From : SCE SUPPORT (Support)
To : DELPHINE PSX
Subj : sample&docs for lib 3.5
Numb : 1095 of 1102 Date : 03/07/1996
1:16pm
Read : 03/07/1996 5:47pm Reference : 1094
Conf : 1 - PSX Common Private : NO

-> when should we have the samples and the docs of the lib 3.5 ?

->

-> many thanks ...

Hi Delphine,

At the moment we have a problem with disk space on our bbs, so as soon as we can clear that up the samples and docs will be added.

Dave V.

From : GAME DESIGN
To : ALL
Subj : inline for asm
Numb : 1097 of 1102 Date : 04/07/1996
8:55am
Read : NO (REPLIES) Reference : NONE
Conf : 1 - PSX Common Private : NO

Where can I find inline functions in ASMPsx-macro-format?
GTENOM.H doesn't seem to be complete (just read and stores).
How do I perform RotTransPers directly in asm?

From : SCE SUPPORT (Support)
To : GAME DESIGN
Subj : inline for asm
Numb : 1098 of 1102 Date : 04/07/1996
9:19am
Read : 04/07/1996 4:51pm (REPLIES) Reference : 1097
Conf : 1 - PSX Common Private : NO

-> Where can I find inline functions in ASMPsx-macro-format?
-> GTENOM.H doesn't seem to be complete (just read and stores).
-> How do I perform RotTransPers directly in asm?

At the moment there are NO assembly form macros for GTE functions, as all libraries are C based. However, watch this space, as we will be providing some form of low level support for the GTE, to allow you to optimise your code far better than you can at the moment.....

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : inline for asm
Numb : 1099 of 1102 Date : 04/07/1996
10:43am
Read : 04/07/1996 11:11am (REPLIES) Reference : 1098
Conf : 1 - PSX Common Private : NO

Any idea when? I remember Tanaka-san mentioning end of July.. is this still a reasonable timescale?

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : inline for asm
Numb : 1100 of 1102 Date : 04/07/1996
11:17am
Read : 04/07/1996 11:59am Reference : 1099
Conf : 1 - PSX Common Private : NO

-> Any idea when? I remember Tanaka-san mentioning end of July.. is this
-> still a reasonable timescale?
->
-> Dean

Yup, reckon so....

Colin.

From : DIGITAL PSX
To : ALL
Subj : Libs 3.5 problems
Numb : 1101 of 1102 Date : 05/07/1996
10:53am
Read : NO Reference : NONE
Conf : 1 - PSX Common Private : NO

Hi All!

I've just quickly tried changing from libs 3.4 to libs 3.5. After the change CdSearchFile can no longer find files on the CD. I changed back to libs 3.4 and everything worked fine. Is there a new bug in CdSearchFile, or do I have to do something else to initialise the cd? There's nothing in the documentation that I can find.

Also, InitHeap is declared twice. Once in kernel.h and again in malloc.h. This wouldn't be a problem if they'd been declared the same, but they're not.

Any advice?

TIA

Graeme

From : FUNCOM PSX
To : ALL
Subj : spu popping
Numb : 1102 of 1102
8:15pm
Read : NO
Conf : 1 - PSX Common
Date : 05/07/1996
Reference : NONE
Private : NO

Hi all

Is there any general tips regarding sound popping? Sometimes when I key on a voice, I get an audible click but sometimes I don't. Is there any special thing I could watch out for?

Thanks a lot

Dave
FunCom

Scanning conference 2 - PlayStation C++

From : CREATIONS PSX
To : VISUAL PSX
Subj : New Libraries
Numb : 1 of 19
3:51pm
Read : 06/03/1995 10:56am (REPLIES)
Conf : 2 - PlayStation C++
Date : 20/02/1995
Reference : NONE
Private : NO

Hi. We've been developing in C++ for the last few months and was wondering if you wouldn't mind answering a few queries. First, have you been through lib26 adding all the:

```
#ifdef _LANGUAGE_C_PLUS_PLUS  
extern "C"  
#endif
```

and so on, to all the header files in the right places? If so could you possibly drop these files in the C++ forum? Please! Also, did you have any problems compiling with newbins9?

Andy, Creations PSX.

From : SCE SUPPORT (Support)
To : CREATIONS PSX
Subj : New Libraries
Numb : 2 of 19 Date : 21/02/1995
10:13am
Read : 21/02/1995 10:56am Reference : 1
Conf : 2 - PlayStation C++ Private : NO

-> Have you been through lib26 adding all the:
->
-> #ifdef _LANGUAGE_C_PLUS_PLUS
-> extern "C"
-> #endif
->
-> and so on, to all the header files in the right places? If so could y
-> possibly drop these files in the C++ forum? Please! Also, did you hav
-> any problems compiling with newbins9?

To be honest, no, we haven't done that. We're not supposed to touch the libraries and headers we get from SCE Japan (after all, where would we stop once we'd started).

I don't have a problem with you guys doing it though. The reason its not there in the first place is that SCE Japan don't officially support C++ at all (also there's a lot of room for improvement in the headers from a purely C point of view, for example, #define LIBS_2_6 might be nice, proper prototypes, etc etc).

Its possible that people have had problems with newbins9 because at one point there was a bad assembler in there - I actually took that assembler out and put a new one in (I think only one person had downloaded the bad one and had problems immediately). The bad assembler would generate bogus code so a previously working program would stop working immediately you compiled it with the bad one. (But remember, not all bugs are SN or our fault !).

Allan.

From : OCEAN PSX
To : ALL
Subj : 4k alignment in 'C'
Numb : 3 of 19 Date : 30/03/1995
11:50am
Read : NO Reference : NONE
Conf : 2 - PlayStation C++ Private : NO

Sorry if this was asked before but I haven't had time to look up all the messages that I've missed...
Is there any way (keyword or something) to align a 'C' function to the 4k boundary so that the i-cache doesn't need flushing. I know you can do it from the assembler but what about your C code ? I is really annoying when you've got a lot of functions and adding a single line to one of them can make your code go 40 raster lines slower because of a loop being on each side of a 4k bank....
Is there anyway of controlling where your functions go from the C source ?

thanks in advance....

Didier Malenfant/Ocean

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : Debugging C++
Numb : 4 of 19 Date : 04/04/1995
5:30am
Read : 06/04/1995 4:11pm (REPLIES) Reference : 4
Conf : 2 - PlayStation C++ Private : NO

-> I've just dloaded upgraded GCC, and CODETOOLS - it seems to work
-> fine except... DBUGPSX wont debug any C++ code. We've traced this
-> to the CC1PLPSX.EXE putting a double backslash path in the object
-> files, with the result that DBUGPSX can't find the associated source
-> files.

Do you mean it puts a double backslash in the symbol (.sym) file ?

At the moment, the debugger does not support C++. This is because the Japanese told SN systems to concentrate on C for the moment, due to the general assembly-oriented approach taken there.

Harry

From : CA PSX
To : SCE SUPPORT (Support)
Subj : Debugging C++
Numb : 5 of 19 Date : 10/04/1995
9:21pm
Read : 11/04/1995 11:54am Reference : 5
Conf : 2 - PlayStation C++ Private : NO

-> -> I've just dloaded upgraded GCC, and CODETOOLS - it seems to work
-> -> fine except... DBUGPSX wont debug any C++ code. We've traced this
-> -> to the CC1PLPSX.EXE putting a double backslash path in the object
-> -> files, with the result that DBUGPSX can't find the associated source
-> -> files.

-> Do you mean it puts a double backslash in the symbol (.sym) file ?

->

-> At the moment, the debugger does not support C++. This is because the
-> Japanese told SN systems to concentrate on C for the moment, due to the
-> general assembly-oriented approach taken there.

Works fine here....

I think SN tend to ignore the Japanese where appropriate, thankfully.

What are _all_ your version numbers?

--Mark--

From : ARC PSX
To : ALL
Subj : Flakey Downloading

Numb : 6 of 19

Date : 27/04/1995

12:36pm

Read : NO (REPLIES)

Reference : NONE

Conf : 2 - PlayStation C++

Private : NO

I'm experiencing flakey downloads - sometimes the code will run an other times it will not. I've single-stepped through the code and it seems to crash on a malloc() - the initialisation code is correct but the jump jumps to rubbish.

Software i am currently using:

GNU compiler 2.5.7

DEXBIOS 1.02

RUN 2.23

What is strange about it is that if i insert some randomly placed lines (printfs etc.) is that the next time i recompile the code and download it - it works!

From : SCE SUPPORT (Support)

To : ARC PSX

Subj : Flakey Downloading

Numb : 7 of 19

Date : 27/04/1995

3:24pm

Read : 28/04/1995 7:44pm

Reference : 7

Conf : 2 - PlayStation C++

Private : NO

-> I'm experiencing flakey downloads - sometimes the code will run an ot
-> times it will not. I've single-stepped through the code and it seems
-> crash on a malloc() - the initialisation code is correct but the jump
-> jumps to rubbish.

-> Software i am currently using:

-> GNU compiler 2.5.7

-> DEXBIOS 1.02

-> RUN 2.23

Well, I use RESETPS 1.03

DEXBIOS 1.22

CCPSX 1.15

ASPSX 2.15

CDBIOS 1.02

These are the current versions, and are all on the BBS.

Are you using SNPATCH before running your program? You need it to fix some bugs in the DEX-2000 kernel ROM.

Harry

From : TS PSX

To : SCE SUPPORT (Support)

Subj : textprinting v3.1

Numb : 8 of 19

Date : 02/08/1995

1:37am

Read : 02/08/1995 8:44am

Reference : NONE

Conf : 2 - PlayStation C++

Private : NO

Since updating to libs 3.1 i've got problems using FntLoad, Flush and these commands. Everything seems to work fine but text isn't printed to screen. Using exactly the same code as in libs 3.0.

Has Anything changed that i ought to now about?

Yours sincerely: Andreas Tadic, ts psx.

From : TS PSX
To : SCE SUPPORT (Support)
Subj : FntPrint problems
Numb : 9 of 19
Date : 12/08/1995
4:09pm
Read : 14/08/1995 9:41am (REPLIES)
Reference : NONE
Conf : 2 - PlayStation C++
Private : NO

When updating to LIB 3.1, the debug printing routines doesn't seem to work as I do not get any text on screen. I used exactly the same code on previous LIB versions, and it worked just fine. Is there any change to these routines that i missed in documentation? Below is an example of the code:

```
void initdebugprint (ulong vramx, ulong vramy)
{
    FntLoad (vramx, vramy);
    fntid[0] = FntOpen(displayx+160, displayy+120, 320, 240, 0, 256);
    fntid[1] = FntOpen(displayx+160, displayy+120, 320, 240, 0, 256);
}

long debugprintid (int activebuff)
{
    return (fntid[activebuff]);
}

FntPrint (debugprintid(activebuff), "text");
```

Yours sincerely: Andreas Tadic, ts psx.

From : MILLENIUM PSX
To : TS PSX
Subj : FntPrint problems
Numb : 10 of 19
Date : 12/08/1995
5:24pm
Read : 14/08/1995 2:23am
Reference : 9
Conf : 2 - PlayStation C++
Private : NO

Andreas,

You need to call FntFlush(-1) to get the text onto your screen...

Hope this is right.. 8)

Dean

From : SCE SUPPORT (Support)
To : TS PSX
Subj : FntPrint problems

Numb : 11 of 19

Date : 14/08/1995

9:50am

Read : 15/08/1995 7:09pm

Reference : 9

Conf : 2 - PlayStation C++

Private : NO

```
->
-> void initdebugprint (ulong vramx, ulong vramy)
-> {
-> FntLoad (vramx, vramy);
-> fntid[0] = FntOpen(displayx+160, displayy+120, 320, 240, 0, 256);
-> fntid[1] = FntOpen(displayx+160, displayy+120, 320, 240, 0, 256);
-> }
->

-> long debugprintid (int activebuff)
-> {
-> return (fntid[activebuff]);
-> }
->
->
-> FntPrint (debugprintid(activebuff), "text");
```

There have been no changes to this function, can you still see the text, if you compile one our sample programs?

You've not forgotten to use FntFlush(-1); have you?

Dave.

From : TS PSX

To : SCE SUPPORT (Support)

Subj : Line - Sprite transparency problems

Numb : 12 of 19

Date : 18/09/1995

4:09am

Read : 18/09/1995 9:25am (REPLIES)

Reference : NONE

Conf : 2 - PlayStation C++

Private : NO

Problems with line - sprite transparency.

If I'm rendering a GsSPRITE using transparency (1.0 x back + 1.0 forw) and then trying to render a GsLINE using the same transparency settings, the GsLINE switches back to normal mode (i.e no transparency). Currently using GsLIB 3.1.

Yours sincerely, Andreas Tadic, ts psx.

From : MILLENIUM PSX

To : TS PSX

Subj : Line - Sprite transparency problems

Numb : 13 of 19

Date : 18/09/1995

9:21am

Read : 18/09/1995 7:12pm

Reference : 12

Conf : 2 - PlayStation C++

Private : NO

What have you set in the attribute bits in the GsLINE structure?

Dean

From : TS PSX
To : SCE SUPPORT (Support)
Subj : Line - sprite (transp.) 2
Numb : 14 of 19
7:18pm
Read : 19/09/1995 9:00am
Conf : 2 - PlayStation C++
Date : 18/09/1995
Reference : NONE
Private : NO

Hello again Dean.

The GsLINE attribute settings are:

bit 28 (1) (1.0 back + 1.0 forw)
bit 30 (1) Transparency

It works fine as long as

From : TS PSX
To : SCE SUPPORT (Support)
Subj : line - sprite (transp.) 2
Numb : 15 of 19
7:22pm
Read : 19/09/1995 9:00am (REPLIES)
Conf : 2 - PlayStation C++
Date : 18/09/1995
Reference : NONE
Private : NO

Hello again Dean.

The GsLINE attribute settings are:

bit 28 (1.0 back + 1.0 forw)
bit 30 (transparency on)

It works fine as long as I don't render a transparent
sprite before i render the line. (weird)

Yours sincerely, Andreas Tadic, ts psx

From : MILLENNIUM PSX
To : TS PSX
Subj : line - sprite (transp.) 2
Numb : 16 of 19
7:05am
Read : 19/09/1995 6:03pm (REPLIES)
Conf : 2 - PlayStation C++
Date : 19/09/1995
Reference : 15
Private : NO

Are the sprite and line at the same OT position?

Dean (at MILLENNIUM PSX, not SCE SUPPORT)

From : TS PSX
To : MILLENNIUM PSX
Subj : line - sprite (transp.) 2

Date : 19/09/1995

Reference : 16

Private : NO

No unfortunately they aren't, but that's an interesting aspect.

Date : 13/05/1996

Reference : NONE

Private : NO

Read : 14/05/1996 9:31am (REPLIES)

what is Sony's current views on developing in C++. Are headers ok in the latest libraries or will I have to modify them. I know C++ wasn't officially supported, but I wanted to check to see if this view has changed before I decide to develop my next project in C++.

Date : 14/05/1996

Reference : 18

Private : NO

Read : 14/05/1996 9:51am

```
-> what is Sony's current views on developing in C++. Are headers ok in
-> the latest libraries or will I have to modify them. I know C++
-> wasn't officially supported, but I wanted to check to see if this
-> view has changed before I decide to develop my next project in C++.
```

-> Andy K.

We don't recommend developing in C++, the GNU compiler isn't as mature (or bug free) for C++ as it is for C, and the libraries aren't C++ friendly at all. However we won't stop you developing using C++, (You can surround all header file includes with `extern C { }`).

Scanning conference 3 - General chat

From : SCE SUPPORT (Support)

To : EA PSX

Subj : Account for Bullfrog?

Numb : 1 of 62

Date : 06/02/1995

6:10pm

Read : 06/02/1995 10:47pm (REPLIES)

Reference : 1

Conf : 3 - General chat

Private : NO

-> Would it be possible to get an account on this bbs for Bullfrog? It'
-> rather inconvenient (not to mention expensive) to have them calling
-> Sony US.

Ok, I'll set it up - who should I send the details to at Bullfrog or EA
UK, or do you want them, or what ?

By the way, we called British Telecom and asked them to check out our
lines to the BBS to see if there's something up with them, or if maybe
they are noisy, but they reckon the lines are ok.

Did you get regular drops, ie sort of every 30 seconds, or did it drop
in a sort of extremely noisy line type way ?

Are you using the old BBS number, or either of the two new ones ?

Any other details will help, as I'm very keen to check that its not a
problem here.

Allan.

From : EA PSX

To : SCE SUPPORT (Support)

Subj : phone & bullfrog

Numb : 2 of 62

Date : 06/02/1995

10:53pm

Read : 07/02/1995 10:40am (REPLIES)

Reference : 2

Conf : 3 - General chat

Private : NO

Send the account info to me and I'll forward it to the appropriate
person at Bullfrog- thanks!

In regards the phone line- I tried two lines, one old, one new.
Both had the same problem- echos which corrupted the first few cha
racters of my screen display, and caused the line to drop after about
30 seconds. I did not notice the noise levels changing in any way, but
I could hear the echo when I spoke into the phone. And that's what I
know.

Thanks again,

Carolyn

From : EA PSX

To : SCE SUPPORT (Support)

Subj : Goodtech Pentiums

Numb : 3 of 62

Date : 10/02/1995

12:39am

Read : 10/02/1995 11:22am (REPLIES)

Reference : NONE

Conf : 3 - General chat

Private : NO

We seem to be having a problem with 90Mhz Pentiums on Goodtech
motherboards. In particular, the interrupt from the ISA board doesn't
get received by the motherboard, so you end up always polling. This

causes programs with printf's to run excruciatingly slowly.

Have you heard about this problem?

Thanks,

Carolyn

From : SCE SUPPORT (Support)

To : EA PSX

Subj : Goodtech Pentiums

Numb : 4 of 62

Date : 10/02/1995

12:02pm

Read : 24/02/1995 8:37pm

Reference : 3

Conf : 3 - General chat

Private : NO

-> We seem to be having a problem with 90Mhz Pentiums on Goodtech
-> motherboards. In particular, the interrupt from the ISA board doesn'
-> get received by the motherboard, so you end up always polling. This
-> causes programs with printf's to run excruciatingly slowly.
-> Have you heard about this problem?

Well, the only problem I've heard that was like this, was a card with
the jumpers configured for one interrupt, and dextbios configured for
another, so the card and dextbios are at cross purposes. However, you
guys are sharper than that - I've mailed SN about it, so I'll get back
to you with their answer.

-> Carolyn

I've just realised I've spelt your name wrongly every time I've mailed
you - my apologies ! Feel free to call me Alan in future...

Allan.

From : MYELIN PSX

To : ALL

Subj : MOVCONV *.VBX FILES

Numb : 5 of 62

Date : 16/03/1995

10:59am

Read : NO (REPLIES)

Reference : NONE

Conf : 3 - General chat

Private : NO

Where are the *.VBX files needed by MOVCONV, please?

From : SCE SUPPORT (Support)

To : MYELIN PSX

Subj : MOVCONV *.VBX FILES

Numb : 6 of 62

Date : 21/03/1995

10:39am

Read : 07/04/1995 8:50am

Reference : 5

Conf : 3 - General chat

Private : NO

-> Where are the *.VBX files needed by MOVCONV, please?

I'll stick them in the PlayStation Tools file area as a separate zip.
Sorry about the delay.

Allan.

From : IGUANA PSX
To : ALL
Subj : CD EMULATOR
Numb : 8 of 62
2:25pm
Read : NO (REPLIES)
Conf : 3 - General chat

Date : 28/04/1995
Reference : NONE
Private : NO

HELP!! I have just received the psx emulator card and Micropolis 4110AV Drive (External) and with them all plugged in and running, i'm trying to run "CDDISK -N 0" i get the following errors
"Disk has returned more than one block discriptor"
And then
"SCSI DISC has non standard sector length of 8"
What does this mean???
I have tried loads of scsi ids and even reformatted the drive!!
This is very important as i have to get a cd version of my game for the show!!

From : SCE SUPPORT (Support)
To : IGUANA PSX
Subj : CD EMULATOR
Numb : 9 of 62
3:19pm
Read : 29/04/1995 7:31am
Conf : 3 - General chat

Date : 28/04/1995
Reference : 9
Private : NO

-> HELP!! I have just received the psx emulator card and Micropolis 4110
-> Drive (External) and with them all plugged in and running, i'm trying
-> run "CDDISK -N 0" i get the following errors
-> "Disk has returned more than one block discriptor"
-> And then
-> "SCSI DISC has non standard sector length of 8"
-> What does this mean???
It sounds like CDBIOS is getting confused - there may be a some other device at the same address as your CD-emulator card.

Harry

From : TELSTAR PSX
To : ALL
Subj : CD Generator
Numb : 10 of 62
2:43pm
Read : [N/A] (REPLIES)
Conf : 3 - General chat

Date : 25/07/1995
Reference : NONE
Private : NO

Hi,

When placing a CD DA track using CD Generator, how can I stop the .WAV file from appearing as a file entry?? Also, is there any way of selecting a group of files to be written to the CD. I can only seem to be able to select one at a time using the INSERT key???

Cheers,

Bill.

P.S. Are there any newer versions of this program as mine keeps crashing,
especially if I use the output from buildcd as the .ccs file. It's really
annoying that such an expensive program can be so crap!! I can't even use
it for backing up as it has no multi-session mode!! Are there any drivers
for the CDW-900 so we can use other software (e.g. Corel CD creator) with
it??? I asked a while ago and was told that there wasn't but I thought i'd
ask again in case you heard something recently.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)	
To : TELSTAR PSX	
Subj : CD Generator	
Numb : 11 of 62	Date : 25/07/1995
4:14pm	
Read : 25/07/1995 6:14pm	Reference : 10
Conf : 3 - General chat	Private : NO

-> When placing a CD DA track using CD Generator, how can I stop the .
-> file from appearing as a file entry?? Also, is there any way of sele
-> a group of files to be written to the CD. I can only seem to be able
-> select one at a time using the INSERT key???

if you set the file type to da, the file should then appear as a new
track on the CD. You can then drag and drop the .wav into this DA track
and then delete the wav file from track zero. Or so I was told.

-> P.S. Are there any newer versions of this program as mine keeps crash
-> especially if I use the output from buildcd as the .ccs file. It's r
-> annoying that such an expensive program can be so crap!! I can't eve
-> it for backing up as it has no multi-session mode!! Are there any dr
-> for the CDW-900 so we can use other software (e.g. Corel CD creator)
-> it??? I asked a while ago and was told that there wasn't but I thoug
-> ask again in case you heard something recently.
->

The CD generator software is the only software you can use for
mastering, the cdw900e is the only hardware you can use for mastering.
This is because some product data (from the license file) is
"interleaved" with the game data.... Thats all I know.

There have been no updates to the CdGenerator software.

Dave.

From : MIRAGE PSX
To : ALL
Subj : Sony support
Numb : 12 of 62 Date : 04/09/1995
2:57pm
Read : NO (REPLIES) Reference : NONE
Conf : 3 - General chat Private : NO

Do Sony have a support system on internet, CIS or whatever?

Regards, Rob @ Mirage

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : Sony support
Numb : 13 of 62 Date : 04/09/1995
3:03pm
Read : 05/09/1995 3:03pm Reference : 12
Conf : 3 - General chat Private : NO

-> Do Sony have a support system on internet, CIS or whatever?

->

No

From : MIRAGE PSX
To : ALL
Subj : CD-ROM Writer
Numb : 14 of 62 Date : 05/09/1995
3:22pm
Read : NO (REPLIES) Reference : NONE
Conf : 3 - General chat Private : NO

Which CD-ROM writers can be used for PSX and where can we purchase one from in the US?

Regards, Rob @ Mirage Ltd.

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : CD-ROM Writer
Numb : 15 of 62 Date : 05/09/1995
3:44pm
Read : 08/09/1995 2:15pm Reference : 14
Conf : 3 - General chat Private : NO

-> Which CD-ROM writers can be used for PSX and where can we purchase on

-> from in the US?

->

SONY CDW-900E. You can use any other, but the CD's produced will only run on the development system, NOT on debugging station or final playstation. If, by some fluke, you can buy one which produces disks which can work on the debug station and final PSX then we will not support you if you have problems (this is due to previous hassles with developers without the correct hardware).

You can get one from Sarah Bennet at SCEE.

Ben

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : VAG & VAB File Format
Numb : 16 of 62
Date : 08/09/1995
4:03pm
Read : 09/09/1995 3:34pm
Reference : 16
Conf : 3 - General chat
Private : NO

-> Can anyone provide me with a detailed file format on the VAG & VAB fi
-> required for playing samples on the PSX. Alternatively is there any
-> of playing a straight VAG on teh PSX without creating the VAB files?
You can't have the VAG format (it's not released to developers, or to
us). There is info about the VAB format in the file SND_ART.ZIP, which
is in the PlayStation manuals file area.

From : MIRAGE PSX
To : ALL
Subj : Capturing printf() - Output.
Numb : 17 of 62
Date : 20/09/1995
1:46pm
Read : NO (REPLIES)
Reference : NONE
Conf : 3 - General chat
Private : NO

Hi All

Can you tell me what I need to to do capture the output from the
printf() commands on the PSX back in my PC? I've checked all the
manuals and cannot find any reference to printf(). I assume I will
need to perform some sort of setup for stdout?

Cheers

Andy.

From : MIRAGE PSX
To : ALL
Subj : Creating .str streams.
Numb : 18 of 62
Date : 20/09/1995
1:48pm
Read : NO (REPLIES)
Reference : NONE
Conf : 3 - General chat
Private : NO

Hi again,

Can you tell me how I might be able to create .str files for
streaming video? Is there any converter software and where can we get
it?

Cheers

Andy

From : SCE SUPPORT (Support)
To : MIRAGE PSX

Subj : Capturing printf() - Output.

Numb : 19 of 62

Date : 20/09/1995

1:50pm

Read : 20/09/1995 3:38pm

Reference : 18

Conf : 3 - General chat

Private : NO

-> Can you tell me what I need to do to capture the output from t
-> printf() commands on the PSX back in my PC? I've checked all the
-> manuals and cannot find any reference to printf(). I assume I will
-> need to perform some sort of setup for stdout?

Andy,

There is a TSR called MESS1. Run that then when your code is
running type TESTMESS at the DOS prompt and you're sorted.

Ben

From : SCE SUPPORT (Support)

To : MIRAGE PSX

Subj : Creating .str streams.

Numb : 20 of 62

Date : 20/09/1995

1:52pm

Read : 20/09/1995 3:38pm

Reference : 19

Conf : 3 - General chat

Private : NO

-> Can you tell me how I might be able to create .str files for
-> streaming video? Is there any converter software and where can we get
-> it?

Andy,

There is a Windows utility called MovConv, which can convert an
uncompressed AVI, RGB sequence or TIM sequence to a .STR file. MovConv
also can convert WAV's to XA which can then be used to interleave with
your .STR file, to create an interleaved .STR file.

Ben

From : MIRAGE PSX

To : ALL

Subj : Using MovConv

Numb : 21 of 62

Date : 20/09/1995

10:07pm

Read : NO (REPLIES)

Reference : NONE

Conf : 3 - General chat

Private : NO

Firstly, thanks for all your help so far, greatly appreciated.

I have tried creating a .str file using MovConv 1.8e from a string of
.rgb files. I am able to set up all required info and can preview the
source data correctly but every time I select Convert MovConv stops
responding and sometimes results in an Abnormal Program Termination.

I am using Win'95 but have also tried it in Win 3.11 for Workgroups
with the same result.

Any ideas?

Cheers

Andy.

P.S. I notice from the text file with MovConv it mentions *.vbx files, I cannot find any .vbx files anywhere.

From : MIRAGE PSX
To : ALL
Subj : Stack Fault
Numb : 22 of 62
Date : 20/09/1995
10:42pm
Read : NO (REPLIES)
Reference : NONE
Conf : 3 - General chat
Private : NO

Hi, another one for ya.

CCPSX is returning the error Stack Fault at eip=cel63, but only if I compile from WIN'95.

Is there a switch to increase the stack size or is this not the problem.

The Code compiles correctly from DOS.

Thanks

Andy.

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : Using MovConv
Numb : 23 of 62
Date : 21/09/1995
9:57am
Read : 21/09/1995 10:12am
Reference : 22
Conf : 3 - General chat
Private : NO

-> I have tried creating a .str file using MovConv 1.8e from a string of
-> .rgb files. I am able to set up all required info and can preview th
-> source data correctly but every time I select Convert MovConv stops
-> responding and sometimes results in an Abnormal Program Termination.
-> I am using Win'95 but have also tried it in win 3.11 for Workgroups
-> with the same result.

MovConv doesn't work in Win '95 yet. Hopefully, this will be rectified soon with a new release, but it does work in Windows 3.11. I need more information on what your trying to do. What size are the RGB files? How many? Are the filenames in sequence order? How did you create them? What is the process in MovConv your using? How many colours?

Please supply as much info as possible.

->

-> P.S. I notice from the text file with MovConv it mentions *.vbx files
-> cannot find any .vbx files anywhere.

The .VBX should be in your movconv directory. They are included in the MVCN195E.ZIP. (Did you download this version - its the latest one ??).

From : MINDSCAPE PSX

To : MIRAGE PSX

Subj : Stack Fault

Numb : 24 of 62

Date : 21/09/1995

10:41am

Read : 21/09/1995 11:17am

Reference : 23

Conf : 3 - General chat

Private : NO

Yeah I had this problem for a while, but finally got an answer from the Psy-Q stand at ECTS make sure you have :

set GO32=dpmistack 1000000

(or some other suitably large number) in your autoexec.bat

I only got the crashes when I used optimization cos the compiler goes into a mass of recursive functions (hence a large stack)

hope this helps

Andy K.

From : MIRAGE PSX

To : ALL

Subj : Thanks.

Numb : 25 of 62

Date : 21/09/1995

11:20am

Read : NO

Reference : NONE

Conf : 3 - General chat

Private : NO

Cheers,

The new version of MovConv seems to fix the problems and also seems to work fine under Win'95 but I'll keep an eye on that.

Thanks.

Andy C.

From : SCE SUPPORT (Support)

To : MIRAGE PSX

Subj : Stack Fault

Numb : 26 of 62

Date : 21/09/1995

11:24am

Read : 21/09/1995 7:21pm

Reference : 23

Conf : 3 - General chat

Private : NO

-> CCPSX is returning the error Stack Fault at eip=ce163, but only if I
-> compile from WIN'95.
-> Is there a switch to increase the stack size or is this not the probl
-> The Code compiles correctly from DOS.

SET go32=dpmistack 524288

put above in autoexec.bat

Ben

From : MIRAGE PSX
To : ALL
Subj : HUFFMAN CODING
Numb : 27 of 62
8:19pm
Read : NO (REPLIES)
Conf : 3 - General chat

Date : 21/09/1995
Reference : NONE
Private : NO

Hi,

I've got a bit of a problem with the amount of graphics daat required in RAM at any one time. I have read in one of your manuals that there is some compression library stuff around but cannot find a great deal of info on it. Can anyone help with the above. Very URGENT!

Cheers

Andy C.

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : HUFFMAN CODING
Numb : 28 of 62
9:30am
Read : 22/09/1995 12:00pm (REPLIES)
Conf : 3 - General chat

Date : 22/09/1995
Reference : 28
Private : NO

-> I've got a bit of a problem with the amount of graphics daat
-> required in RAM at any one time. I have read in one of your manuals
-> that there is some compression library stuff around but cannot find a
-> great deal of info on it. Can anyone help with the above. Very URGENT

The compression routines are not yet implemented in the libraries even though they are documented. Anyway, Huffman coding is intended for streaming, not for general use with textures etc. When you say RAM do you mean DRAM or VRAM?

Ben

From : MIRAGE PSX
To : SCE SUPPORT (Support)
Subj : HUFFMAN CODING
Numb : 29 of 62
12:02pm
Read : 22/09/1995 12:09pm (REPLIES)
Conf : 3 - General chat

Date : 22/09/1995
Reference : 29
Private : NO

My problem is with DRAM, I haven't enough. I'm looking into LZW coding my graphics data in DRAM but I'm not sure whether the processor is up to it.

Any ideas appreciated.

Andy.

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : HUFFMAN CODING
Numb : 30 of 62
3:06pm
Read : 23/09/1995 4:01pm
Conf : 3 - General chat

Date : 22/09/1995
Reference : 30
Private : NO

-> My problem is with DRAM, I haven't enough. I'm looking into LZW codin
-> my graphics data in DRAM but I'm not sure whether the processor is up
-> it.

No, you can't do this.

What would be the point of having a chunk of fast vram, if you were to do this with it?

You can use 4bit/8bit textures with cluts. This makes better use of the space available, especially when only a limited number of colours are required.....

Design your VRAM map carefully so that all objects of similar colours, needed at the same time are held in the same place, then you can get away with this. ie if you put all your explosions etc in one tpage you could get away with 16 colour explosions.

You can't re-engineer loadimage to work with compression, so the only place where compression might help is in the cd->dram transfer.

Dave

From : MIRAGE PSX
To : ALL
Subj : Memory access
Numb : 31 of 62
4:33pm
Read : NO (REPLIES)
Conf : 3 - General chat

Date : 25/09/1995
Reference : NONE
Private : NO

Dear Tech Support,

Being that we have 1.4 MBytes of graphics data into the playstation we are trying to employ a frame compression system. The bottle neck seems to be RAM access speed. When writing chars to a buffer the time taken seems to be a little unrealistic. Just filling an are of about 128x128 takes an amazing amount of time. Is there any process registers that can be changed to improve RAM access in such cases?

Cheers.

Andy C.

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : Memory access
Numb : 32 of 62
9:56am
Read : 08/10/1995 2:29pm

Date : 26/09/1995
Reference : 32

Conf : 3 - General chat

Private : NO

Andy

-> Being that we have 1.4 MBytes of graphics data into the playstation w
-> are trying to employ a frame compression system.

When you say frame compression, are we talking texture's sprites or
frames as in video ?...

This is a hell of a lot of data you need, I think I already suggested
using 4bit/8bit textures for some objects....

Another solution could be to read the textures off CD from time to
time.....

-> to be RAM access speed. When writing chars to a buffer the time take
-> seems to be a little unrealistic. Just filling an are of about 128x1
-> takes an amazing amount of time. Is there any process registers that
-> can be changed to improve RAM access in such cases?

Main memory access is very slow, sadly. The best way to speed up a
playstation program is to avoid main memory as much as possible.

Even if you optimize your code it'll still be slow....

I think you may have to rethink your game design to get around the
plastations limitations....

Dave

From : MIRAGE PSX

To : ALL

Subj : Sample Finished

Numb : 33 of 62

Date : 10/10/1995

11:36am

Read : NO (REPLIES)

Reference : NONE

Conf : 3 - General chat

Private : NO

Hi,

Is there any way to check when a sample has finished playing on a
particular channel. I am using SsUtKeyOnV() and need to be able to test
whether a channel is actually still playing sample data.

Thanks

Andy C.

From : MIRAGE PSX

To : ALL

Subj : SELEMU.CPE

Numb : 34 of 62

Date : 10/10/1995

10:10pm

Read : NO (REPLIES)

Reference : NONE

Conf : 3 - General chat

Private : NO

Hi,

Have just got the CD-Emulator kit and have found that everything seems to be ok until I run SELEMU.CPE, the demonstration works fine from the emulator but after that I can no longer send anything to the Playstation. ResetPS still works but every tim I try to RUN a file to the station it cannot connect. I have to power down the PC to regain contact.

Any ideas??

Andy C.

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : SELEMU.CPE
Numb : 35 of 62
10:09am
Read : 11/10/1995 12:06pm
Conf : 3 - General chat
Date : 11/10/1995
Reference : 35
Private : NO

-> Have just got the CD-Emulator kit and have found that everything
-> seems to be ok until I run SELEMU.CPE, the demonstration works fine fr
-> the emulator but after that I can no longer send anything to the
-> Playstation. ResetPS still works but every tim I try to RUN a file t
-> the station it cannot connect. I have to power down the PC to regain
-> contact.

Everyone has an idea - that the emulator needs improving. You have stumbled on one of hte many inconsistent, annoying things that happens with the emulator. I've had this problem before - the way I fixed things is to re-initialise the hard disk (change partition information etc.). I have also had to change my emulator disk. The third method is to contact SN Systems and have a good whinge at them. They built the thing and therefore should know how to fix this.

Ben

From : MIRAGE PSX
To : ALL
Subj : PSX.EXE
Numb : 36 of 62
12:14pm
Read : NO (REPLIES)
Conf : 3 - General chat
Date : 11/10/1995
Reference : NONE
Private : NO

Hi,

Ok, while I wait for SN to get back to me, can you tell me what PSX.EXE is and does or has to do on the CD as I assume it is important but can find no info on how why or what it should do.

Cheers.

Andy C.

From : MILLENIUM PSX
To : MIRAGE PSX
Subj : PSX.EXE
Numb : 37 of 62
12:32pm
Read : 11/10/1995 1:16pm
Conf : 3 - General chat

Date : 11/10/1995
Reference : 37
Private : NO

Ok.. here's the deal.

You normally compile to a .CPE, yup? Something like MAIN.CPE.

CPE2X /CA MAIN.CPE will generate a MAIN.EXE file for the American machine.

Put this onto your disk as PSX.EXE (if you haven't got a product code yet), or the filename based on your product code (in our case, it's SLES_000.81 - because our product code is SLES-00081... although you need a SYSTEM.CNF file when doing this, to tell the Boot procedure what your new filename is)

So yes, it is important.. :)

Dean

From : MIRAGE PSX
To : ALL
Subj : PSX.EXE - Still.
Numb : 38 of 62
2:26pm
Read : NO (REPLIES)
Conf : 3 - General chat

Date : 11/10/1995
Reference : NONE
Private : NO

Hi again,

Is there anything specific that the PSX.EXE has to do, I have tried taking the ball demo MAIN.CPE, creating MAIN.EXE renaming it to PSX.EXE and putting it on the emulator and it does nothing.

Is CPE2X supposed to take the parameter /CA it tries to load /CA as a cpe file.

HELP.

Andy C.

From : MILLENIUM PSX
To : MIRAGE PSX
Subj : PSX.EXE - Still.
Numb : 39 of 62
3:14pm
Read : 11/10/1995 3:53pm
Conf : 3 - General chat

Date : 11/10/1995
Reference : 39
Private : NO

Ok...

1. Get the latest version of CPE2X. It likes the new /C<x> parameter.

2. PSX.EXE IS YOUR GAME. MAKE IT DO SOMETHING NICE.
3. The demo you mention works fine on the emulator. Make sure you're running SNPATCH.CPE though... or it'll barf like a good 'un.

Have fun!

Deany

From : MIRAGE PSX
To : ALL
Subj : Samples (Mess 34)
Numb : 40 of 62 Date : 12/10/1995
11:44am
Read : NO (REPLIES) Reference : NONE
Conf : 3 - General chat Private : NO

Any help on the sample finished problem (Message 34)??

Andy.

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : Sample Finished
Numb : 41 of 62 Date : 12/10/1995
11:45am
Read : 12/10/1995 12:39pm Reference : 34
Conf : 3 - General chat Private : NO

-> Is there any way to check when a sample has finished playing on a
-> particular channel. I am using SsUtKeyOnV() and need to be able to t
-> whether a channel is actually still playing sample data.
If you use libspu instead, you can use SPUGetAllKeysStatus to see
whether a channel is currently on or off.

It may be that you can use this function even if you have switched the
note on with SsUtKeyOnV() - I'm not sure. It does work if the key is
switched on with SPUSetKey, though.

Harry

From : MILLENIUM PSX
To : MIRAGE PSX
Subj : Samples (Mess 34)
Numb : 42 of 62 Date : 12/10/1995
12:02pm
Read : 12/10/1995 12:40pm Reference : 41
Conf : 3 - General chat Private : NO

Actually, I'd quite like to know how to do this for my next project
(although we're just using SsUtKeyOn(), instead of SsUtKeyOnV(), because
we've got SEQ files playing too (and you never know what voices it's
using!))

Dean

From : MIRAGE PSX
To : ALL
Subj : File Length
Numb : 43 of 62
Date : 12/10/1995
12:45pm
Read : NO (REPLIES) Reference : NONE
Conf : 3 - General chat Private : NO

Hi,

Is there any way to get the length of a file on the CD-Emu other than using CdSearchFile(). Using CdSearchFile() works fine although I cannot get it to work after running _96_init() and I cannot use open() unless I execute _96_init()???? Normally I would seek() to the end of a file but that does not seem possible without SEEK_END which I believe is not supported.

HELP!!

Cheers.

Andy C.

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : File Length
Numb : 44 of 62
Date : 12/10/1995
1:17pm
Read : 12/10/1995 1:21pm Reference : 44
Conf : 3 - General chat Private : NO

-> Hi,

-> Is there any way to get the length of a file on the CD-Emu other than using CdSearchFile(). Using CdSearchFile() works fine although I cannot get it to work after running _96_init() and I cannot use open() unless I execute _96_init()???? Normally I would seek() to the end of a file but that does not seem possible without SEEK_END which I believe is not supported.

->

Unfortunately not, although you should know the file size - therefore convert into number of sectors

Ben

From : MILLENIUM PSX
To : MIRAGE PSX
Subj : File Length
Numb : 45 of 62
Date : 12/10/1995
1:46pm
Read : 12/10/1995 3:20pm Reference : 44
Conf : 3 - General chat Private : NO

I believe the Sony response to something like your question is:

Don't use the ISO-9660 file routines for CD-ROM, they're in ROM and hence they're very slow, and bugged to fuck.

Use CdSearchFile(). It supports cached directories too.. :)

Deany

From : MIRAGE PSX
To : ALL
Subj : Loading Files
Numb : 46 of 62
3:23pm
Read : NO (REPLIES)
Conf : 3 - General chat
Date : 12/10/1995
Reference : NONE
Private : NO

Right,

Still not able to load any file from the CD. Where am I going wrong:

```
CdSearchFile();  
CdControl( CdiSetLoc, fileInfo.pos, 0 );  
CdRead( (fileInfo.size+2047)/2048, address, 0 );  
CdReadSync( 0, 0 );
```

This simply results in the error:CD_Read: Retry 16 at ::

Andy C.

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : Loading Files
Numb : 47 of 62
4:23pm
Read : 12/10/1995 5:10pm
Conf : 3 - General chat
Date : 12/10/1995
Reference : 47
Private : NO

-> Right,

->

-> Still not able to load any file from the CD. Where am I going

-> wrong:

->

```
-> CdSearchFile();  
-> CdControl( CdiSetLoc, fileInfo.pos, 0 );  
-> CdRead( (fileInfo.size+2047)/2048, address, 0 );  
-> CdReadSync( 0, 0 );  
->
```

-> This simply results in the error:CD_Read: Retry 16 at ::

->

-> Andy C.

Andy,

Firstly, as you probably know there are parameters to CdSearchFile(). The file size is in bytes, so if you do your calculation in CdRead you need to convert bytes to sectors. Another thing (which won't cause an error but will be better) is if you set the speed of the CD to double speed by setting the mode flag of CdRead to CdModeSpeed.

Have a look at the sample code. there is also a sample written by us called CDREAD.ZIP on the BBS in the PSX CODE or PSX DEMO area (I can't

remember which)

Ben

From : MIRAGE PSX
To : ALL
Subj : CDREAD.ZIP
Numb : 48 of 62
5:16pm
Read : NO
Conf : 3 - General chat
Date : 12/10/1995
Reference : NONE
Private : NO

Cannot find file CDREAD.ZIP.

Have I got access to CODE and DEMO?

Andy C.

From : MIRAGE PSX
To : ALL
Subj : Unable to Load.
Numb : 49 of 62
1:06pm
Read : NO (REPLIES)
Conf : 3 - General chat
Date : 13/10/1995
Reference : NONE
Private : NO

Hi,

I am still unable to load files from the emulator, I really need to have some demo code that works, none of the cd reading code I have works, I cannot find CDREAD.ZIP anywhere on the BBS.

Please can anyone help.

Andy C.

From : SCE SUPPORT (Support)
To : MIRAGE PSX
Subj : Unable to Load.
Numb : 50 of 62
2:49pm
Read : 13/10/1995 2:59pm (REPLIES)
Conf : 3 - General chat
Date : 13/10/1995
Reference : 50
Private : NO

Hi Andy,

This may seem like a silly question - but according to our records, you have only the standard board set and a debugging station...

Or have I missed something (looking at files was never my strong point).

Assuming I'm wrong, I'm letting you have access to CDEMU -but could you let me know what the story is on this ?

Thanks,

Paul

-> Hi,

-> I am still unable to load files from the emulator, I really need
-> have some demo code that works, none of the cd reading code I have
-> works, I cannot find CDREAD.ZIP anywhere on the BBS.
->
-> Please can anyone help.
->
-> Andy C.

From : MIRAGE PSX
To : SCE SUPPORT (Support)
Subj : Unable to Load.
Numb : 51 of 62 Date : 13/10/1995
3:00pm
Read : 13/10/1995 4:09pm Reference : 51
Conf : 3 - General chat Private : NO

Hi,
We definitely have the CD-Emu kit we've had it about a week or so
now. Thanks for you help.

Andy C.

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Message to Dean from Laura
Numb : 52 of 62 Date : 13/10/1995
3:15pm
Read : 13/10/1995 3:53pm Reference : NONE
Conf : 3 - General chat Private : NO

Thanks very much, looking forward to meeting Toby one day. Maybe we
can arrange something?!!!!? or on second thoughts, maybe not.

Laura

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : CD rom conference
Numb : 53 of 62 Date : 18/10/1995
9:51pm
Read : 19/10/1995 9:04am (REPLIES) Reference : NONE
Conf : 3 - General chat Private : NO

Is it possible to get access to the CD Rom conference.

We have emulators and the Sony Burner, but they were purchased thru
SCEA. You provide much better support on this BBS and we are about to
start our EMU/CD coding.

thanks,

dave

From : SCE SUPPORT (Support)
To : CAPCOMUSA PSX
Subj : CD rom conference
Numb : 54 of 62
9:39am
Read : 19/10/1995 5:36pm
Conf : 3 - General chat

Date : 19/10/1995
Reference : 54
Private : NO

-> Is it possible to get access to the CD Rom conference.
-> We have emulators and the Sony Burner, but they were purchased thru
-> SCEA. You provide much better support on this BBS and we are about to
-> start our EMU/CD coding.

Well seeing as its you....OK

Dave

From : CORE PSX
To : ALL
Subj : Playstation sweetness....
Numb : 55 of 62
10:47pm
Read : NO (REPLIES)
Conf : 3 - General chat

Date : 04/11/1995
Reference : NONE
Private : NO

Firstly,
Does anyone know what the hell a "VSync timeout" error is?
and Secondly,
If you want to trade hot playstation sources with the core boys, our
current hot-sources of the month include:-
Dudes sweetner PROFILER... (lets you profile your code sweetly)
Del ultra MC VERSION OF SUBPOL4(); that uses scratchpad...! (sweetly)
Dudes handy RNC2 MIPS DEPACKER (sweetness all over)
DEL and DUDES handy MIPS/PLAYSTATION tips list... (this is SWEET)
ok...
if wanna trade.... call DEL or DUDE at Core 01332 297797 or
email us at...
DEL@NLIGHTS.DEMON.CO.UK
:)-~
l8r...

From : MILLENIUM PSX
To : CORE PSX
Subj : Playstation sweetness....
Numb : 56 of 62
4:37pm
Read : 07/11/1995 8:10pm
Conf : 3 - General chat

Date : 06/11/1995
Reference : 56
Private : NO

Why not send it to the Developer newsletter... 8)

Deany

From : CORE PSX
To : ALL
Subj : memset grimmerness

Numb : 57 of 62

Date : 16/11/1995

10:37pm

Read : NO

Reference : NONE

Conf : 3 - General chat

Private : NO

Howdy folks, what's up with memset() then? Try clearing 8192 bytes in your main loop with it. That's good for a FRAME of slow-down ;)

And please tell me what the #@\$% is a VSync timeout? And why the black CD drive for the emulator takes half an hour to seek anywhere?

DOCS!! Jesus. Someone needs to sort all this out. The Japs are sitting there with some sort of hardware manual, "this is what register to hit to get a kewl effect" and we get the grimmer "well I suppose we had better put a noddy make-it-easy library for all the stupid 3rd party developers". And they're crap too.

I mean, we're at version 3.3 now and the blummin libs are still knackered, and slow, and un-documented, and things that used to work don't any more. I don't suppose the authors of Tekken etc had to put up with it.

etc.

Dude & Del

From : CORE PSX

To : ALL

Subj : Gutted about the FMV 64k buffer?

Numb : 58 of 62

Date : 09/12/1995

3:52pm

Read : NO (REPLIES)

Reference : NONE

Conf : 3 - General chat

Private : NO

Ok, Del & Dude here again... :)--

Have you ever examined your MAP file and seen a HUGE 64k buffer called 'CF_DVLC' in the libpress.lib??

Well it's a gutter... the fmv code needs this data to work correctly

when you are running low on RAM this can be a real pisser... BUT WAIT! just go into the debugger and save the 64k slag out to a file...

then , just before playing your fmv, load this data file back into 'CF_DVLC'... as if by magic you now have 64K of free ram... :)

bonus or what?

that`s all for now...

DEL/DUDE 9/12/95 EMAIL: del@nlights.demon.co.uk

From : MILLENIUM PSX

To : CORE PSX

Subj : Gutted about the FMV 64k buffer?

Numb : 59 of 62
7:39am
Read : 13/12/1995 4:09pm
Conf : 3 - General chat

Date : 11/12/1995
Reference : 58
Private : NO

Why not just use code overlays if the 64k is that important?

And indeed, why slow down your title with some nasty CD accessing. Just compress the 64k area on load, and depack when needed.

...and if your compression is any cop you should just be able to save the compressed table to a memory card...

∴)

Dean

From : MINDSCAPE PSX
To : SCE SUPPORT (Support)
Subj : Audio programmers get the information last...
Numb : 60 of 62 Date : 18/12/1995
11:24am
Read : 18/12/1995 11:54am Reference : NONE
Conf : 3 - General chat Private : NO

Hello again, it's Anthony Bowyer-Lowe from Mindscape...

Ignore my previous posts, I'd been told that I should have a personal account on this BBS, yet the bosses neglected to tell me that there is a company account I should use...

The audio guy is always the last to get informed...

Anthony.

From : CODE MONKEYS
To : ALL
Subj : Border colour.
Numb : 62 of 62
Date : 13/02/1996
3:04pm
Read : NO
Reference : NONE
Conf : 3 - General chat
Private : NO

Is there any way to change the border colour, or do I have to use the return value from "VSync()" to see how long things are taking? I use a monitor and TV at the same time to check the results.

James Fisher (james@tcm.co.uk).

Scanning conference 4 - PAL issues

From : MILLENIUM PSX
To : ALL
3:12pm
Subject : Letterbox with Borders
Read : NO
Conf : 4 - PAL issues

Number : 1 of 24
Date : 24/05/1995
Reference : NONE
Private : NO

Having just read the document that Allan has kindly prepared about PAL issues, specifically the bit about pictures in letterbox borders, I have this to say...

Atari take the piss really, don't they?

All IMHO, of course,

Dean

From	: SCE SUPPORT (Support)	Number	: 2 of 24
To	: TELSTAR PSX	Date	: 25/05/1995
	3:24pm		
Subject	: You weren't here first	Reference	: 2
Read	: 26/05/1995 5:18pm (REPLIES)	Private	: NO
Conf	: 4 - PAL issues		

Hi Bill

-> Do you have any guidelines as to the visible area of PAL and NTSC d
-> co-ordinates on a normal consumer TV. We're using nearly a full scre
-> may mean that some of the score and stuff might be hidden by black p
-> What video out does the PAL playstation have?? RF ???
You weren't here first - Dean "fast fingers" Ashton from Millenium seems to have pipped you to the post :)

Anyway, we'd recommend not having any essential game statistics (icons, scores, fruit etc) anywhere in a 16-pixel area at either side (and, to be really safe, top and bottom). This is quite a large area but some TVs (generally those made by shoddier companies) have considerable overscan. The most we have seen is 18 pixels (at 320*240).

The PAL PlayStation will have all the outputs that it has at the moment, and will also be bundled with a little RF adaptor.

Cheers

Harry

From	: SCE SUPPORT (Support)	Number	: 3 of 24
To	: ALL	Date	: 18/07/1995
	11:31am		
Subject	: Avoiding garbage onscreen	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 4 - PAL issues		

There has been a problem with some PAL titles having a few lines of 'garbage' VRAM displayed at the right hand side of the screen.

This is due to the dispEnv.screen settings being incorrect. The dispenv.screen.width value should always be 256 for PAL. The dispenv.screen.x and y values are the offsets for PAL (generally x = 0, y = 10-20)

Note that this is different from the dispenv.display value, where the x and y should both be 0, and the width and height should be set to the x and y resolutions of your game (eg 512 and 256).

Harry

From : TELSTAR PSX
To : SCE SUPPORT
12:05pm
Subject : pal chugging!
Read : 30/10/1995 11:49am (REPLIES)
Conf : 4 - PAL issues

Number : 4 of 24
Date : 30/10/1995
Reference : NONE
Private : NO

Hi,

We have just converted our game to PAL and are experiencing VSync timeouts which do not occur in NTSC. Also do you have any guidelines as to where to position the screen and what is the visible area for all TV's using the PAL RF modulator?

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)
To : TELSTAR PSX
11:52am
Subject : pal chugging!
Read : 30/10/1995 6:36pm
Conf : 4 - PAL issues

Number : 5 of 24
Date : 30/10/1995
Reference : 4
Private : NO

Hi Bill,

Would you believe they're called the PAL Guidelines !!
(PALGUIDE.ZIP).

Hope this helps,

Pau;

->
-> Hi,
-> We have just converted our game to PAL and are experiencing VSync t
-> which do not occur in NTSC. Also do you have any guidelines as to wh
-> to position the screen and what is the visible area for all TV's usi
-> the PAL RF modulator?
->
-> Cheers,
->
-> Bill.
->
->
->
-> --- Blue Wave/QWK v2.10

From : TELSTAR PSX
To : SCE SUPPORT
7:55pm

Number : 6 of 24
Date : 30/10/1995

Subject : Re: pal chugging!
Read : 31/10/1995 8:37am (REPLIES)
Conf : 4 - PAL issues

Reference : NONE
Private : NO

SS> Hi Bill,
SS> Would you believe they're called the PAL Guidelines !!
SS> Hope this helps,

SS> Paul

Nope!

There is nothing in the guidelines concerning our problem with VSync timeouts, neither is there anything about visible areas on a TV!
Our VSync timeout problem causes the game to jerk, we have done everything suggested in the guidelines and are using v3.2 libraries. It doesn't happen with the NTSC version, it's very odd. What causes a VSync timeout anyway?

Bill.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)
To : TELSTAR PSX
1:52pm
Subject : Re: pal chugging!
Read : 31/10/1995 5:08pm
Conf : 4 - PAL issues

Number : 7 of 24
Date : 31/10/1995

Reference : 6
Private : NO

Hi Bill,

Well the PAL Guidelines (on about page 7 or 8) do discuss "Overscan and Safe Areas" (as does message 2 of this forum). We recommend at least 16 pixels on a 320x240 display (the QADOC.ZIP standards dictate 24 pixels on a 640x256 display).

Regarding your VSync problem ... its strange to hear this problem going from NTSC to PAL...its basically saying that you're trying to do too much work in one frame....and you should have more time to do the work with PAL (since the frame rate is lower)!

1. What sort of things are you trying to do - and where do you see the jerkiness ?
- 2 . Are you Using the same set of libraries (3.2) for both versions

Paul

->
-> SS> Hi Bill,
-> SS> Would you believe they're called the PAL Guidelines !!
-> SS> Hope this helps,
->
-> SS> Paul
->
-> Nope!

->
-> There is nothing in the guidelines concerning our problem with VSync
-> timeouts, neither is there anything about visible areas on a TV!
-> Our VSync timeout problem causes the game to jerk, we have done eve
-> thing suggested in the guidelines and are using v3.2 libraries. It
-> doesn't happen with the NTSC version, it's very odd. What causes a
-> VSync timeout anyway?
->
-> Bill.
->
->
->
-> --- Blue Wave/QWK v2.10

From : WAVE PSX Number : 9 of 24
To : ALL Date : 22/01/1996
3:03pm
Subject : pal/ntsc Reference : NONE
Read : NO (REPLIES) Private : NO
Conf : 4 - PAL issues

Has anyone been able to get a 256 high screen to work in PAL
as when I set the video mode to MODE_PAL and the display buffers
to 256 then screen is still only 240.
Before you ask I am using LIBS3.4.

Thanks in advance Lance.

From : MILLENIUM PSX Number : 10 of 24
To : WAVE PSX Date : 22/01/1996
4:00pm
Subject : pal/ntsc Reference : 9
Read : 22/01/1996 5:07pm (REPLIES) Private : NO
Conf : 4 - PAL issues

Probably the settings of the 'screen' elements are off... I'll have a
check in my code to see what I've got 'em set too...

Deany

From : MILLENIUM PSX Number : 11 of 24
To : MILLENIUM PSX Date : 23/01/1996
6:18am
Subject : pal/ntsc Reference : 10
Read : 23/01/1996 6:18am Private : NO
Conf : 4 - PAL issues

Ok... in my code I've set the DISPENV.screen.y field to 16, and the
DISPENV.screen.h field to 256. That seems to do the trick...

Hope this helps,

Deany

From : FLAIR PSX Number : 13 of 24

To : ALL Date : 13/02/1996
3:55pm
Subject : Dropping frame rate Reference : NONE
Read : NO (REPLIES) Private : NO
Conf : 4 - PAL issues

When I run my code on a Pal setup I get some rather strange effects. The main one being that when processing takes more than a frame the screen goes beserk, displaying random garbage and different parts of VRAM. In NTSC the game just drops a frame and continues as normal. Why don't I get the same in PAL.

Also do I need to set the jumpers on my development boards to PAL, or can I get away with just the required software switches? Changing the jumpers backwards and forwards on boards which are fragile and worth 12,000 is not my idea of fun.

Martin

From : MILLENIUM PSX Number : 14 of 24
To : FLAIR PSX Date : 14/02/1996
7:20am
Subject : Dropping frame rate Reference : 13
Read : 14/02/1996 9:08am (REPLIES) Private : NO
Conf : 4 - PAL issues

I don't change the jumper at all.. and it works fine. The only time I've ever had shit appear in VRAM was when

- (a) I forgot to double buffer a primitive.
- (b) One of my POLY_FT4's was partially corrupt, leading to a duffer GPU code (and therefore it looked like it was performing some kind of DR_MOVE primitive instead, moving half of VRAM onto screen)..
- (c) I didn't have a DrawSync(0) in my main loop, and rendering was taking over a game frame...

With (a) and (b) it was a complete bastard to track down...sorry! :(

Deany

From : FLAIR PSX Number : 15 of 24
To : MILLENIUM PSX Date : 14/02/1996
9:19am
Subject : Dropping frame rate Reference : 14
Read : 14/02/1996 10:08am (REPLIES) Private : NO
Conf : 4 - PAL issues

Dean

This garbage that appeared, was it also found when you ran your code on NTSC as well as on PAL. The thing I can't understand is that my code runs fine in NTSC when it drops a frame. The DrawSync(0) makes the main loop wait until all drawing is complete, then VSync(0) to catch the top of the frame, wasting the remaining part of the extra frame, and proceed as normal. All that happens as you would expect is the game drops a frame. In PAL though the code will never drop a frame, it just goes beserk.

Why should running the same code, under the same constraints, cause drastically different effects?

Any ideas

Martin

P.S. Congrats on your prestidigious award, how about a formal speech of acceptance, with maybe a few tears Tom Hank style??

From	: SCE SUPPORT (Support)	Number	: 16 of 24
To	: FLAIR PSX	Date	: 14/02/1996
9:33am			
Subject	: Dropping frame rate	Reference	: 15
Read	: 14/02/1996 10:36am (REPLIES)	Private	: NO
Conf	: 4 - PAL issues		

-> Dean
->
-> This garbage that apperared, was it also found when you ran your
-> code on NTSC as well as on PAL. The thing I can't understand is
-> that my code runs fine in NTSC when it drops a frame. The
-> DrawSync(0) makes the main loop wait until all drawing is complete,
-> then VSync(0) to catch the top of the frame, wasting the remaining
-> part of the extra frame, and proceed as normal. All that happens as
-> you would expect is the game drops a frame. In PAL though the code
-> will never drop a frame, it just goes beserk.
->
-> Why should running the same code, under the same constraints, cause
-> drastically different effects?
->
->
-> Any ideas
->
->
-> Martin
->
-> P.S. Congrats on your prestidigious award, how about a formal speech
-> of acceptance, with maybe a few tears Tom Hank style??

What screen res are you using? Is the layout of VRAM (apart from the screen buffer size) the same in both versions? Does the program go beserk in a random manner or is it the same beserkness (is that a valid word?) each time you run the code. Have you tried using VSync(1) for 50 fps, or VSync(2) for 25fps?

Yes, Dean (or Deany as it is now) is a star. Maybe a speech at the developers conference??? That'll get him sweating!!

Ben

From	: MILLENIUM PSX	Number	: 17 of 24
To	: SCE SUPPORT (Support)	Date	: 14/02/1996
10:15am			

Subject : Dropping frame rate
Read : 14/02/1996 12:15pm
Conf : 4 - PAL issues

Reference : 16
Private : NO

> Yes, Dean (or Deany as it is now) is a star. Maybe a speech at the
> developers conference??? That'll get him sweating!!

Noo! I'd end up ranting about
the following:

MIPS Assembly Language - How do we use GTE stuff with it (effectively)
CD Emulator - It's pants.
Memory Cards - We need more demos, and a higher interface
CD Library - Sort it out lads...

And I'm sure you won't want any developer to bring up controversial
subjects such as GTE access when representatives from SCEI are there..

And mentioning bugs in front of them... Ohhh no. Can't do that... :)

Later,

Deany (I find 'Deany' less formal... :))

p.s. And, regarding dropping frame rate, my garbage appeared on screen
in both NTSC and PAL versions. Not much help, but have you tried
any of the GPU debugging modes?

From : FLAIR PSX
To : SCE SUPPORT (Support)
2:21pm
Subject : Dropping frame rate
Read : 14/02/1996 4:27pm
Conf : 4 - PAL issues

Number : 18 of 24
Date : 14/02/1996
Reference : 16
Private : NO

Ben

My screen was set at 320*240, for both NTSC and PAL, not too clever of
me, but setting the screens / buffers correctly hasn't cured things.
One interesting fact is that when I use VSync(1) my game in PAL mode
runs faster than in NTSC with VSync(0). This doesn't seem to clever as
the screen jerks about and I still get the same crashes when processing
takes more than a frame.

Polys rip all over the screen, new objects appear and then the game just
dies. I would guess that my draw list was some how getting destroyed as
the game drops a frame, but that can't happen (double buffered /
DrawSync'ed / VSync'ed), and on top of which surely when the NTSC
version droppped a frame the same would happen.

Changing between NTSC and PAL isn't exactly complicated, set screens and
video mode and thats your lot, isn't it? I presume that setting the
video mode will alter the frame rate from 60fps to 50fps and using
VSync(0) will sync at the correct rate.

Any pointers would be appreciated

Martin

From : FLAIR PSX
To : SCE SUPPORT (Support)
10:47am
Subject : Oooooops
Read : 15/02/1996 1:04pm
Conf : 4 - PAL issues
Number : 19 of 24
Date : 15/02/1996
Reference : NONE
Private : NO

Ben

Oops. Late last night found out what was up with my PAL version. My fault. When I optimised my code, for some unknown reason I slashed the size of my draw lists, hence my guess yesterday was right.

Sorry for any inconvenience caused.

Martin

From : FUNCOM PSX
To : ALL
12:38pm
Subject : GTE PAL question
Read : NO (REPLIES)
Conf : 4 - PAL issues
Number : 20 of 24
Date : 23/02/1996
Reference : NONE
Private : NO

While converting our game to PAL, I've noticed that all my air-fighters are squeezed as a result of the different aspect ratio ($320/240 = 1.333$, vs. $320/256 = 1.25$).

Is there a way to specify the aspect ratio to the GTE?

PKE @ funcom.com

From : MILLENIUM PSX
To : FUNCOM PSX
12:57pm
Subject : GTE PAL question
Read : 23/02/1996 1:18pm
Conf : 4 - PAL issues
Number : 21 of 24
Date : 23/02/1996
Reference : 20
Private : NO

Can't you just create an adjusted identity matrix and apply it? I think this is how GS does it (seeing as there are several GsIDMATRIX externs in LIBGS.H, one of them mentions being used to resolve aspect ratio differences).

Deany

From : DOME SOFTWARE
To : ALL
5:02pm
Subject : 256/240 lines
Read : NO (REPLIES)
Conf : 4 - PAL issues
Number : 22 of 24
Date : 02/05/1996
Reference : NONE
Private : NO

I was unable to attend the conference due to time problems. However I

have learnt that a new guideline now insists on 256 lines for EU market. Which to my my 240 line near finished perfectly timed 50 frame per sec product is a bit of a gooly kick.

How strict is this ruling, does it refer to my many front end screens, and when does it come into force.

Yours Bricking Himself
Jon

From	: SCE SUPPORT (Support)	Number	: 23 of 24
To	: DOME SOFTWARE	Date	: 02/05/1996
5:11pm			
Subject	: 256/240 lines	Reference	: 22
Read	: 02/05/1996 6:06pm	Private	: NO
Conf	: 4 - PAL issues		

-> I was unable to attend the conference due to time problems. However I
-> have learnt that a new guideline now insists on 256 lines for EU
-> market. Which to my my 240 line near finished perfectly timed 50
-> frame per sec product is a bit of a gooly kick.
-> How strict is this ruling, does it refer to my many front end
-> screens, and when does it come into force.

Well we'd prefer it if was full screen, but if its a good product this should not be a major point. (This is tech supports opinion not QA's) but they can't move a goal post just like that, they'd have to set a date at some point in the future and not allow anymore letterbox games after that, so you are very probably ok.

Dave

-> Yours Bricking Himself
-> Jon

From	: DOME SOFTWARE	Number	: 24 of 24
To	: ALL	Date	: 02/05/1996
6:11pm			
Subject	: 256/240 issues	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 4 - PAL issues		

Thanks for the reply to my last question about 240 line pal products. Can you suggest who I should speak to to get a firm answer as to whether my product will pass as pal in 240 lines mode.

Scanning conference 5 - New Releases

From	: SCE SUPPORT (Support)	Number	: 1 of 46
To	: ALL	Date	: 13/11/1995
8:56am			
Subject	: Welcome to New Releases	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

This conference forum will detail any new tools/libraries release information.

For the definitive list, please read BBS_VERS.TXT.

Latest Version of the Libraries: 3.3

From	: SCE SUPPORT (Support)	Number	: 2 of 46
To	: ALL	Date	: 20/11/1995
	3:45pm		
Subject	: New CTRLLER.ZIP	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

A new version of ctrlr.zip is now available - now actually works with 3.2 and 3.3 libs, and includes support for the Analog joystick.

Paul

From	: SCE SUPPORT (Support)	Number	: 3 of 46
To	: ALL	Date	: 08/12/1995
	2:58pm		
Subject	: New Mastering Guidelines	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Available - this time its in PDF format.

The older MASTGUID.TXT is gone, hello to MASTGUID.ZIP!

(Which contains MASTGUID.PDF)

Key notes - more CD info, already noted change to Memory Card Titles

From	: SCE SUPPORT (Support)	Number	: 4 of 46
To	: ALL	Date	: 13/12/1995
	9:16am		
Subject	: New Release of 3DS-TOD	Reference	: NONE
Read	: NO (REPLIES)	Private	: NO
Conf	: 5 - New Releases		

3D-Studio TOD plug-in version 4.0e Release Note

December 13, 1995
Sony Computer Entertainment Inc.
R&D division

[Package ID]
DTL-S220

[Package name]
3D Graphics Tool

[Program name]
tod_i.kxp (3D Studio TOD plug-in)

[Version]
4.0e (Japanesed & English version)

[Environment]

DOS/V, 3D Studio R4, DTL-H2000 (used for previewing animation only)

[Installation]

Released by BBS.

Installation method is written in a document contained in the package.

[Document]

3dstod_e.txt (English)

3dstod_j.txt (Japanese)

[Document Version]

4.0e

[New features]

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 installation section.

[Next version release schedule]

Not fixed yet.

[Installation and behavior check]

Installation method is written in the document.

In order to check the "Previewer" feature of the tool, load sample data containing animation data into 3D Studio, and invoke the plug-in. Then click the Preview button. If the tool is running correctly, you will see the animation running on DTL-H2000.

In order to check the "Save RSD" and "Save TOD" features, click "Save RS button, and "Save TOD" button. Check the data by giving those data to the TOD previewer on DTL-H2000.

From : SCE SUPPORT (Support)
To : ALL
10:31am
Subject : ASPSX.EXE 2.30 Release
Read : NO
Conf : 5 - New Releases

Number : 5 of 46
Date : 14/12/1995
Reference : NONE
Private : NO

CODETOOL.ZIP Updated. See "PlayStation Bugs" for reason...

From : SCE SUPPORT (Support)
To : ALL
9:43am

Number : 6 of 46
Date : 15/12/1995

Subject : MOVTOOLS.ZIP 1.98 movtool Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

=== MovConv 1.98e ===

< Changes from MovConv 1.95e >

- (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 come to be able to be run on Windows95.
- (4) '_' has come to be recognized as a part of file name
in the script capability.

From : SCE SUPPORT (Support) Number : 7 of 46
To : ALL Date : 15/12/1995
1:09pm
Subject : CODETOOL.ZIP Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

Latest stuff from PSY-Q (we recommend you keep copies of your
current versions just in case), apparently more Win95 friendly...

dexbios 1.23
psymake 1.12
dbugpsx 4.38 with dbugpsx.txt

Any problems - let us know...

From : SCE SUPPORT (Support) Number : 8 of 46
To : ALL Date : 21/12/1995
2:58pm
Subject : New DEVGUIDE.ZIP Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

1.53: Includes _relative_ timings for the in-line GET functions....

From : SCE SUPPORT (Support) Number : 9 of 46
To : ALL Date : 02/01/1996
11:19am
Subject : 3DS TOD Plugin 4.0f Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

3D Studio TOD plug-in version 4.0f release

[Document Version]
4.0f

[New features]
Following bug fixes.

1) Texture UV was incorrect.

[Next version release schedule]
Not fixed yet.

[Installation and behavior check]
Installation method is written in the document.
In order to check the "Previewer" feature of the tool, load sample data containing animation data into 3D Studio, and invoke the plug-in. Then c the Preview button. If the tool is running correctly, you will see the animation running on DTL-H2000.

In order to check the "Save RSD" and "Save TOD" features, click "Save RS button, and "Save TOD" button. Check the data by giving those data to th TOD previewer on DTL-H2000.

From	: SCE SUPPORT (Support)	Number	: 10 of 46
To	: ALL	Date	: 03/01/1996
10:31am			
Subject	: MDECENG.ZIP - new doc	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Highly recommended overview of MDEC/VLC/video. Acrobat format

From	: SCE SUPPORT (Support)	Number	: 11 of 46
To	: ALL	Date	: 03/01/1996
4:08pm			
Subject	: New Price List - #8	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Please note that everyone should have received copies of the latest (1996 - Version 8) price list with their Christmas post.

If you didn't receive a copy, or want additional copies, please contact Sarah Bennett on +44 (0)171 447 1649.

Please note that only originals of Version 8 can be used to license new hardware and software tools.

Paul

From	: SCE SUPPORT (Support)	Number	: 12 of 46
To	: ALL	Date	: 05/01/1996
10:26am			
Subject	: Library 3.4	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Beta version of Library 3.4 has arrived!

Full version available at the end of the month (January).

From : SCE SUPPORT (Support) Number : 13 of 46
To : ALL Date : 08/01/1996
3:24pm
Subject : MCHECK.ZIP - new! Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

In the "CD Rom Burner" file area (you need to have licensed the CD ROM Generator Software for access).

MCHECK.EXE is a handy tool that shows the mastering information for a PlayStation Master CD - use to check before submitting to SCEE.

From : SCE SUPPORT (Support) Number : 14 of 46
To : ALL Date : 16/01/1996
8:52am
Subject : vlctest.zip Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

An EXPERIMENTAL version of the 3.3 libpress.lib, but with optimized (i.e much faster) VLC decoding from the SCEE Libraries and Technologies group.

We need your feedback (in PSX Common) - if its a success, we'll get the changes rolled into the main library.

From : SCE SUPPORT (Support) Number : 15 of 46
To : ALL Date : 19/01/1996
2:59pm
Subject : New LIBTAP.LIB Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

Available on its own ... LIBTAP.ZIP

Also updated in the LIB33.ZIP .. will be propagated to other LIBS

*** All existing LIBTAPs must be replaced with this updated module ***

Features:

- renaming of functions, to prevent clash with libapi standard funcs
- correction of problem found with certain European controllers

From : SCE SUPPORT (Support) Number : 16 of 46
To : ALL Date : 23/01/1996
9:40am
Subject : FAULTREP.DOC Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

To speed up the replacement of faulty hardware tools, we've created a new form which will pinpoint problems, and allow us to verify that standard checks have been carried out.

Please use it (available as FAULTREP.ZIP) prior to contacting SCEE

Production Co-ordination for a replacement board/tool.

=====

Please note that we're out of NTSC Debug Stations at the moment - always check before placing new orders !

From	: SCE SUPPORT (Support)	Number	: 17 of 46
To	: ALL	Date	: 25/01/1996
9:06am			
Subject	: bmp2tim version 2.2	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

2d_tools.zip updated.

bmp2tim version 2.2

Date:Jan. 25, 1996

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

From	: SCE SUPPORT (Support)	Number	: 18 of 46
To	: ALL	Date	: 25/01/1996
2:12pm			
Subject	: 3.4 Libraries - Final Ver	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Out now ... libs34.zip in "PlayStation Libraries" area.

Also 34update.zip (documentation) also updated - now at Beta level

From	: SCE SUPPORT (Support)	Number	: 19 of 46
To	: ALL	Date	: 26/01/1996
11:36am			
Subject	: SEMINAR.ZIP	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

*** NEW *** Examples of in-line GTE Macros, from a forthcoming
"Advanced Developers Seminar"

From	: SCE SUPPORT (Support)	Number	: 20 of 46
To	: ALL	Date	: 08/02/1996
10:12am			
Subject	: bbs_arch.zip	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

As requested, we've taken a download of all the text from the BBS conferences, and made it available as searchable text files.

These will be available on the first SCEE CD-ROM, coming to your doors by the end of this month.

From	: SCE SUPPORT (Support)	Number	: 21 of 46
To	: FACTOR PSX	Date	: 09/02/1996
5:53pm			
Subject	: libgun release	Reference	: NONE
Read	: 16/02/1996 11:41am	Private	: NO
Conf	: 5 - New Releases		

In answer to your query, here is a pre-release of libgun (gun.psx) to support the Konami Light Gun.

From	: SCE SUPPORT (Support)	Number	: 22 of 46
To	: ALL	Date	: 19/02/1996
11:42am			
Subject	: INFO.ZIP	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Added to PsyQ binaries area. Provides documentation about the GCC compiler and its options.

From	: SCE SUPPORT (Support)	Number	: 23 of 46
To	: ALL	Date	: 21/02/1996
2:34pm			
Subject	: SCEE CDROM Ver 1.0	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Now available - dispatched today to all licencees (one per dev kit)

Contains:

- Text versions of the main BBS conferences
- libs -> 3.4
- Acrobat readers
- All the manuals

and much more ...

You should receive your copy in the next few days (longer for remote sites in other parts of Europe and Australasia)

Paul

From	: SCE SUPPORT (Support)	Number	: 24 of 46
To	: ALL	Date	: 29/02/1996
4:02pm			
Subject	: card2.zip	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

In the PlayStation Demos area.

More memory card examples - concentrating on the correct use of SHIFT-JIS titles.

From : SCE SUPPORT (Support) Number : 25 of 46
To : ALL Date : 05/03/1996
12:12pm
Subject : Alias/Wavefront Plugins Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

SCEE Developer Supports Technology team are working on a series of plugins for Alias/Wavefront - the first of which is now available.

This work was made possible with help from Alias - who request that we keep a record of everyone who wishes to use them - the procedure is simple, e-mail us a Private mail (from General E-mail conference) and we'll give you access to a new file area (15 - Alias/Wavefront).

Paul

Alias PowerAnimator 7 Plugins

We are using PowerAnimator 7 and have developed some PowerAnimator Plugins that add some extra functionality that has been required. The plugins fall in to two general categories. The first is polygon modelling support, the second specific project tasks.

Using plugins

Update the Alias.scm file, usually found in your HOME directory, to load plugins. Either the manual option for plugin loading can be adopted or the automatic option.

In the manual mode simply use the File->Install Plugin menu of PowerAnimator and find the plugin. In the automatic mode add the file to the plugin_list file.

See the Alias documentation for more information on using plugins.

PickBadPolys.plugin

This is a useful tool that can be used to check a polygon model that has been developed. It picks all of the vertices of a polygons that do not have 3 or 4 sides, i.e. 1,2,5,6... See badpoly.txt.

More plugins will be added as they are developed.

Version 1.00 05-03-96

From : SCE SUPPORT (Support) Number : 26 of 46
To : ALL Date : 20/03/1996
5:29pm
Subject : New Material Editor 2.01 Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

The Material Editor version 2.01ae Relase note

March 12, 1996

Sony Computer Entertainment Inc.
R&D division

*** Documentation provided by Japanese Engineer - will be improved

*** after tidy up by SCE Tech Comms

[Package ID]

DTL-S220

[Package name]

3D Graphics Tool

[Program name]

meditor.exe (Material Editor)

[Version]

2.01ae (English version)

[Environment]

DOS/V, Windows 3.1, DTL-H201

[Installation]

Released by BBS.

Installation method is written in a document contained in the package.

[Document]

meditor.doc

meditor.hlp (keybind)

[Document Version]

2.01ae

[New features]

- 1) Auto layout TIM data in VRAM
- 2) Select one or more polygons in a region
- 3) Support transparency rate.
- 4) Toolbar support.
- 5) Polygon deletion
- 6) Material attenuation preview

From : SCE SUPPORT (Support)

To : ALL

12:46pm

Subject : codetool.zip

Read : NO

Conf : 5 - New Releases

Number : 27 of 46

Date : 22/03/1996

Reference : NONE

Private : NO

New release of PSYLINK ... 2.37

From : SCE SUPPORT (Support)
To : ALL
2:19pm
Subject : New Sample Code
Read : NO
Conf : 5 - New Releases

Number : 28 of 46
Date : 29/03/1996
Reference : NONE
Private : NO

SAMPLE32.ZIP & SAMPLE33.ZIP (Avalble on Developer CD #1) have been replaced by

SAMPLE1.ZIP
:
SAMPLE7.ZIP

A complete set of all encompassing sample code, with more English descriptions.

The total size of the ZIP files is >9MB - be warned, however file descriptions attached to file will indicate contents and most chunks are of a reasonable size.

Paul

From : SCE SUPPORT (Support)
To : ALL
4:04pm
Subject : symmunge.zip
Read : NO
Conf : 5 - New Releases

Number : 29 of 46
Date : 04/04/1996
Reference : NONE
Private : NO

Usage :

SYMMUNGE [options] <infile> [<outfile>]

Symmunge will compact a symbol file by removing multiple definitions of same structure/union/enum and by reordering source level debug info, etc This can have a drastic effect on the size of the symbol file, e.g. a 4 symbol file was reduced to 430k. This reduces the debugger's memory requirement and speeds debugger startup.

Symmunge can also unmangle c++ names. To enable this specify /u as an o on the command line. To do this it uses a gnu library routine. In accordance with the gnu library license the source for the library and t object code of the SN Systems copyright part of symmunge are included in the zip file symsrc.zip. See the license file COPYING.LIB for further information.

Symmunge will also ensure that all definitions of a particular named structure are identical and will give an error if they're not, e.g. if o file defines

```
struct xxx
{
    int a;
    int b;
};
```

and another defines

```
struct xxx
{
    int a;
    short b;
};
```

then you'll get an error message.

Please report any problems through the usual channels.

From	: SCE SUPPORT (Support)	Number	: 30 of 46
To	: ALL	Date	: 04/04/1996
5:42pm			
Subject	: GENCTI.EXE	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Beta Version of a tool to make the creation of .CTI files easier ...

From	: SCE SUPPORT (Support)	Number	: 31 of 46
To	: ALL	Date	: 10/04/1996
3:20pm			
Subject	: vlctest.zip - official	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

We've just had word from R&D that our replacement libpress.lib (to be found in vlctest.zip) has been tested, and will be part of 3.5.

Anybody wishing to speed up their VLC decodes is advised to replace their current libpress with this module.

Paul

From	: SCE SUPPORT (Support)	Number	: 32 of 46
To	: ALL	Date	: 26/04/1996
3:15pm			
Subject	: cd_tools.zip - updated	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Latest CD Related tools from PSY-Q:

```
builcd 2.34
cddisk 1.17
updatedcd 1.18
cdbios 1.03
bcdflat.exe 1.97
```

We advise that you keep your old versions, install all these files together for consistency.

From	: SCE SUPPORT (Support)	Number	: 33 of 46
------	-------------------------	--------	------------

To : ALL Date : 26/04/1996
3:19pm
Subject : Konami Gun Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

We now have two prototype Konami Guns for loan to European developers - together with specially modified DTL-H2080 controller boxes and libgun!.

Let us know if you're interested...

From : SCE SUPPORT (Support) Number : 34 of 46
To : HALIFAX SRL Date : 08/05/1996
6:11pm
Subject : GA_TOOL.ZIP Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

Hi Ettore,

As requested, we've stuffed the GA_TOOL.ZIP archive with some of the files (including ABOARD.EXE) which were missing.

From : SCE SUPPORT (Support) Number : 35 of 46
To : ALL Date : 09/05/1996
9:36am
Subject : libcomb.lib Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

Updated to correct a problem with AddCOMB combined with LoadExec.

Available in:

- libcomb.zip
- libs34.zip

From : SCE SUPPORT (Support) Number : 36 of 46
To : ALL Date : 09/05/1996
9:39am
Subject : movpack Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

Version 1.4 Released - now provides support for Win95

See movtools.zip

From : SCE SUPPORT (Support) Number : 37 of 46
To : ALL Date : 10/05/1996
10:29am
Subject : ringbuff.zip Reference : NONE
Read : NO Private : NO
Conf : 5 - New Releases

New release - ringbuff.lib

This new library is designed to improve the interface to the link cable, and includes a new header (ringbuff.h), description and sample code.

Send us your feedback - we hope that it will be included in libs 3.5 (to be released in June)

From	: SCE SUPPORT (Support)	Number	: 38 of 46
To	: ALL	Date	: 16/05/1996
4:54pm			
Subject	: SA - Ver 1.9 of Aiff2Vag	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

In the Sound Artist File Area - binhex5 format

Sound Artist Tool version 1.9 Release Note

April 5, 1996
R&D division
Sony Computer Entertainment Inc.

[Package ID]
DTL-S711

[Package name]
Sound Artist Tool

[Program name]
AIFF2VAG

[Version]
1.9

[Environment]
Macintosh, DTL-H700

[Installation]
Released by BBS.
Self-extract archive

[Document]
changes

[Document Version]
1.9

[New features]

AIFF2VAG v1.9

- playback capability enhanced
- auto playback
- replay by pressing cmd-p, space, enter or pressing mouse button on
- stop by pressing cmd-s, return, 0 or releasing mouse button on the

[Next version release schedule]
Not fixed yet.

[Installation and behavior check]
Double-click the downloaded package.

Copyright(C) 1994,1995,1996 Sony Computer Entertainment Inc.
PlayStation and the PlayStation logo are trademarks of Sony Computer Ent

From	: SCE SUPPORT (Support)	Number	: 39 of 46
To	: ALL	Date	: 20/05/1996
11:07am			
Subject	: dmpsx206.zip	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Version 2.06 (with support for overlays) released in PS Library Area

From	: SCE SUPPORT (Support)	Number	: 40 of 46
To	: ALL	Date	: 28/05/1996
12:06pm			
Subject	: Version 2.0 of SA Tools	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

For MAC (SA_MAC.BIN) and PC (SA_DOS.ZIP) in SA Tools File Area.
See RELEASE.TXT in PC Version.

Product #
DTL-S710
Product Name
Sound Artist Tools
Program
AIFF2VAG
Version
v.2.0
Platform
Apple Macintosh and compatibles
MacOS 7.1 or later
Installation
replace
Document
AIFF2VAG.ReadMe
Document Version
v.2.0
New Features
support Preference file for saving conversion mode and window loc
support AIFFs less than 8 kHz fs
Changes
none
Limitations
none
Next Version
not scheduled

SMF2SEQ v2.0 for Mac Release Note

Product #
DTL-S710
Product Name
Sound Artist Tools
Program
SMF2SEQ
Version
v.2.0
Platform
Apple Macintosh and compatibles
MacOS 7.1 or later
Installation
replace
Document
SMF2SEQ.ReadMe
Document Version
v.2.0
New Features
support Preference file for saving conversion mode and window loc
display Control Changes and Meta Events
support removing Bank Changes
Changes
none
Limitations
none
Next Version
not scheduled

SoundDelicatessen v2.0 for Mac Release Note

Product #
DTL-S710
Product Name
Sound Artist Tools
Program
SoundDelicatessen
Version
v.2.0
Platform
Apple Macintosh and compatibles
MacOS 7.1 or later
Installation
replace
Document
SndDelica.ReadMe
Document Version
v.2.0
New Features
support Preference file for saving conversion mode and window loc
Changes
none
Limitations
none
Next Version
not scheduled

RAW2DA v2.0 for Mac Release Note

Product #
DTL-S710
Product Name
Sound Artist Tools
Program
RAW2DA
Version
v.2.0
Platform
Apple Macintosh and compatibles
MacOS 7.1 or later
Installation
replace
Document
RAW2DA.ReadMe
Document Version
v.2.0
New Features
support Preference file for saving conversion mode and window loc
Changes
none
Limitations
none
Next Version
not scheduled

RAW2XA v2.0 for Mac Release Note

Product #
DTL-S710
Product Name
Sound Artist Tools
Program
RAW2XA
Version
v.2.0
Platform
Apple Macintosh and compatibles
MacOS 7.1 or later
Installation
replace
Document
RAW2XA.ReadMe
Document Version
v.2.0
New Features
support Preference file for saving conversion mode and window loc
Changes
none
Limitations
none

To : ALL
12:49pm
Subject : New GA Tool Updates
Read : NO
Conf : 5 - New Releases

Date : 28/05/1996
Reference : NONE
Private : NO

All updated - see BBS_VERS.TXT for details:

ga_tool.zip ga_sgi.zip (coming soon)
2d_tools.zip
3d_tools.zip

[Package ID]
DTL-S220

[Package name]
2D Graphics Tool

[Program name]
timpos.exe

[Version]
1.1

[Environment]
MS-DOS

[Installation]
Copy timpos.exe to some directory (c:\psxgraph\bin for instance)

[Document]
timpos.txt (Japanese)

[New features]
Enables to create a TIM without CLUT

=====

[Package ID]
unknown

[Package name]
2D Graphics Tool

[Program name]
timpos

[Version]
1.1 (for SGI)

[Environment]
SGI IRIX 5.3

[Installation]
1. uncompress TPOS_TAR.Z

2. tar xf TPOS_TAR

3. Copy timpos to some directory (/usr/local/bin for instance)

[Document]
timpos.txt (Japanese)

[New features]
First release for SGI

=====

[Package ID]
DTL-S220

[Package name]
3D Graphics Tool

[Program name]
dxf2rsd.exe

[Version]
2.81

[Environment]
MS-DOS

[Installation]
Copy dxf2rsd.exe to some directory (c:\psxgraph\bin for instance)

[Document]
dxf2rsd.txt (Japanese)

[New features]
Fixed memory leak problem

=====

[Package ID]
unknown

[Package name]
3D Graphics Tool

[Program name]
dxf2rsd

[Version]
2.81 (for SGI)

[Environment]
SGI IRIX 5.3

[Installation]
1. uncompress D2R_TAR.Z
2. tar xf D2R_TAR

3. Copy dxf2rsd to some directory (/usr/local/bin for instance)

[Document]
dxf2rsd.txt (Japanese)

[New features]
First release for SGI

=====

[Package ID]
DTL-S220

[Package name]
3D Graphics Tool

[Program name]
mktod.exe

[Version]
1.4

[Environment]
MS-DOS

[Installation]
Copy mktod.exe to some directory (c:\psxgraph\bin for instance)

[Document]
mktod.txt (Japanese)

[New features]
Fixed the bug of creating wrong origins.

=====

[Package ID]
unknown

[Package name]
3D Graphics Tool

From	: SCE SUPPORT (Support)	Number	: 42 of 46
To	: ALL	Date	: 29/05/1996
1:17pm			
Subject	: pix2tim	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

New Tool for Converting Alias PIX files to TIMs.

See 2D_Tools.zip

Fairly Self Explanatory - just run the executable...

From	: SCE SUPPORT (Support)	Number	: 43 of 46
To	: ALL	Date	: 04/06/1996
12:04pm			
Subject	: CD_TOOLS.ZIP	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Updated.

Key attraction - cdboot32.bin. (See Note in Emulator Conf)

From	: SCE SUPPORT (Support)	Number	: 44 of 46
To	: ALL	Date	: 01/07/1996
5:25pm			
Subject	: Libs 3.5	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Now released.

This library (with supporting sample code) will be released on CD to all developers at the end of July - for now, here's the libraries.

From	: SCE SUPPORT (Support)	Number	: 45 of 46
To	: ALL	Date	: 01/07/1996
5:27pm			
Subject	: Palguide - Version 2.1	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

Now released. More consise, and uptodate.

From	: SCE SUPPORT (Support)	Number	: 46 of 46
To	: ALL	Date	: 04/07/1996
10:02am			
Subject	: aliasp.zip	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 5 - New Releases		

New and improved Alias|Wavefront Plugins, as created by our Tools&Technologies groups.

NB Apply to us if you need access to the @plugins@ area ... its free, but Alias want us to keep a record of who uses it.

Scanning conference 6 - Windows95

From	: SCE SUPPORT (Support)	Number	: 1 of 13
To	: ALL	Date	: 16/11/1995
6:21pm			
Subject	: Welcome to Win95 !	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 6 - Windows95		

Hi,

This is the new Windows95 conference area, which will include information for developing in a Windows95 environment.

So far, two of us have converted ... and it seems pretty stable.

Known problems - CDW-900E isn't recognised by Adaptec card - under investigation.

Tip to date ... create a BAT file containing your DEXBIOS/MESS1 initialisation, and associate it (via properties) with a DOS window as

the startup batch file. Rename it, and you have a PSY-Q window for development.

Plans - Demo version of Win95 Debugger to be sent out in the next few weeks (as soon as we receive it from PSY-Q).

From	: SCE SUPPORT (Support)	Number	: 2 of 13
To	: ALL	Date	: 20/11/1995
9:47am			
Subject	: MS-DOS Window Tip	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 6 - Windows95		

Here, we've dragged a copy of the MS-DOS icon onto our main window, and as noted before, defined (using Properties) a batch file to automatically start all PlayStation dev things....

for example, a batch file c:\u\start_psx.bat may contain...

```
dexbios /i15 /a1340
doskey
messl
c:\u\33          ... sets up our libs 3.3 environment
cw              ... fires up codewright
```

And then rename the icon 'PlayStation Development'.

Note, the ability to automatically start Windows-based applications (such as CW) from MS-DOS batch files..

From	: SCE SUPPORT (Support)	Number	: 3 of 13
To	: ALL	Date	: 28/11/1995
3:55pm			
Subject	: Windows95 Debugger	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 6 - Windows95		

Hi,

We've just received diskettes with a trial version of the Windows95 PSY-Q debugger.

We plan to distribute them to all licensees (one per development system) together with a new pricing list, once the latter is finalized - which may be as late as next Monday.

If you'd like a copy quicker than that, let us know, and we'll sort something out.

Paul

From	: TELSTAR PSX	Number	: 4 of 13
To	: SCE SUPPORT	Date	: 15/12/1995
10:11am			
Subject	: Burner	Reference	: NONE
Read	: 15/12/1995 10:13am (REPLIES)	Private	: NO
Conf	: 6 - Windows95		

Hi,

How do I get the burner software working in windows '95??

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From	: SCE SUPPORT (Support)	Number	: 7 of 13
To	: INFOGRAMES PSX	Date	: 09/02/1996
	4:37pm		
Subject	: PCopen & Win95	Reference	: NONE
Read	: 16/02/1996 3:02pm	Private	: NO
Conf	: 6 - Windows95		

To : Etienne Saint Paul (Excuse any misspelling).

Bonjour!

You reported a problem with PCopen working in the debugger, but not on a DOS window.

Well, we couldn't reproduce the problem - we use the latest tools, and use dextbios from within the DOS window (actually in a batch file run when the window is invoked - see earlier in this conference).

My code that worked, is below..

```
/*
 *
 *   Copyright (C) 1996 by SCEE
 *   All rights Reserved
 *
 *   Version Date      Design
 *   -----
 *   9-feb-1996 (pholman)
 *   PC learning exercise.
 */
#include <stdio.h>
#include <libsn.h>
#include <sys/types.h>
#include <libetc.h>
#include <libgte.h>
#include <libgpu.h>

# define BUF_SIZE 85
# define READ_ONLY 0

main()
{
    int ret;
    int fid;
    char buffer[BUF_SIZE];
```

```

ResetCallback();

ResetGraph(0); /* reset graphic subsystem (0:cold,1:warm) */
SetGraphDebug(0); /* set debug mode (0:off, 1:monitor, 2:dump) */

printf("This is where it starts, we go dancing in...\n");

if ((ret = PCinit() != 0))
    printf("PCinit failed, error %d\n", ret);

if ((ret = PCopen("HELLO.TXT", READ_ONLY, 0)) < 0)
    printf("PCopen failed, error %d\n", ret);
else
    fid = ret;

if ((ret = PCread(fid, buffer, BUF_SIZE)) < 0)
    printf("PCread failed, error %d\n", ret);

/*
** Terminate it..
*/
buffer[BUF_SIZE - 1] = '\0';

printf("Read %d bytes - \"%s\"\n",ret, buffer);

if ((ret = PCclose(fid)) != 0)
    printf("PCclose failed, error %d\n", ret);

printf("..thats all folks !\n");

return(0);
}

```

From	: SCE SUPPORT (Support)	Number	: 8 of 13
To	: ALL	Date	: 18/03/1996
12:38pm			
Subject	: CD Mastering	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 6 - Windows95		

We've heard rumours that it is possible to get CDGEN to work under Windows95.

We haven't been able to verify the information yet, but this may be worth trying ...

- * Install EZ-SCSI Pro Ver 3.5/4.0
- * Add ASPI4DOS.SYS to CONFIG.SYS
- * Execute Adaptec's SCSI-Switch app, and disable the protected mode driver and enable the real mode driver (ASI4DOS.SYS).

If anyone has EZ-SCSI and can verify this, we'd all be most grateful.

Paul

From	: PHOENIX PSX	Number	: 9 of 13
------	---------------	--------	-----------

To : SCE SUPPORT (Support) Date : 27/03/1996
9:39am
Subject : Win95 Debugger Reference : NONE
Read : 27/03/1996 10:27am (REPLIES) Private : NO
Conf : 6 - Windows95

Any info on price/availability of full Win95 PsyQ debugger? The patch expires this weekend...

From : MILLENIUM PSX Number : 10 of 13
To : PHOENIX PSX Date : 27/03/1996
9:58am
Subject : Win95 Debugger Reference : 9
Read : 28/03/1996 5:18pm Private : NO
Conf : 6 - Windows95

There's a new version on SN Systems BBS (7.1... just the same as 7.0 but with expiry date of 1/7/96 instead)

Dean

From : PHOENIX PSX Number : 11 of 13
To : SCE SUPPORT (Support) Date : 29/03/1996
4:48pm
Subject : Win95 Debugger Reference : NONE
Read : 29/03/1996 4:53pm (REPLIES) Private : NO
Conf : 6 - Windows95

I've been onto SN's bulletin board - no new Win95 debugger. And they haven't replied to my mail about it. Any further ideas/advice?

From : SCE SUPPORT (Support) Number : 13 of 13
To : ALL Date : 01/05/1996
12:25pm
Subject : movpack 1.3E Reference : NONE
Read : NO Private : NO
Conf : 6 - Windows95

Anyone had sucess with movpack on Win95 ?

(Apart from Maximising the program)

Argonauts & our brief attempt crashed. We'll investigate further..

Scanning conference 7 - Known Bugs

From : SCE SUPPORT (Support) Number : 1 of 14
To : ALL Date : 28/11/1995
8:52am
Subject : Welcome to "Known Bugs" Reference : NONE
Read : NO Private : NO
Conf : 7 - Known Bugs

This Conference will be used to list all confirmed problems with the PlayStation libraries and tools.

The conference is read-only: if you find a bug, let us know through

another conference, we'll confirm it and add it here.

From	: SCE SUPPORT (Support)	Number	: 2 of 14
To	: ALL	Date	: 01/12/1995
10:47am			
Subject	: Clearing VRAM.	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 7 - Known Bugs		

Clearing all of VRAM

From studying various PlayStation programs I have noticed that many programs often clear the entire contents of VRAM using the libpgu function `ClearImage()`, as shown below:

```
void ClearVram(void) {  
  
    RECT    vram;  
  
    vram.x = vram.y = 0;  
    vram.w = 1024;  
    vram.h = 512;  
    ClearImage(&vram, 0, 0, 0);  
}
```

Unfortunately using `ClearImage` in this way does not clear VRAM completely. If viewing VRAM as a rectangle the last horizontal and vertical lines (i.e. the 1024th and 512th lines) are not cleared. If you are relying on all VRAM to be cleared this may cause garbage to be displayed!

This, I have been informed is not a bug. It is caused by the GPU internal registers used by `ClearImage` which have a size of 10bits and 9bits. Therefore, only allowing a maximum clear width and height of 1023 and 511 respectively.

If you wish to clear all of VRAM you can either call `ClearImage` more than once or use the code shown below:

```
void ClearVram(void) {  
  
    // PRIVATE -- New clear VRAM function which actually clears all of VRAM.  
  
    RECT    vram;  
    DRAWENV draw_env;  
    LINE_F2 line;  
  
    // Clear VRAM using ClearImage (does not clear 512th and 1024th  
    // lines).  
    vram.x = vram.y = 0;  
    vram.w = 1023; vram.h = 511;  
    ClearImage(&vram, 0, 0, 0);  
  
    // Set up the draw env.  
    SetDefDrawEnv(&draw_env, 0, 0, 1024, 512);  
    draw_env.dfe = 1;  
    draw_env.isbg = 0;  
    PutDrawEnv(&draw_env);  
}
```

```

    // Draw lines to clear the rest (i.e. 512th and 1024th lines).
    SetLineF2(&line);
    setRGB0(&line, 0, 0, 0);
    setXY2(&line, 0, 511, 1023, 511);
    DrawPrim(&line);           // Clear 512th line of VRAM.
    setXY2(&line, 1023, 0, 1023, 511);
    DrawPrim(&line);           // Clear 1024th line of VRAM.

    // Ensure VRAM is cleared before exit.
    DrawSync(0);
}

```

Please note the code above destroys the current drawing area. Therefore be sure to set it again!

Hope this helps,

Vince

From	: SCE SUPPORT (Support)	Number	: 3 of 14
To	: ALL	Date	: 05/12/1995
9:47am			
Subject	: MargePrim() Bug	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 7 - Known Bugs		

Hi,

In response to a recent query regarding the libgpu function MargePrim() I have been informed that this function contains a bug.

If you use MargePrim() with the TSprt structure described in the Overview manual it works ok, however, if some other structure is used, such as,

```

typedef struct {
    DR_OFFSET chg_offset;
    DR_AREA   chg_area;
} ChangeDraw;

```

MargePrim() will fail to combine the primitives correctly. When adding such a primitive to the ordering table only the first primitive (in this case DR_OFFSET) is executed.

A fixed version of MargePrim() will be with us in the next revision of the libraries! =:-D

Hope this saves you some time....

Vince.

From	: SCE SUPPORT (Support)	Number	: 4 of 14
To	: ALL	Date	: 05/12/1995
10:56am			
Subject	: atof/strtod bug	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 7 - Known Bugs		

Confirmed bug with atof() and strtod()

.. either hangs, if the atof routine from module c11 in libc.lib is linked in; or always returns zero, if the atof routine from module STRTOD in libc2.lib is linked in.

SCEI say they will "delete atof() and strtod() from libc/c2, because it uses floating-point calculation" and "append two (new) functions to libmath instead".

From	: SCE SUPPORT (Support)	Number	: 5 of 14
To	: ALL	Date	: 05/12/1995
11:00am			
Subject	: memcmp and bcmp problem	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 7 - Known Bugs		

memcmp and bcmp do not return the correct results when the strings do no match.

1. If one string is null, but the other isn't, a zero is returned erroneously
2. If the strings "AB", and "BB" are passed to the function, a zero is erroneously returned.

We surmise that this happens because the pointers for each string are incremented, even though the comp of 'A' and 'B' failed.

When the return value is then calculated, it is on the second byte of the string, 'B' and 'B', thus returning zero.

SCEI have been made aware....

5.Dec.95 ... Update

Hope to be fixed in next libraries, replacement code supplied..

```
bcmp.c
-----
/*
 * File:bcmp.c
 */

int
bcmp(c1,c2,n)
register unsigned char *c1,*c2;
register int n;
{
    while(*c1 == *c2){
        c1++;
        c2++;
        n--;
        if(n<=0)
            return(0);
    }
    return(*c1-*c2);
}
```

memcmp.c

```
/*
 * File:memcmp.c
 */
#include <memory.h>

int
memcmp(c1,c2,n)
register unsigned char *c1,*c2;
register int n;
{
    while(*c1 == *c2){
        c1++;
        c2++;
        n--;
        if(n<=0)
            return(0);
    }
    return(*c1-*c2);
}
```

From : SCE SUPPORT (Support)
To : ALL
10:19am
Subject : compiler bug
Read : NO
Conf : 7 - Known Bugs

Number : 6 of 14
Date : 14/12/1995

Reference : NONE
Private : NO

* Known Compiler Problem *

>From : CTA PSX
>To : SCE SUPPORT (Support)
>Subject : New asmpsx
>Read : 22/11/1995 9:29am
>Conf : 5 - New Releases

Number : 3 of 6
Date : 21/11/1995 9:26pm
Reference : NONE
Private : NO

>
>I downloaded the new codetool.zip tonite and found a problem with
>AsmPsx.exe. I define my level data in code, and the new assembler could
>not open it (Error : Could not open p:\\levlpl.s). I went back to an
>older version and everything worked fine. When the make aborted, Brief
>opened up levlpl.s perfectly OK, with the error in red on the bottom
>line. Is the double backslash intentional on Psyqs behalf ?

This is fixed in asmpsx version 2.30 to be released shortly.

From : SCE SUPPORT (Support)
To : ALL
12:44pm
Subject : LIBTAP.LIB - 3.2->3.4
Read : NO
Conf : 7 - Known Bugs

Number : 7 of 14
Date : 08/01/1996

Reference : NONE
Private : NO

* There is a generic bug with libtap.lib (all versions) whose symptoms appear when five or more European controllers are connected. A Fix to libtap.lib will be here shortly. (Cause seems due to the length/capacitance of the cable).

* 3.4 (beta) libtap.lib seems to be slower than 3.3 version

* Other timings

	Poly Create (RotPMD etc.)	
Lib 3.2	648	
Lib 3.3	636	
Lib 3.4	657	- looks like a problem with the Beta

(time = VSync(0))

We'll keep you posted...

From	: SCE SUPPORT (Support)	Number	: 8 of 14
To	: ALL	Date	: 11/01/1996
10:15am			
Subject	: SubPol	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 7 - Known Bugs		

All,

SubPol3 and SubPol4 do NOT handle GT4 primitives. This will hopefully be sorted out by the end of January.

Thanks,

Ben

From	: SCE SUPPORT (Support)	Number	: 9 of 14
To	: ALL	Date	: 07/02/1996
2:15pm			
Subject	: libsnd restriction -fixed	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 7 - Known Bugs		

New LIBSND.LIB that supports SsVoKeyOn return value now available - see libsnd34.zip, or libsnd.zip.

Previous restriction (as reported by SCEA):

There is a need to be able to change the volume of a VAG while it is sounding. Currently, SsVoKeyOn returns a void, so no information about which voice have been keyed on is returned.

It would be helpful to return an int which would consist of the following style: 100101.

This would indicate that voices 1,3, and 6 were keyed on for the VAG by SsVoKeyOn. SsVoKeyOn uses the function SpuVmSeKeyOn which returns an int. SpuVmSeKeyOn uses the function SpuVmKeyOn which also currently returns an int. However, the value returned by SpuVmKeyOn can only contain information for the first 16 voices and can only contain information about eight voices at any given time.

Information for voices 17-24 is never returned and if more than 8 voice are keyed on by one VAG, the information about the earlier voices is left shifted 4 bits and lost.

From : SCE SUPPORT (Support) Number : 10 of 14
To : ALL Date : 06/03/1996
12:04pm
Subject : Link Cable Problems Reference : NONE
Read : NO Private : NO
Conf : 7 - Known Bugs

Hi All,

O.K. Heres some things I've found out about the link cable.

Firstly, as most of you have found out - only 8 bytes can be sent in one go. If you try and send more, you'll run into serious difficulty. If you need to send more than 8 bytes in a frame, and I now quote SCEI, 'Scatter send calls throughout game loop'. Bit of a bodge if you ask me.

Next comes asynchronous writing. This doesn't work, even though the manuals suggest it does.

Finally, `_comb_control(1,2,0x3e)` or with any other parameter replacing 0x3e, doesn't do anything and will always return 0. I have been told that this will be fixed in the next release of LIBCOMB.LIB.

Oh, and while I remember, this doesn't do anything either:
`_comb_control(1,4,x)` , where x is any value.

Anyone found anymore? Please let me know, so I can maintain this area.
Thanks,
Ben

From : SCE SUPPORT (Support) Number : 12 of 14
To : ALL Date : 27/03/1996
10:58am
Subject : ccs2cti - version 1.02a Reference : NONE
Read : NO Private : NO
Conf : 7 - Known Bugs

Currently being improved.

Known bug: source .CCS file `_must_` have an entry in the comments field.

From : SCE SUPPORT (Support) Number : 13 of 14
To : ALL Date : 29/03/1996
3:55pm
Subject : Use of HBLANK Interrupts Reference : NONE
Read : NO Private : NO
Conf : 7 - Known Bugs

Re: [tech-support 318] Interrupt Timeout problem & Answer

The problem:

=====

> A programmer is having an interrupt timeout problem.
> Basically, he is running a menu screen where the player can load
> different executables. If the player loads one section,
> the game functions properly. The player can then return to the menu
> properly. However, the next exe chosen will return "intr timeout
> (0040:0049)". We have looked at the available documentation and know
> that this means that i_reg bit and i_mask bit for RCntCNT2 are set
> on, meaning that an interrupt been generated and is allowable. We
> believe that the intrEnv.mask should be set to 1 in order to
> handle the callback routine.
> Any advice ?
The answer:

Interrupt timeout is a warning for too many interrupts.

When an interrupt occurs, trapInter() call callback functions according to the flags on "i_reg". But before all interrupt handling is over, other new interrupts may happen.

In this case, system checks the interrupts flag again.

If this statuong time, this message is printed. Actually if the unprocessed interrupt remains MAX_INTR times (it means there are too many interrupts to go back to foreground routine), system gives up and print "inter timeout...".

I think the program uses H-BLNK interrupts, and interrupts happens in every H-BLNK edge, and the callback functions hooked to H-BLNK is too heavy to complete in 1H-Sync.

The message says that RCnt2 interrupts is overflowed, and RCnt2 sets H-Blnk interrupt.

Currently PlayStation cannot handle multiple interrupt. so when we use frequently invoking interrupt such as H-BLNK, we have to be very very careful.

From	: SCE SUPPORT (Support)	Number	: 14 of 14
To	: ALL	Date	: 29/04/1996
12:27pm			
Subject	: Alias Plugins	Reference	: NONE
Read	: NO	Private	: NO
Conf	: 7 - Known Bugs		

Apparently the PlayStation Game Export Plugin doesn't work correctly.

We're talking to Alias.

Scanning conference 20 - CD ROM Emulator

From	: MINDSCAPE PSX		
To	: SCE SUPPORT (Support)		
Subj	: cdrom emulator		
Numb	: 1 of 217	Date	: 28/02/1995
11:52am			
Read	: 28/02/1995 12:24pm	Reference	: NONE
Conf	: 20 - CD ROM Emulator	Private	: NO

So, have I like completely missed something here ? I've got my cd emulator like everybody else but I'm pretty clueless on where to go from here...

I built an emulation image from the demo files, set up the boot area on the emulation disk and set up a partition as per the manual...but this is where things start to get a bit fuzzy... what next ? wheres this cdexec etc?

help...

Andy K.

From : INFOGRAMES PSX
To : SCE SUPPORT (Support)
Subj : (small) problems with emulator
Numb : 2 of 217
Date : 22/03/1995
7:49am
Read : 22/03/1995 11:56am
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi guys.

We've received the emulator and after many tries it works. But there's still a few (?) problems:

1. When i load MESS3 i can't control the PSX anyway (resetsps 1 is very long to terminate and run says that he 'can not connect to target'. So i run without MESS3 but i loved MESS3, so is there a known bug about this?
2. The CDBIOS program doesn't run in 16 bits mode. Is there any restriction to use the 16 bit mode, or should I destroy my PC? This problem is not really important, but I'd like to know...
3. The STREMU demo works, but not for a very long time. After a few loops, the program hangs, and CDMON says 'PLAY AA xx ..'. My hard disk used with the emulator is a Micropolis 4110 AV just as the emulator book needed it. So I don't understand (maybe should I stop programming and start being barman?).

From : MILLENIUM PSX
To : ALL
Subj : Can _anyone_ tell me what I'm doing wrong
Numb : 3 of 217
Date : 30/03/1995
7:16am
Read : NO (REPLIES)
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi,

Ok, I'm having massive problems with this CD emulator thing..

I have:

- a) A Gateway 2000 P5/75 with 32Mb
- b) A DTL-H2000 card set at IRQ 11, DMA 7, ADDR 0x1340
- c) A DTL-H2010 CD-ROM drive
- d) A CD Emulator card at IRQ 5, DMA 6, ADDR 0x308
- e) A Micropolis AV LT 1.7GB SCSI Hard Drive (as unit zero)

I can partition the drive using 'CDDISK 0', and have managed to put the STREMU.ZIP demo on the drive using the supplied makefile (although it seemed a bit flaky at the start, 'cos it took around 25 minutes to do the image for this demo... for some unknown reason it now builds the image in a few seconds)

If I do this:

```
resets 1
run snpatch.cpe
run selemu.cpe
```

.. then the second I run selemu.cpe the access light on my image drive starts to flash like hell. From then on, whenever I do a 'resets 1' the devkit resets, and the light starts-a-flashing.

If I run 'selcd.cpe' or enter CDDISK, then the light stops. Sometimes this causes 'Target does not respond' errors on any downloads.

Anyway, back to the story :)

While the emulated drive is selected (and the access light is flashing) I can do 'resets 1', 'run snpatch.cpe', and 'run cdexec.cpe' (to actually start the demo stream going.

It plays the stream, but it's very jerky. I've had the thing display shagged frames (very occasionally), and I've had it hang.

Is this normal? Am I doing something wrong?

Oh, almost forgot...

I have termination on the Micropolis drive, I've tried the CD emulator at different IRQ/DMA/ADDR settings.

I have just used CDDISK -n 0 to re-initialise the partition block (incase that was corrupt), and now I'm back to BUILDCD not working properly (ie taking 25 minutes to complete the image, and then finding that it hasn't written a sodding thing to the drive).

Jeesus. I hate this.

Dean

```
From : MILLENIUM PSX
To   : MILLENIUM PSX
Subj : Can _anyone_ tell me what I'm doing wrong
Numb : 4 of 217                               Date      : 30/03/1995
4:11pm
Read : 30/03/1995 4:11pm                     Reference : 3
Conf : 20 - CD ROM Emulator                   Private    : NO
```

Ok, problem solved. Paul @ SN sorted it out for me.....

By the way, use CDBOOT.BIN V1.1 instead of V1.3. 1.3 causes streams to be all jerky....

Miracle of modern science, guv... all I need now are some _real_ documents on what I should be doing. I need to know exactly what functions I should be calling to do streaming, why I should call 'em, etc etc

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CD Generator
Numb : 5 of 217
Date : 12/04/1995
4:33pm
Read : 18/04/1995 11:30am (REPLIES)
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hmmmm.. CD Generator.... 'nice' innit?

...and for only 1300 quid too... :)

Seriously tho', the dialog boxes that come up when we press the 'REC' button screw up on my display. I'm running 1024x768 with large fonts. It appears it's the font thing it doesn't like.

So, I just thought I'd mention it so it could be sorted out later on.

Dean

From : ADELINE PSX
To : ALL
Subj : SELEMU.CPE
Numb : 6 of 217
Date : 14/04/1995
10:09am
Read : NO (REPLIES)
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi folk !

I have a big problem with selemu.cpe , after launching him I cannot any more do resetps 'n' or cddisk 0 or buildcd resetps take a long time to write a 'done' , and cddisk and buildcd says 'cannot found the scsi device '!!!!!! what up !!! then I cannot do anything more with my dex-2000 ... the reset of my pc didn't do anything more so I had to shutt off the power to mpake that the dex-2000 work !!!!! what's up ? ????? Do someone have the same things ???

thank you

Olivier / Adeline

From : VISUAL PSX
To : ALL
Subj : Re: Problems with Selemu etc
Numb : 7 of 217
Date : 14/04/1995
10:49am
Read : NO
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi

We've just got our CD Emulator (But no manual...) and we had all sorts of problems getting it running.. but it seems to work now (Mostly) We had problems with selemu as well : we have to reset the PC do a resetsps 1 run selemu, build the cd image then resetsps 1 again which seems to work... so long as we only try to run selemu once we don't have any connection problems...

As to the streaming problems I'm using Boot 1.4 with a IBM Spitfire 1.0gb drive without any problems... so I can only think that its problems between the CD emulator. (We have SCSI Id problems but we managed to sort them out eventually....

Anyway we have one problem with the emulator at present (We blessed!) that is after we have run anything from the emulator buildcd cannot see cdbios so we have to reload it.... anyone else had this problem???

Brian.

From : VISUAL PSX

To : ALL

Subj : Re: Selemu Problems...

Numb : 8 of 217

Date : 14/04/1995

10:58am

Read : NO

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Hi Again!

I just remembered what caused the problem with selemu for us... There are 3 scsi ids in the System : The Drive (Best at 0) Cdbios - DONT SET THIS TO THE SAME AS THE DRIVE! (If thats in the manual sorry for shouting but we don't have a manual yet and it seemed logical that the Cdbios id would be the same as the card...) and the emulator card (normally 7)

We found this out as the drive was set at Id 0 but buildcd only saw it as id 1. This was because we had cdbios and the drive set to the same id...

Hope this helps...

Brian.

From : VISUAL PSX

To : ALL

Subj : Re: Streaming Corruption

Numb : 9 of 217

Date : 17/04/1995

10:35am

Read : NO (REPLIES)

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Hmmm I've had the problem of corrupt 8x8 blocks when decoding the streams and I was able to find 2 causes

1: Debugging. When I Step through the MDEC stuff then I get corrupt output (Normally little blue or yellow 8x8 squares on parts of the image)

2: When the cables to the CD emlator weren't in totally tight. (They seemed okay but I really jammed them together which has got rid of the corruption at least when playing full speed.)

So I can only guess that with the stream playing okay off the CD then its another emulator problem....

As an aside what do yuo guys think to a survey of whos using which drive and setup for the emulator so that it might help more towards

everyone having an emulator that works (Hey I'm in DreamLan :)
Brian

From : MILLENIUM PSX
To : VISUAL PSX
Subj : Re: Streaming Corruption
Numb : 10 of 217 Date : 18/04/1995
7:48am
Read : 18/04/1995 10:07am Reference : 9
Conf : 20 - CD ROM Emulator Private : NO

Hmmm.. I get corrupt 8x8's (maybe more like 8x6's), always at the top of the display, like the MDEC is screwing up the transfer of some slices.

All my cables for the devkit are secure, and I'm not compiling with any debug stuff anyway...

...errr... actually, I do get more corruption than that mentioned above. I forgot that I get blue corruption on parts of the display too... :)

As far as anyone being able to do a list of which drives/machines/setups are being used succesfully, that sounds like a great idea..

... if only because we're hearing nothing back from Sony. It's at times like this I wish we had phone support. I mean, you find your emulation setup isn't working properly, you post mail on this BBS, you wait...and wait.... and wait.... and then you post mail on this BBS again (repeat to fade).

So much time lost.... :(

Dean

From : VISUAL PSX
To : ALL
Subj : Re: Hardware List and bitstream problems...
Numb : 11 of 217 Date : 18/04/1995
10:17am
Read : NO (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hi,

I proposed the idea of a list of who's using what with the CD Emulator.. which still seems like a good idea to me so if everyone will post the following details to me then I'll make up the list and upload it.

The info I'd like is:

CDBios Version/Settings

DexBios Version/Settings

Operating System (Hey I'm using single tasking Win95...)

Emulator Hard Disk

Emulator Board Version

Plus a list of what problmes you have had... (A short one would be nice...)

Could you ask Allan and Harry to give you upload access to my file area so that you can send the file there rather than mailing it... but fialing that mail it!

On a related subject does anyone have any setup that allows offline

reading?? If so what!

And finally I think we can solve the MDEC problem...

The code for decoding the VLC is in the library so someone could rip this and then code a version that checks for going over the end of the buffer when decoding i.e. checking for a shagged bitstream if this happens it returns and error and you skip this frame....

What do you reckon??

Since I feel the Cd Emulator could be generously described as 'Beta' I think our best hope is trying to sort out this stuff ourselves ... #!&#\$ to you know who... (Not Allan and Harry!

Brian.

From : SCE SUPPORT (Support)

To : MILLENIUM PSX

Subj : CD Generator

Numb : 12 of 217

Date : 18/04/1995

11:31am

Read : 18/04/1995 12:03pm

Reference : 5

Conf : 20 - CD ROM Emulator

Private : NO

-> Hmmm.. CD Generator.... 'nice' innit?

->

-> ...and for only 1300 quid too... :)

->

-> Seriously tho', the dialog boxes that come up when we press the 'REC'

-> button screw up on my display. I'm running 1024x768 with large fonts.

-> appears it's the font thing it doesn't like.

->

-> So, I just thought I'd mention it so it could be sorted out later on.

Thanks,

I've passed it on to the Japanese.

Harry

From : PSY LONDON

To : VISUAL PSX

Subj : Re: Hardware List and bitstream problems...

Numb : 13 of 217

Date : 18/04/1995

11:06pm

Read : 19/04/1995 9:09am

Reference : 11

Conf : 20 - CD ROM Emulator

Private : NO

Hacking the vlc decoder to bits and putting something as complex as, say, a count of the number of blocks expected into one of the spare, erm, 20 registers would be a good idea. For Sony to do.

Sony Japan publishing details of the MDEC so people could write things to use their machine properly: that would be good too.

Sony Japan describing under what circumstances DMA fails to work, and known DMA problems, plus details of what Japanese developers have been doing to get around these problems: these would all be good.

Sony uploading stuff from SCEA's BBS here and this BBS there: wouldn't need translating, is that too tricky?

Hmmm: I seem to have touched a common theme here...

Over to the guys upstairs... (except the usurpers downstairs...)

....Nick Pelling....

From : SCE SUPPORT (Support)
To : VISUAL PSX
Subj : Re: Hardware List and bitstream problems...
Numb : 14 of 217 Date : 20/04/1995
11:50am
Read : 21/04/1995 11:02am Reference : 11
Conf : 20 - CD ROM Emulator Private : NO

Brian from Visual Sciences posted :

-> I proposed the idea of a list of who's using what with the CD
-> Emulator.. which still seems like a good idea to me so if everyone wi
-> post the following details to me then I'll make up the list and uploa
-> it.

-> The info I'd like is:

-> CDBios Version/Settings

-> DexBios Version/Settings

-> Operating System (Hey I'm using single tasking Win95...)

-> Emulator Hard Disk

-> Emulator Board Version

-> Plus a list of what problmes you have had... (A short one would b
-> nice...)

-> Could you ask Allan and Harry to give you upload access to my fil
-> area so that you can send the file there rather than mailing it... bu
-> fialing that mail it!

Everyone now has upload access to the visual sciences file area - if you
could download this information it would be very helpful.

Thanks

Harry

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Playing the Tekken Stream
Numb : 15 of 217 Date : 20/04/1995
3:57pm
Read : 20/04/1995 4:06pm (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hi Dean

I've been checking out the Tekken stream, with regards to the problem
you mentioned - I seem to be able to play it fine. Have you tried going
from the CD rather than the emulator ?

My code (which is from the sample\movie\anim directory of the new 3.0
sample code) works fine playing from the CD (where you get the sound as
well) and from my emulator (although you don't get the sound here, as
you can't use DOS to copy the interleaved file across).

I've uploaded the code into your file area, try to see if it helps at
all.

It also just dawned on me that I should have uploaded my CTI file as well, so that you could use that to check it against. Well, I'll do that in a minute, and that will be in your area too.

I'd find it helpful if you'd upload your CTI file and player code, so that I can try them on my emulator.

Cheers (and yes, I think this is all a nightmare too :-)

Harry

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Playing the Tekken Stream
Numb : 16 of 217 Date : 20/04/1995
4:10pm
Read : 20/04/1995 4:14pm (REPLIES) Reference : 15
Conf : 20 - CD ROM Emulator Private : NO

Hmmm... I'm probably all confused about XA CD stuff then.. I copied over the OPENING.STR file from Tekken onto my HD, and used a variant of the CTI file in STREMU.ZIP to put the file into an image. If MovConv generates STR files, then what entries should I put into the CTI file to get sound to play..?

I'm sorry if it sounds like I don't know what I'm really doing, but it's probably due to the fact that I don't.... no real docs to speak of, guv.

I'll check out the file you've posted, and get back to you...

(The Tekken stream played fine from my external CD drive thing while in Tekken, but I haven't tried it from MOVIE.C or the LIB30 examples..

Cheerio for now,
Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Playing the Tekken Stream
Numb : 17 of 217 Date : 20/04/1995
4:18pm
Read : 20/04/1995 5:16pm Reference : 16
Conf : 20 - CD ROM Emulator Private : NO

-> Hmmm... I'm probably all confused about XA CD stuff then.. I copied o
-> the OPENING.STR file from Tekken onto my HD, and used a variant of th
-> CTI file in STREMU.ZIP to put the file into an image. If MovConv
-> generates STR files, then what entries should I put into the CTI file
-> get sound to play..?

This is what I am trying to work out at the moment. I'm sure it can be that hard, but I'm struggling like everyone else at the moment.

->

-> I'm sorry if it sounds like I don't know what I'm really doing, but i
-> probably due to the fact that I don't.... no real docs to speak of, g

->

-> I'll check out the file you've posted, and get back to you...

Harry

From : DIGITAL PSX
To : ALL
Subj : CD audio playing
Numb : 18 of 217
Date : 21/04/1995
1:55pm
Read : NO
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hiya All!

I've been having lots of problems getting CD Audio tracks to play. When I have an image with only audio tracks everything works fine, but when I put a data track on it, the emulator goes in a huff and won't play the audio tracks.

To make it even stranger, if I debug the cpe and step through the program, if I wait after the CdlPlay command, the track will start; but if I run it flat out it won't. If I boot off the emulator, the audio tracks won't play at all, unless I put in a CdSetDebug(2) command.

In an act of desperation, we put Ridge Racer on the emulator and ran it, but it too refused to play the audio tracks, and had a tendency to hang when trying if I put a license file on the image.

Does anybody have any ideas, as this is driving me barmy ?

TIA

Graeme

From : MILLENIUM PSX
To : ALL
Subj : CDBOOT
Numb : 19 of 217
Date : 27/04/1995
10:58am
Read : NO (REPLIES)
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi everyone,

Has anyone else experienced any problems when using CDBOOT versions other than 1.1. I still get loads of errors reported when using CDMON and 2.3/2.4/2.5, and it's quite worrying 'cos I can't use these bug-fixed(!) versions.

I'm just wondering whether I'm screwing something up..!

Cheerio!

Dean

From : DIGITAL PSX
To : MILLENIUM PSX
Subj : CDBOOT

Numb : 20 of 217
1:08pm
Read : 27/04/1995 1:10pm (REPLIES)
Conf : 20 - CD ROM Emulator

Date : 27/04/1995
Reference : 20
Private : NO

Dont worry my brother, you are not alone :-)

I get funny results from the emulator report when playing CD audio. It used to work fine with 1.0, but when we started using the newer versions it barfed !. Unfortunately, we can't use version 1.0 because we have audio tracks on the image.

I also get the amusing problem that audio won't play unless I step through it in the debugger, or use CdSetDebug(2). Fun, huh!

BTW you wouldn't happen to know if the TOC bug is still with us would you. In some of the old demos the had a fix for a bug in the TOC but it doesn't seem to make any difference to whether or not my audio tracks play.

I've had multiple whinges to support but no answers as yet :(

Versions 2.x just seem to me to be completely bugged as nothing I do works with them.

Hope that you're not feeling quite so lonely in your despair. Just remember other people are having the same troubles as you ;-)

TTFN

Graeme

From : MILLENIUM PSX
To : DIGITAL PSX
Subj : CDBOOT

Numb : 21 of 217
1:13pm
Read : 27/04/1995 5:23pm (REPLIES)
Conf : 20 - CD ROM Emulator

Date : 27/04/1995
Reference : 21
Private : NO

Ahhhhhhh.. ta, Graeme. It's nice to know it's not something I'm doing wrong. What HD and PC are you using?

I'm not scheduled to do anything with CD audio for a couple of weeks, but it's not too good to know that Martin at SN (who is sort-of-responsible for CDBOOT's) is at Sony America this week, then at E3 for a week....

Sigh.... :(

Cheerioooooo!

Dean

From : SCE SUPPORT (Support)
To : DIGITAL PSX
Subj : CDBOOT

Numb : 22 of 217
 3:29pm
 Read : 27/04/1995 5:27pm (REPLIES)
 Conf : 20 - CD ROM Emulator

Date : 27/04/1995
 Reference : 21
 Private : NO

```
-> I get funny results from the emulator report when playing CD audio. I
-> used to work fine with 1.0, but when we started using the newer versi
-> it barfed !. Unfortunately, we can't use version 1.0 because we have
-> audio tracks on the image.
The problems with playing audio from the emulator should now be fixed -
you need to use CDBOOT 1.4 or above (1.5 is the latest, which I use,
along with CDBIOS 1.02, and it seems OK to me).
```

Harry

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CDBOOT
Numb : 23 of 217
Date : 27/04/1995
4:44pm
Read : 28/04/1995 9:38am (REPLIES)
Conf : 20 - CD ROM Emulator
Reference : 23
Private : NO

We know it's working for you guys. It's working for a lot of people out there. I'm using CDBIOS 1.02 too, and whenever I use 1.3/1.3/1.5 (or indeed 2.x versions) I get lots of errors reported from the drive.

This is a real problem. Could do with a real solution too...

Dean

From : DIGITAL PSX
To : MILLENIUM PSX
Subj : CDBOOT
Numb : 24 of 217
5:26pm
Read : 28/04/1995 7:11am (REPLIES)
Conf : 20 - CD ROM Emulator

Date : 27/04/1995
Reference : 22
Private : NO

I'm using an IBM DPES-31080 1080 MB drive. My PC is an Archipelago

From : DIGITAL PSX
To : MILLENIUM PSX
Subj : CDBOOT
Numb : 25 of 217
Date : 27/04/1995
5:32pm
Read : 28/04/1995 7:12am (REPLIES)
Conf : 20 - CD ROM Emulator
Reference : 22
Private : NO

I'm using an IBM DPES-31080 1080 MB drive on an Arhipelago PC. Don't know if that means anything to you, but the motherboard is a standard Intel 90Mhz Pentium.

I haven't had the streaming problems that you've mentioned before, but I haven't done that much with streaming. The demos from SONY have all seemed to work fine.

Ttfn

Graeme

From : DIGITAL PSX
To : SCE SUPPORT (Support)
Subj : CDBOOT
Numb : 26 of 217 Date : 27/04/1995
5:36pm
Read : 28/04/1995 9:39am (REPLIES) Reference : 23
Conf : 20 - CD ROM Emulator Private : NO

Well it don't work properly on my machine. I can get audio to play if I either step VERY slowly through the code in the debugger, or if I do a CdSetDebug(2). This is if I have a data track on the CD as well.

Also with versions of cdboot greater than 1.0 the report from the CD while playing audio is totally wrong, which makes it very difficult to loop tracks. This happens even though the CD just has audio tracks on it.

I'm using an IBM OEM DPES-31080 1080MB drive for the emulator, with a 90 Mhz Pentium, if it's any help.

See Ya

Graeme

From : MILLENIUM PSX
To : DIGITAL PSX
Subj : CDBOOT
Numb : 27 of 217 Date : 28/04/1995
7:12am
Read : 28/04/1995 10:17am Reference : 25
Conf : 20 - CD ROM Emulator Private : NO

Completely different to mine....

Ah well... :(

Dean

From : MILLENIUM PSX
To : DIGITAL PSX
Subj : CDBOOT
Numb : 28 of 217 Date : 28/04/1995
7:13am
Read : 28/04/1995 10:17am Reference : 26
Conf : 20 - CD ROM Emulator Private : NO

They all run fine with CDBOOT 1.3/4/5? Or just with 1.0/1.1?

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX

Subj : CDBOOT
Numb : 30 of 217
9:50am
Read : 28/04/1995 10:35am (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 28/04/1995
Reference : 24
Private : NO

-> We know it's working for you guys. It's working for a lot of people o
-> there. I'm using CDBIOS 1.02 too, and whenever I use 1.3/1.3/1.5 (or
-> indeed 2.x versions) I get lots of errors reported from the drive.
I'm really stuck about this - if you're doing the same as us, but it
doesn't work...have you tried contacting SN systems ? They should be
able to give you better answers about this than we could (as they make
the emulator).

Harry

From : SCE SUPPORT (Support)
To : DIGITAL PSX
Subj : CDBOOT
Numb : 31 of 217
9:55am
Read : 28/04/1995 10:18am
Conf : 20 - CD ROM Emulator
Date : 28/04/1995
Reference : 27
Private : NO

-> Well it don't work properly on my machine. I can get audio to play if
-> either step VERY slowly through the code in the debugger, or if I do
-> CdSetDebug(2). This is if I have a data track on the CD as well.

->

-> Also with versions of cdboot greater than 1.0 the report
-> from the CD while playing audio is totally wrong, which makes it very
-> difficult to loop tracks. This happens even though the CD just has au
-> tracks on it.

OK, could you do this...

- 1) Make up an emulator image with just a DA track, to see if it's OK (I think you've already done this).
- 2) Make up an emulator image with just an XA track, to see if that's OK.
- 3) Try one with both....
- 4) Send me all the CTI files, so I can try them here.

Thanks

Harry

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CDBOOT
Numb : 32 of 217
10:37am
Read : 28/04/1995 1:10pm
Conf : 20 - CD ROM Emulator
Date : 28/04/1995
Reference : 31
Private : NO

Yep. Contacted SN. Martin is at SCEA all this week, then he's at E3, the rest of them have no ideas at all. I'm stuck. The only thing I can come up with is taking my system and HD to Bristol so they can have a look in some detail....

Ah well.. I'm sure it'll get sorted in the end...

Dean

From : MILLENIUM PSX
To : ALL
Subj : Streaming with Audio
Numb : 33 of 217
Date : 28/04/1995
12:12pm
Read : NO
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi,

I've a prob with .STR files. I can generate an AVI with each frame as 24-bit uncompressed, with audio in the AVI too... how do I get this stream to play back with audio from the emulator. I don't want to have to screw around with BUILDCD file-interleaving. I just want to put the STR file there and let it play.

Am I misunderstanding how this interleaving stuff works?

Cheers!

Dean

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : Example CTI files
Numb : 34 of 217
Date : 01/05/1995
11:17am
Read : 05/05/1995 2:05pm
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi Bill

You wanted some demo CTI files - they are in the CD Emulator file area in the file CTIDEMOS.ZIP.

Cheers

Harry

From : MILLENIUM PSX
To : ALL
Subj : Seeking and loading
Numb : 35 of 217
Date : 03/05/1995
1:55pm
Read : NO
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi,

Has anyone here experienced any problems using CdSearchFile and then seeking to the start of a file? Sometimes (quite often if I have a pollhost() in my VBlank callback) CdSearchFile says it can't find a file (even if it loaded on the previous attempt), and occasionally I've had this appear when I've done a seek to the start of the track...

CdlSetloc Timeout Sync=NoIntr Ready=DataRead (appears 3 or 4 times, then the seek fails).

To seek I'm doing

```
if (!CdControlB(CdlSeek1,&my_cdlfile.pos,0))
{
    printf("Unable to seek to first sector of file\n");
}
```

It looks ok to me.....

It's a bit annoying not being able to have pollhost() calls in for the reason mentioned above, too.

Anyone got any ideas?

Dean

From : IGUANA PSX
To : SCE SUPPORT (Support)
Subj : spooling textures
Numb : 36 of 217 Date : 23/05/1995
1:35pm
Read : 23/05/1995 2:13pm Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hello,

Are there any demos that show how to spool textures from CD. All of the demos that I have seen have shown how to display movies rather than textures.

We need to be able to spool a texture from the CD which would then be displayed using the normal sprite displaying techniques, ie scaled and then added to the primitive list.

Is it better to use .bs or .str format files for this type of spooling

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Fast streaming
Numb : 37 of 217 Date : 24/05/1995
3:03pm
Read : 24/05/1995 2:08pm Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hi,

We're having a few problems getting 320x240 streams playing at 30 fps.

What exactly does MovConv do????? Does it do the JPeg compression??

Or

does it need the source files to have been converted from JPG's which are

all less than 10K in size (300K per sec / 30 fps = 10K).

Bill.

--- Blue Wave/QWK v2.10

From : TELSTAR PSX
To : SCE SUPPORT
Subj : CDDA
Numb : 38 of 217
10:06am
Read : 27/06/1995 5:01pm
Conf : 20 - CD ROM Emulator
Date : 23/06/1995
Reference : NONE
Private : NO

Hi,

Can you tell us how to write an audio track to the CD emulator hard drive.

The manual is a bit naff!

Cheers

Bill.

--- Blue Wave/QWK v2.10

From : VISUAL PSX
To : SCE SUPPORT (Support)
Subj : Re: SourceDirectory from CTI File...
Numb : 39 of 217
12:45pm
Read : 18/07/1995 2:11pm (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 18/07/1995
Reference : NONE
Private : NO

Harry/Dave,

I have a problem with the SourceDirectory command in CTI Files. It works okay for small numbers of files but when I try it on the actual directory I want (With 305 files in it...) it sits for a while then crashes. Before you say 'But the PSX cannot read that many files from a directory' I am aware of this and have no problems with the 305 files on a actual CD just the emulator. (I don't want to spend months typing in File/EndFile Pairs...)

I know that this is inefficient but we have to have a demoable version for Friday: so there's not really enough time to finish the stuff I'm working on to get this into a single file....

What makes it worse is that by Friday there will be another 700 or so files...

Help!

Brian

From : SCE SUPPORT (Support)
To : VISUAL PSX
Subj : Re: SourceDirectory from CTI File...
Numb : 40 of 217
2:14pm
Read : 19/07/1995 3:16pm
Conf : 20 - CD ROM Emulator
Date : 18/07/1995
Reference : 39
Private : NO

Hi Brian,

-> I have a problem with the SourceDirectory command in CTI Files. I
-> works okay for small numbers of files but when I try it on the actual
-> directory I want (With 305 files in it...) it sits for a while then
-> crashes. Before you say 'But the PSX cannot read that many files from
-> directory' I am aware of this and have no problems with the 305 files
-> a actual CD just the emulator. (I don't want to spend months typing i
-> File/EndFile Pairs...)

Sorry, we just don't know.....

Dave

From : MICROPROSE PSX
To : VISUAL PSX
Subj : CTI Files
Numb : 41 of 217
5:52pm
Read : 19/07/1995 3:16pm
Conf : 20 - CD ROM Emulator
Date : 18/07/1995
Reference : 39
Private : NO

Brian...

If you call me tomorrow, I can hook you up with a tool I wrote that
creates a CTI file based on input files. So you can give a directory
and it will create a CTI file with each file having a
SourceFile/EndFile. You'll then be able to cut that bit out and paste
it into your current CTI file.

If this'll be useful to you, call 01454-326532.

-- Bob

From : VISUAL PSX
To : TELSTAR PSX
Subj : Re: Adding Multiple files etc with CDGEN
Numb : 42 of 217
10:10am
Read : 28/07/1995 5:45pm
Conf : 20 - CD ROM Emulator
Date : 27/07/1995
Reference : NONE
Private : NO

Bill,

Yes you can (sort of !) add multile files at once. Put all the files
you want to add in a directory. Then pick the directory as you would a
file (on the left of the Add File File Selector). This adds all the
files in the directory. You can then move them up to the root or
wherever by grabbing then on the right with the mouse and moving the
tree.

I am using version 1.1 of the CDGen software which I think is the
latest.

As far as using the CCS files you can get buildcd to output then
don't if your using CDGen version 1.1 as the CCS files that buildcd
produces are for version 1 and don't seem to work correctly...

Hope this helps...

Brian.

From : TWOK PSX
To : SCE SUPPORT (Support)
Subj : CD-READ problems
Numb : 43 of 217 Date : 15/08/1995
8:37am
Read : 15/08/1995 9:48am Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

In the Software2000 file area there is a selfextracting RAR archive which holds the source, linkfile and makefile of my CdRead routines which fail to load sectors with libs3.x but works wonderfully well with libs2.x. The rubbish on the last 10 rasterlines represents the data failed to load... When you save the loaded data back to the PC (via PCcreate, PCwrite, PCclose) you will see that after the 14th sector rubbish follows. Please let Allan take a look at it, cause I feel that he is the most competent among you (no offense meant, sorry...)

Thanx in advance...

P.S.: for the makefile you have to use WMAKE from watcom 10.0 ;^)

From : TWOK PSX
To : ALL
Subj : STREAMING WITH INTERLEAVED AUDIO
Numb : 44 of 217 Date : 17/08/1995
9:49am
Read : NO (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Could someone please send me an example CTI file of his program where a 16bit video is interleaved with 16bit 37.800 stereo audio data ??? An explanation would suffice (but a little more specific than the 'inter.zip' file on this BBS please)

Thanx a lot in advance...

TWOK PSX

P.S.: Sleep well...

From : SCE SUPPORT (Support)
To : TWOK PSX
Subj : STREAMING WITH INTERLEAVED AUDIO
Numb : 45 of 217 Date : 17/08/1995
11:35am
Read : 17/08/1995 11:58am Reference : 44
Conf : 20 - CD ROM Emulator Private : NO

-> Could someone please send me an example CTI file of his
-> program where a 16bit video is interleaved with 16bit 37.800 stereo
-> audio data ??? An explanation would suffice (but a little more
-> specific than the 'inter.zip' file on this BBS please)
->
-> Thanx a lot in advance...
->

-> TWOK PSX

For your information the new version of Movconv (v. 1.95e) can interleave video with audio. I was able to do this very easily using the script facility (under the FILE menu). There is an example script with MovConv on the BBS. Two functions are required. The first is to convert AVIs to STRs. Use the function where you specify the maximum number of sectors for each frame (I used 8 for 16bit video). This is called Avi2strMdecC(). The second function is the interleaving function. The use of this (MakeAv()) is fairly straightforward.

Ben

From : TWOK PSX
To : ALL
Subj : STREAMING AGAIN...
Numb : 46 of 217
Date : 17/08/1995
12:20pm
Read : NO (REPLIES)
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

To create the streams with MovConv1.95e is not an option, cause
than I have to create 5 files for each video, AVI->STR = 2
WAV->XA = 2
STR+XA->STR = 1 (The biggest
one)

Why should I create a interleaved stream before building the CD ???
This is a waste of (expensive) time. BuildCD can do the job pretty well
if someone know's how to do it...

So please send me an working example (CTI FILE) of a 16bit stream with
interleaved 16bit 37.800 Hz Stereo sound...

If this is not possible (it should be (PLEASE!!!!)) send me an example
CTI to put the interleaved stream created with MovConv1.95e into my
image....

Thanx in advance...

P.S.: He SCE SUPPORT, what's up with my CDREAD routines I've uploaded
some time ago ??? Already taken a look at it ??? I need them
desperatly fast...

From : MILLENIUM PSX
To : TWOK PSX
Subj : STREAMING AGAIN...
Numb : 47 of 217
Date : 17/08/1995
1:11pm
Read : 17/08/1995 3:52pm
Reference : 46
Conf : 20 - CD ROM Emulator
Private : NO

Once you've got a file with interleaved audio/video from MOVCONV, just
put it into the CTI as

File BANANA.STR
XASource P:\STREAMY\FINAL\BANANA.STR
EndFile

Sorted. And remember you don't have to have AVI's anywhere..

We go from 24-bit RGB -> STR (non-interleaved) -> STR (with audio)

Dean

From : TWOK PSX
To : MILLENIUM PSX
Subj : STREAMING...
Numb : 48 of 217 Date : 17/08/1995
3:58pm
Read : 17/08/1995 4:49pm (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Thanx a lot, but how exactly is the RGB format encoded ???
Better to ask, which converter do you use to create RGB files ???
The problem is that have cartoon-animations as SGI files (each frame
as one file... 24 bit) and now we need a tool which can create
RGB files (whatever this format is) from SGI, PCX, LBM, TGA or TIF.
We use Alchemy to convert, but if the RGB format is something special
we will write our own converter for it...

Could you give me the file format of RGB please ??? If in the
manuals, forget my stupidity (a least for a while !)

Thanx in advance...

From : TWOK PSX
To : MILLENIUM PSX
Subj : STREAMING (re: 64)
Numb : 49 of 217 Date : 17/08/1995
4:01pm
Read : 17/08/1995 4:52pm (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Something I forgot (my brain is all wobbly now, thanx to Sony) :

How do I get the number of frames that are in the .STR file ???
Could you give me a formula or anything ???

Thanx Michael...

From : MILLENIUM PSX
To : TWOK PSX
Subj : STREAMING...
Numb : 50 of 217 Date : 17/08/1995
4:52pm
Read : 21/08/1995 7:46am Reference : 48
Conf : 20 - CD ROM Emulator Private : NO

Ummm.. RGB format is from top-left to bottom-right, for each pixel it
stores a byte R, byte G, and byte B value (in that order). There is no
header, and MovConv asks you for the frame size (all RGB files have to
be the same size I think).

We used an in-house frame interpolation utility (our original SGI and
Amiga rendered sequencer are at 25fps, whereas we want 'em at 15fps).

Hope this helps. If you've got any probs, just let me know..

Bye

Dean

From : MILLENIUM PSX
To : TWOK PSX
Subj : STREAMING (re: 64)
Numb : 51 of 217 Date : 17/08/1995
4:57pm
Read : 21/08/1995 7:47am Reference : 49
Conf : 20 - CD ROM Emulator Private : NO

Well, we've got all the frame lengths hard-wired, but I believe you can get the number of frames by:

read the first frame of the stream
look in the header to see how many sectors make up a frame
Divide filesize by (number of sectors per frame * sector size in bytes)

Ummm.. is that right. Anyway, I think the filesize reported by CdSearchFile's structure is the size of the real data (not inclusive of the XA audio track).

Sorted.

Dean

From : TWOK PSX
To : SCE SUPPORT (Support)
Subj : LIBCD3.x
Numb : 52 of 217 Date : 24/08/1995
8:11am
Read : 24/08/1995 9:46am Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hi Dave,
thanx for your patience and trust in me. You can believe me when I say that the code works correct with libs2.6. You just have to modify the linkfile that it includes libcd.26, libgpu.26 and libetc.26 but you don't have to recompile anything. After linking you will have a mix up of lib.32 and lib.26, the only difference will be that my 'semantic incorrect' routines suddenly work very well. If you still don't believe me : I will send you an executeable of my loader (linked with lib.26) that will work and the same linked with lib.32 that will definately NOT work. If you still think that the routines are too complicated and I could handle it all much easier than tell me how ??? The thing I'am doing is to load only the BYTES (not SECTORS) my routines need at the moment. If you ask why I should need a few bytes, here's the answer : each of my levels has a different size and thus a different length, so I just load the first two SHORTs to see how tall the level really is and than I have some status information there as well, that MUST be loaded byte for byte. Anyway, to improve performance I've also implemented a 64kb RAM cache that will load any files <= 65536 bytes into the cache and than simply copy the neccessary data via memcpy().... Now if you take a look at the code

again, you will hopefully understand some more and are able to help me what I'am doing wrong. I think it could be a problem reading just 1 sector from libcd.3x...

Thanx for your help in advance...

Michael (TWOK)

From : TWOK PSX
To : SCE SUPPORT (Support)
Subj : CD READ
Numb : 53 of 217 Date : 29/08/1995
12:46pm
Read : 29/08/1995 12:47pm Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hi Dave,
would you please answer to my lattest letter to you ???
If you can't find it, give me a call...

TWOK PSX (Michael)

From : TWOK PSX
To : VISUAL PSX
Subj : CdRead
Numb : 54 of 217 Date : 30/08/1995
5:02pm
Read : 31/08/1995 9:24am Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hi Brain,
you don't have to recode anything to switch back to 2.6 !!!
All you have to do is change your linkfile....

That means that : libcd, libetc, libgpu, libgte and libpress
must be taken from 2.6 whereas all other
libs can still be used from 3.2

You can even use the header-files from 3.2, the new path for the libs above in your linkfile should do the job. The funny thing is that my streams now crash when I wan't to stop or rewind them.... but I imagine that a resourceful lad like you should come up with a solution to that problem too. If you have any success running streams with 2.6, please let me know.... I think SONY can do nothing about which library version you use, as long as your game works ok, and no serious bugs are encountered. Good luck, I hope Dave believes you since he wrote a relative harsh letter to me once, stating that my supplied demo did neither work with 2.6 nor with 3.x and that my routines are unessesary complicated and MUST be buggy (the libraries beeing bugfree on this term (ha, what a joke)) and that it is neither is job nor does he have the time to debug MY code.... He should take a look at this f***ing libraries first...

Let's give em the kick... ;^)

Bye, Michael (TWOK PSX)

From : TELSTAR PSX
To : SCE SUPPORT
Subj : emulator problems
Numb : 55 of 217
5:15pm
Read : 04/09/1995 6:25pm (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 04/09/1995
Reference : NONE
Private : NO

Hi,

We're having problems with our cd emulator. We can write to it fine, no problems at all, we can also view the contents of a partition using cddisk. But all of a sudden after months of working perfectly, it decides to turn comedian!! Whenever we try to read (using software that has been reliable for months) the game crashes and we get some lovely multi-coloured text on the pc screen that slowly works it's way down to the bottom. Is this a hardware death or a software bug?? It couldn't have come at a better time! I love this job!!

Any ideas???

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : FUNCOM PSX
To : ALL
Subj : CD emulator
Numb : 56 of 217
9:17am
Read : NO (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 05/09/1995
Reference : NONE
Private : NO

On a similar note, I get CD timeouts when I'm running from the emulator from time to time, but when I burn the game on a CD it works fine..

Odd..

Dave/Funcom

From : MILLENIUM PSX
To : FUNCOM PSX
Subj : CD emulator
Numb : 57 of 217
9:40am
Read : 07/09/1995 3:12pm
Conf : 20 - CD ROM Emulator
Date : 05/09/1995
Reference : 56
Private : NO

Timeouts? Like what?

If you use CDMON with CDBOOT2.x does it go into a seek past the end of the disk?

I'm just wanting to find someone else out there with the same emulator problems as me.... :(

Dean

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : emulator problems
Numb : 58 of 217 Date : 05/09/1995
1:48pm
Read : 05/09/1995 2:31pm Reference : 55
Conf : 20 - CD ROM Emulator Private : NO

-> We're having problems with our cd emulator. We can write to it fine
-> no problems at all, we can also view the contents of a partition using
-> cddisk. But all of a sudden after months of working perfectly, it
-> decides to turn comedian!! Whenever we try to read (using software that
-> has been reliable for months) the game crashes and we get some level
-> multi-coloured text on the pc screen that slowly works its way down
-> the bottom. Is this a hardware death or a software bug?? It couldn't
-> have come at a better time! I love this job!!

You've not changed libraries or anything like that ?? This is a new one to me. Does the pc text mean anything?

It sounds like a hardware fault, esp if you've changed nothing in your code.

Contact SN systems on 0117 929 9733. They might be able to help you diagnose the problem.

Dave

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Re: emulator problems
Numb : 59 of 217 Date : 05/09/1995
2:38pm
Read : 05/09/1995 3:15pm Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

--> Quoting Sce Support to Telstar Psx <--

SS> You've not changed libraries or anything like that ?? This is a new
SS> one to me. Does the pc text mean anything?
SS> It sounds like a hardware fault, esp if you've changed nothing in
SS> your code.
SS> Dave

I burnt a gold disk of our game and then ran it from the debugger so it was accessing all the files from the cd drive instead of the scsi drive and it was fine. This maybe points to the scsi drive. I'll connect it up to my scsi controller I use for the CDW900 and try formatting it.

Bill.

If it is the hardware, would it be possible to do a quick replacement, where the 2 boards pass each other in the post???

--- Blue Wave/QWK v2.10

From : TELSTAR PSX
To : SCE SUPPORT
Subj : emulator death
Numb : 60 of 217
Date : 05/09/1995
4:39pm
Read : 05/09/1995 6:06pm
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi,

I've just got off the phone from SN systems and after trying a few suggestions made by them, we came to the conclusion that my cd emulator if fu**ed! The other problem is that ECTS looms ever closer and we need our cd emulator. Is there a possibility of doing a speedy replacement, i'll send mine today by special delivery, and maybe, if you could send me another just as quick (i.e. today??? Maybe not!! 4.45!), i'd be eternally grateful.

Cheers,

Bill. (aka W.R.Pullan @ Tempest Software, Leeds, 0113 2819213)

--- Blue Wave/QWK v2.10

From : TELSTAR PSX
To : SCE SUPPORT
Subj : cd emulator
Numb : 61 of 217
Date : 14/09/1995
12:40pm
Read : 14/09/1995 1:26pm (REPLIES)
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi,

This really is an odd one!! We've been using our Cd emulator for quite a while now with only a few problems. We've had reading, streaming and digital audio running perfectly for months. But last week in the frenzy of ECTS demo making, the emulator stopped doing what it should. We can write to it using buildcd fine. We can then view the partition contents using cddisk fine! If we burn our game onto a gold disk and use the black external cd rom drive or a debugging station our game works fine. But when we try to get the PSX to read from the emulator, CdSearchFile just

locks up!! I posted a few messages to you guys and you ever so skillfully told me to call SN systems, which I did. They told me my emulator board was dicky, so I sent it back and got a replacement. It still didn't work! So we sent our SCSI drive back and got a replacement. It still didn't work! This went on for a few more days of swapping dex boards, changing leads, changing PC's, using new dextbios/cdbios/cdboot using old versions of libraries, well just about everything you could think of. I called SN systems once more this morning and they didn't have a clue - they said they didn't give technical support for PSX anyway!!! So my last resort is you guys! We only have a few more weeks left on this project so it's quite important that we sort this out quickly. I've uploaded a test project called emtest.zip in my file area. I know you lot are busy but I'd really appreciate it if you could take a look at it!!

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : MILLENIUM PSX
To : TELSTAR PSX
Subj : cd emulator
Numb : 62 of 217
3:15pm
Read : 14/09/1995 3:25pm
Conf : 20 - CD ROM Emulator
Date : 14/09/1995
Reference : 61
Private : NO

Problem with CdSearchFile?

Sounds familiar... do you get CdRetry errors at 00:02:16 by any chance (in your message window) if you leave it?

What does CDMON 2.x show? On mine it shows a massive seek to the end of the image... :(

Dean

From : TELSTAR PSX
To : MILLENIUM PSX
Subj : Re: cd emulator
Numb : 63 of 217
4:29pm
Read : 14/09/1995 4:41pm (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 14/09/1995
Reference : NONE
Private : NO

--> Quoting Millenium Psx to Telstar Psx <==

MP> Sounds familiar... do you get CdRetry errors at 00:02:16 by any chance

MP> (in your message window) if you leave it?

Yup. The exact same location!!

MP> What does CDMON 2.x show? On mine it shows a massive seek to the end

MP> of the image... :(

Ditto!!

MP> Dean

This happens every time we try to use CdSearchfile, regardless of how many files are in the image. In fact our emulator is totally useless at the moment. We can build images onto it and look at them with cddisk but the dex boards just don't seem to like it at all!

I take it you've had the same problems!! If you have and you also have a solution there'll be many beers in it for you!!

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : MILLENIUM PSX
To : TELSTAR PSX
Subj : Re: cd emulator

Numb : 64 of 217 Date : 14/09/1995
4:46pm

Read : 14/09/1995 5:37pm (REPLIES) Reference : 63
Conf : 20 - CD ROM Emulator Private : NO

Just tell SN. They believe that I'm the only one with these problems, and they can't reproduce it. I sent some old DEX boards to SN that exhibited the problem, they failed for a bit, then mysteriously started working.

It sounds like you've exactly the same problem. This is a serious problem with either the emulator or DEX boards, and to be honest I'm fucked off with being kicked around between here, SN and Psygnosis.

I too can build images, look at the files etc etc, but 9 times out of 10 CdSearchFile() barfs it's guts up. It's quicker to burn a gold disk (and that takes 30 minutes!!) than to piss around with the emulator.

Any comments from Support? This emulator is shite, and it needs sorting pretty bad... :(

Dean

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : CD Emulator problems
Numb : 65 of 217 Date : 15/09/1995
9:24am
Read : 15/09/1995 10:38am Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hi,
I'm looking at your problem now. Sorry about hte delay.
Ben

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Cd emulator
Numb : 66 of 217 Date : 15/09/1995
10:51am
Read : 15/09/1995 12:00pm Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Ben,

Thanks for the phone call. It's reassuring to know that someone is trying to sort the problem out! I just thought i'd let you know exactly what error messages i'm getting. In the debugger after executing the CdSearchfile function I get the following messages :

```
CdlSetloc...  
CdlSetmode...  
CdlReadN... (it waits for about 10 seconds here)  
CD read retry 16(00:02:16)  
CdlStop...  
CdlSetloc...  
CdlSetmode...  
CdlReadN...  
CD read retry 15(00:02:16)  
CdlStop...  
CdlSetloc...  
CdlSetmode...  
CdlReadN...  
CD read retry 14(00:02:16)  
CdlStop...
```

This continues until the count reaches 0 when the following message is displayed

```
CD_newmedia: Read error in cd_read(PVD)
```

At which point it starts at 16 again! This is with libraries v3.2.
Older
libraries give slightly different messages!

I hope this helps some!!

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Cd emulator
Numb : 67 of 217
11:46am
Read : 15/09/1995 12:04pm (REPLIES)
Conf : 20 - CD ROM Emulator

Date : 15/09/1995
Reference : NONE
Private : NO

Ben,

I don't know if this is of any use but I've just had DA playing off the emulator perfectly. This proves that the dex boards, the emulator board and the hard drive are all fine. It seems as if the problem lies in the communication between the dex boards and the emulator, as all other communication with the emulator (i.e. buildcd and cddisk) work fine. And it can't be the libraries because the code works from a gold disk using either the external (black) cd or a blue debugging station! It all seems to point towards the actual cd emulator or the way the dex boards talk to it (hardware or software).

I hope this is of some use!!

Cheers,

Bill.

P.S. I'm using dexbios v1.22 and cdbios v1.03 (i've also tried all the older versions)

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Re: cd emulator
Numb : 68 of 217
12:00pm
Read : 15/09/1995 12:34pm (REPLIES)
Conf : 20 - CD ROM Emulator

Date : 15/09/1995
Reference : 64
Private : NO

-> Just tell SN. They believe that I'm the only one with these problems,
-> and they can't reproduce it. I sent some old DEX boards to SN that
-> exhibited the problem, they failed for a bit, then mysteriously start
-> working.

->
-> It sounds like you've exactly the same problem. This is a serious
-> problem with either the emulator or DEX boards, and to be honest I'm
-> fucked off with being kicked around between here, SN and Psygnosis.
->
-> I too can build images, look at the files etc etc, but 9 times out of
-> CdSearchFile() barfs it's guts up. It's quicker to burn a gold disk (
-> that takes 30 minutes!!) than to piss around with the emulator.
->
-> Any comments from Support? This emulator is shite, and it needs sorti
-> pretty bad... :(
->
Well mine works fine...(well it does, I'm sorry)

We've got some SN boys in this afternoon and they have shown
interest in how many people are having problems of this nature.
Hopefully, something fruitfull will come of it.

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Re: cd emulator
Numb : 69 of 217 Date : 15/09/1995
12:36pm
Read : 15/09/1995 1:33pm Reference : 68
Conf : 20 - CD ROM Emulator Private : NO

Excellent. I know Martin is very interested as to what's happening, and
I've offered to help as much as I can, but unfortunately he requires
access to my machine and boards in Bristol (which is impossible until
I've finished the project from hell, as I'm sure you can understand).

Thanks

Dean

From : MILLENIUM PSX
To : TELSTAR PSX
Subj : Cd emulator
Numb : 70 of 217 Date : 15/09/1995
12:39pm
Read : 15/09/1995 2:52pm (REPLIES) Reference : 67
Conf : 20 - CD ROM Emulator Private : NO

I seem to remember Martin @ SN thinking it may be a revision change
on the DTL-H2000, but this doesn't account for why Brian is only just
having these problems. If they've changed the CD controller and not told
SN Systems, then I guess things could get a bit flaky...

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Cd emulator
Numb : 71 of 217 Date : 15/09/1995
1:35pm

Read : 15/09/1995 4:38pm
Conf : 20 - CD ROM Emulator

Reference : 70
Private : NO

-> I seem to remember Martin @ SN thinking it may be a revision change
-> on the DTL-H2000, but this doesn't account for why Brian is only just
-> having these problems. If they've changed the CD controller and not t
-> SN Systems, then I guess things could get a bit flaky...

->

Guys,

Martin has taken the problem away with him (including the files
which cause the problems - supplied to us by Bill from Telstar).
Hopefully, we should have some news soon.

Ben

From : MIRAGE PSX

To : ALL

Subj : Malloc

Numb : 72 of 217

Date : 13/10/1995

4:52pm

Read : NO (REPLIES)

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Great I can now load files ok from the emulator.

But now Malloc() does not return!!

Any ideas?

Andy C.

From : SCE SUPPORT (Support)

To : MIRAGE PSX

Subj : Malloc

Numb : 73 of 217

Date : 13/10/1995

5:23pm

Read : 16/10/1995 12:30pm (REPLIES)

Reference : 72

Conf : 20 - CD ROM Emulator

Private : NO

-> Great I can now load files ok from the emulator.

->

-> But now Malloc() does not return!!

->

-> Any ideas?

->

-> Andy C.

Are you linking with mmgm.obj (hence using InitHeap2)???

Ben

From : MIRAGE PSX

To : SCE SUPPORT (Support)

Subj : Malloc

Numb : 74 of 217

Date : 16/10/1995

12:32pm

Read : 16/10/1995 2:29pm (REPLIES)

Reference : 73

Conf : 20 - CD ROM Emulator

Private : NO

No Should I be?

From : MIRAGE PSX

To : ALL

Subj : WAV -> DA

Numb : 75 of 217

Date : 16/10/1995

12:34pm

Read : NO (REPLIES)

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Hi,

Does anyone happen to have a util that converts .Wav files to .Da files as DAMAKE crashes when we try to read from CD's.

Cheers

Andy.

From : SCE SUPPORT (Support)

To : MIRAGE PSX

Subj : Malloc

Numb : 76 of 217

Date : 16/10/1995

2:32pm

Read : 17/10/1995 12:48pm

Reference : 74

Conf : 20 - CD ROM Emulator

Private : NO

-> No Should I be?

yes, you should.

Dave (on bens behalf !)

From : SCE SUPPORT (Support)

To : MIRAGE PSX

Subj : WAV -> DA

Numb : 77 of 217

Date : 17/10/1995

12:05pm

Read : 17/10/1995 12:48pm

Reference : 75

Conf : 20 - CD ROM Emulator

Private : NO

-> Does anyone happen to have a util that converts .Wav files to .Da files as DAMAKE crashes when we try to read from CD's.

Andy,

Unfortunately I could not find DAMAKE to test it out, and I do not know of any utils to convert .wav files to DA. However, have you considered converting the .wav file to .raw (using say SoundDesignerII) and then converting this .raw file to DA using Raw2DA (which is one of the Sound Artist Tools).

Vince.

From : MIRAGE PSX

To : ALL

Subj : Audio Trcks

Numb : 78 of 217

12:52pm

Read : NO

Conf : 20 - CD ROM Emulator

Date : 17/10/1995

Reference : NONE

Private : NO

Hi,

have now got CDDA to work on one of our CD-ROM drives. I have .CDA files but seem unable to write them to the emulator in a way so that they can be played as audio tracks. I am using the CD_LOOP demo that works with an audio CD but if I write a .CDA file as an AUDIO track to the emulator then try to play it using CD_LOOP it makes no sound and the time appears to run unusually quickly.

Can you tell me how I might be able to write .CDA files so that they can be played back??

Cheers.

Andy C.

From : MIRAGE PSX

To : ALL

Subj : Last message

Numb : 79 of 217

1:09pm

Read : NO

Conf : 20 - CD ROM Emulator

Date : 17/10/1995

Reference : NONE

Private : NO

Sorry, have now solved problem, have moved to CDBOOT 1.5.

Andy C.

From : MIRAGE PSX

To : ALL

Subj : Gen CD

Numb : 80 of 217

3:23pm

Read : NO (REPLIES)

Conf : 20 - CD ROM Emulator

Date : 03/11/1995

Reference : NONE

Private : NO

Hi,

We now have the CD burner and are trying to burn CD's to run off our PAL Debug Station, we have no LICENSEE.DAT (for europe). Do we need this as the CD's we burnt so far do not work off the debug station but run off the dev kit external CD drive?

Cheers.

Andy C.

From : MIRAGE PSX

To : ALL

Subj : CD Gen II

Numb : 81 of 217

4:29pm

Read : NO (REPLIES)

Date : 03/11/1995

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Hi,

Is there a separate conf for CD Gen, a new copy of the CD Gen S/W?

Cheers.

Andy C.

From : SCE SUPPORT (Support)

To : MIRAGE PSX

Subj : Gen CD

Numb : 82 of 217

Date : 06/11/1995

10:09am

Read : 06/11/1995 3:35pm

Reference : 80

Conf : 20 - CD ROM Emulator

Private : NO

-> We now have the CD burner and are trying to burn CD's to run off
-> PAL Debug Station, we have no LICENSEE.DAT (for europe). Do we need
-> this as the CD's we burnt so far do not work off the debug station bu
-> run off the dev kit external CD drive?

Yes you do need it really, but in the mean time do this....

there is a spigot on the lid of the debug station that actuates a switch
inside the PS body. This tells the machine the lid is shut. You can now
boot the playstation using a normal black disk. When the license screen
comes up (the black screen with the ps logo) whip the black disk out and
stick your gold disk in.... This should bypass the license file
checking.

If your game still doesn't work, then you probably have a problem,

Remove all PC file system access (pollhost, pccreat etc). Make sure your
code stays under 2Mb....

You could also try ringing Sarah Bennett here and get a copy of the
license file and the newest cpe2x sent out to you.

Good luck !

Dave

From : SCE SUPPORT (Support)

To : MIRAGE PSX

Subj : CD Gen II

Numb : 83 of 217

Date : 06/11/1995

10:10am

Read : 06/11/1995 3:36pm

Reference : 81

Conf : 20 - CD ROM Emulator

Private : NO

-> Is there a separate conf for CD Gen, a new copy of the CD Gen S/W

No and No. There is no area and there is no new version of the
software.

Dave

From : MIRAGE PSX
To : ALL
Subj : CD Writer
Numb : 84 of 217
5:03pm
Read : NO
Conf : 20 - CD ROM Emulator
Date : 06/11/1995
Reference : NONE
Private : NO

Hi,

Can you tell me if you have the correct drivers to operate the CD-Writer as a readable dos drive??

Cheers.

Andy C.

From : MIRAGE PSX
To : ALL
Subj : Read error
Numb : 85 of 217
1:04pm
Read : NO (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 09/11/1995
Reference : NONE
Private : NO

Hi,

I've finally got the CD mastering problem sorted to the point where it will boot from the debug station ok. Now my only problem seems to be. I have linked in the code from the STREMU demo to stream FMV sequences. This works ok but after the sequence is complete the next seek I try on the cd gives the error CdseelL: timeout Sync=Complete, Ready=NoIntr. This causes the first file after the stream to load incorrectly. This is my last problem and is preventing the Playstation version from reaching BETA test. Please can you offer any advice.

Cheers.

Andy C.

From : MILLENIUM PSX
To : MIRAGE PSX
Subj : Read error
Numb : 86 of 217
2:43pm
Read : 09/11/1995 4:07pm
Conf : 20 - CD ROM Emulator
Date : 09/11/1995
Reference : 85
Private : NO

Hello. The changes docs for various library releases say that the first CdSearchFile() after a stream will fail if you haven't called

StUnsetRing() (I think I've spelt the routine name correctly)

This will reset all the callbacks used by streaming, I think...

Hope it works for you!

Dean

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : CD Emulator reliability
Numb : 87 of 217
Date : 11/11/1995
7:35pm
Read : 13/11/1995 8:17am (REPLIES)
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Let me tell you some stories

Once upon a time, somebody asked to borrow my network card, and being a generous soul I lent it to him. 2 hours later it was returned, and I plugged it back in. It worked fine. However, my CD emulator card refused to work (CDBios refused to identify the card, PCCheck and Checkit refused to acknowledge anything at that address). So, I took it out, shook it all about, pushed in all the chips, sacrificed a chicken, but to no avail. Shit, I thought. OK, try it in the card fryer, a 386sx20 used for our modem. To date it has blown up a network card, an EGA card, an IO card and 2 Mono cards, and the case is live. Oh dear, it clashes with the SCSI HDD controller. Never mind, I will put it back in my machine. It has worked fine since (about 2 weeks).

Some time later, I was building more CD images with Buildcd (what else). It wrote all the data out with no errors about 5 or 6 times, but when I came to load them, the information had not changed. Bollox, I thought. Just to make sure everything was OK, I ran cddisk to view the CD contents. It came up with something like "Disk shagged - rerun with /n to create partitions". So I did. It worked.

Finally, a couple of rumours came within earshot. Firstly, the CD emulator was about 3 times slower than in a real PSX, and secondly, some developers have given up using the emulator altogether, and find it quicker to blow CDs and debug with them.

Questions :-

1. Can PsyQ do the same disk shagged check they do in cddisk, in buildcd aswell ? It would be nice to know that I have actually written the data out when buildcd says it has.
2. Have PsyQ or Sony got any plans to change the card altogether to one that (a) works (b) runs at the same speed (c) will still work if I temporallily remove another card ?

Cheers

John

From : MILLENIUM PSX
To : CTA PSX
Subj : CD Emulator reliability
Numb : 88 of 217
Date : 13/11/1995
7:23am
Read : 13/11/1995 6:55pm
Reference : 87
Conf : 20 - CD ROM Emulator
Private : NO

> Finally, a couple of rumours came within earshot. Firstly, the CD
> emulator was about 3 times slower than in a real PSX, and secondly,
> some developers have given up using the emulator altogether, and find

> it quicker to blow CDs and debug with them.

Well.... the emulator is around twice as slow to emulate seek operations than a real PSX, and I only use the emulator to test A/V synchronisation in streams (and it's a pain, 'cos it CdSearchFile() bails out 9 times out of 10 etc etc etc etc etc).

So, they're not rumours... unfortunately.

Dean

From : SD PSX
To : SCE SUPPORT (Support)
Subj : Windows 95
Numb : 89 of 217 Date : 15/11/1995
9:32am
Read : 15/11/1995 9:35am Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Ben/Dave,

Does the CD

From : SD PSX
To : SCE SUPPORT (Support)
Subj : Windows 95
Numb : 90 of 217 Date : 15/11/1995
9:35am
Read : 15/11/1995 9:35am (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Ben/Dave,

Sorry about the dropped carrier.

Does the CD emulator not work properly with Win95? The only way that I can use it is to boot up into old MS-DOS and then it seems fine? This is not a major problem but I just wondered!

Also, if I run selemu.cpe then my printf's don't work. Is there any remedy for this?

Cheers,

Marc

From : CTA PSX
To : SD PSX
Subj : Selemu and printf
Numb : 91 of 217 Date : 15/11/1995
10:07pm
Read : 17/11/1995 9:21am (REPLIES) Reference : 90
Conf : 20 - CD ROM Emulator Private : NO

These don't work together sometimes. If I really need the printf outputs, I power down, and this makes things work for a while.

Now I know it's not just me.

Cheers

John

From : SD PSX
To : CTA PSX
Subj : Selemu and printf
Numb : 92 of 217
9:24am
Read : 17/11/1995 6:57pm
Conf : 20 - CD ROM Emulator
Date : 17/11/1995
Reference : 91
Private : NO

John,

I have had problems before in the past with things not printing properly but it seems to come and go. I have also found out that my emulator hard drive is bugged so that is why things haven't been working properly. Oooh you live and learn don't you!

Marc

From : ARGONAUT PSX
To : ALL
Subj : Am I missing a manual?
Numb : 93 of 217
11:55am
Read : NO (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 23/11/1995
Reference : NONE
Private : NO

Am I missing a manual? I have the CD-Emulator manual which tells me how to plug in my spangly CD-emulator card and install the CDBIOS command into my autoexec.bat, and then proceeds into the BUILDCD documentation and in fact gets me to a stage where I have an image which is written to the CD-emulating hard disk (CDDISK lists the files ok), and that's where the documentation stops.

I now have a directory of programs called cdtools which contains such undocumented beauties as SELCD.CPE and SELEMU.CPE (which, incidentally, if run after a resets 1; run snpatch.cpe causes the H2000 to become very unresponsive).

Ignoring the unresponsiveness and inserting delays between all my sends

program, just a simple CdInit() and an open("cdrom:PSX.EXE",O_RDONLY), no more, however the machine (psx) just locks up as soon as execution hits the open().

Where's the documentation on any of this? What/where/how am I meant to use the selemu/selcd.cpe files? Does wearing an inflatable banana on one's head help reduce cholesterol levels?

Dyl

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : Am I missing a manual?

Numb : 94 of 217

Date : 23/11/1995

1:59pm

Read : 23/11/1995 2:04pm (REPLIES)

Reference : 93

Conf : 20 - CD ROM Emulator

Private : NO

Hi Dyl,

Answers interspersed ...

->

-> Am I missing a manual? I have the CD-Emulator manual which tells me
-> how to plug in my spangly CD-emulator card and install the CDBIOS
-> command into my autoexec.bat, and then proceeds into the BUILDCD
-> documentation and in fact gets me to a stage where I have an image
-> which is written to the CD-emulating hard disk (CDDISK lists the
-> files ok), and that's where the documentation stops.

Hmm, no .. we'll make sure our DEVGUIDE.ZIP mentions this in its next
release ...

->

-> I now have a directory of programs called cdtools which contains such
-> undocumented beauties as SELCD.CPE and SELEMU.CPE (which,
-> incidentally, if run after a resetps 1; run snpatch.cpe causes the
-> H2000 to become very unresponsive).

Now thats strange .. in fact you should

```
runselemu / runselcd      = run /w5 selemu.cpe /selcd.cpe
rp                        = resetps + run snpath.cpe
```

To access your emulator / CD correctly.

One trick - ensure there is no CD in your PS CD-ROM drive, that
sometimes causes problems. Also try opening and closing the door when
you're in 'cd' mode, then runselemu, then rp.

The RP, _must_ be clean (ie not fail), before you can run CPE's that
access the EMU.

Paul

->

-> Ignoring the unresponsiveness and inserting delays between all my
-> sends rsevere and attempt putting some CD code into
-> my program, just a simple CdInit() and an
-> open("cdrom:PSX.EXE",O_RDONLY), no more, however the machine (psx)
-> just locks up as soon as execution hits the open().

->

-> Where's the documentation on any of this? What/where/how am I meant
-> to use the selemu/selcd.cpe files? Does wearing an inflatable
-> banana on one's head help reduce cholesterol levels?

->

-> Dyl

From : ARGONAUT PSX

To : SCE SUPPORT (Support)

Subj : Am I missing a manual?

Numb : 95 of 217

Date : 23/11/1995

2:14pm

Read : 23/11/1995 2:30pm (REPLIES)
Conf : 20 - CD ROM Emulator

Reference : 94
Private : NO

Hi,

Thanks for the quick response.

The selemu/resetps/snpatch stuff seems to be in order now (no time-outs)

However, programs that access the CD/emulator just lock up.

I have downloaded CDREAD.ZIP and put 'DEBUGDOC.TXT' on the emulator with the supplied .cti file, but when I run CDREAD (after following the procedure specified for selecting the emulator) the psx screen just goes black.

I am using the 3.3 libs (however, I was using 3.2 and the same thing happened) and includes.

I am running in bogstandard MSDOS (no windoze or anything). If I run the cunning CDMON program it seems to repeat a set of numbers over and over again.

Dyl

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
Subj : Am I missing a manual?
Numb : 96 of 217
2:59pm
Read : 23/11/1995 3:04pm
Conf : 20 - CD ROM Emulator

Date : 23/11/1995
Reference : 94
Private : NO

To further describe the situation, it doesn't seem directly related to the cd emulator and is maybe some kind of incompatibility between whatever kernel is in my h2000 and the current cd libs?

Are there revisions of SNPATCH?

Dyl

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : Am I missing a manual?
Numb : 97 of 217
3:06pm
Read : 23/11/1995 5:01pm
Conf : 20 - CD ROM Emulator

Date : 23/11/1995
Reference : 93
Private : NO

Hi Dyl!

Ok, in order...

1. No. You're not missing a manual. There's no real documentation for SELEMU.CPE and SELCD.CPE, although I believe you should run SELEMU.CPE, then RESETPS 1, and then RUN SNPATCH.CPE.

If you've got your PSX.EXE sitting on the emulator, and you've run

SELEMU.CPE, and applied SNPATCH, then you should be able to run CDEXEC.CPE (found on this BBS). This is a stub that should run PSX.EXE for you.

2. A simple CdInit() followed by an open() _may_ seem straightforward, but CdInit initialises the LIBCD routines (such as CdSearchFile, which amazingly _is_ documented). To use the ISO9660 routines you need to perform some sort of sacrifice to SCEI. And they're bugged to fuck too... Use CdSearchFile... it's nice, it's got limitations all over the shop, and it's a crock of shite on my emulator.. but hey! At least it's supported!!

If you need anything else, just give me a call...

Later,

Dean Ashton (Millennium Interactive - 01223 844894)

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : Am I missing a manual?
Numb : 98 of 217 Date : 23/11/1995
3:09pm
Read : 23/11/1995 5:04pm (REPLIES) Reference : 95
Conf : 20 - CD ROM Emulator Private : NO

> I am running in bogstandard MSDOS (no windoze or anything). If I run
> the cunning CDMON program it seems to repeat a set of numbers over and
> over again.

You win a prize! You're the 1,000,000th person to encounter problems with the CD emulator, specifically the way CdSearchFile() sometimes/always hangs forever.... You'll soon realise that it's quicker to press a gold disk than wait for any real answers on this problem..

:)

Dean

From : ARGONAUT PSX
To : MILLENIUM PSX
Subj : Am I missing a manual?
Numb : 99 of 217 Date : 23/11/1995
5:10pm
Read : 24/11/1995 7:32am (REPLIES) Reference : 98
Conf : 20 - CD ROM Emulator Private : NO

-> You win a prize! You're the 1,000,000th person to encounter problems
-> with the CD emulator, specifically the way CdSearchFile()
-> sometimes/always hangs forever.... You'll soon realise that it's
-> quicker to press a gold disk than wait for any real answers on this
-> problem..
-> :)

Mmm.. bugger.

I tried CdSearchFile with a filename as "PSX.EXE" and it just returned a zero, the same went for "\\PSX.EXE" too.

However, that was with the emulator, I'll try it with a PC cdrom with files I know exist.

Dyl

PS. considering the price of the cd emulator you would have thought someone would be trying to fix it?

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : Am I missing a manual?
Numb : 100 of 217 Date : 23/11/1995
5:53pm
Read : 23/11/1995 7:03pm (REPLIES) Reference : 99
Conf : 20 - CD ROM Emulator Private : NO

Try "\\PSX.EXE;1" ... its ISO spec.. (see FILENAME in the example).

The CD-Emulator seems a little ... fussy ... over its environment, there are about 130 in circulation, but around 20% of the systems they go into seem to have problems. The rest work fine.

We recommend that if you have problems, make sure your DIP switches are set correctly, and that you clean your edge connector...and make sure you AV Drive is OK.

The last 15 units with problems were analysed by PSY-Q, who found no physical problems. I shall create a questionnaire on the subject and try and get a feel for the real cause of the problem. (Personally, I think there may be a problem at the hardware level, probably due to slight tolerance differences between PC's).

Paul

Incidentally, Dean@millenium - did you ever get your system to SN for analysis ?

-> -> You win a prize! You're the 1,000,000th person to encounter problem
-> -> with the CD emulator, specifically the way CdSearchFile()
-> -> sometimes/always hangs forever.... You'll soon realise that it's
-> -> quicker to press a gold disk than wait for any real answers on this
-> -> problem..
-> -> :)
->
-> Mmm.. bugger.
->
-> I tried CdSearchFile with a filename as "PSX.EXE" and it just
-> returned a zero, the same went for "\\PSX.EXE" too.
->
-> However, that was with the emulator, I'll try it with a PC cdrom with
-> files I know exist.
->
-> Dyl
->
-> PS. considering the price of the cd emulator you would have thought
-> someone would be trying to fix it?

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
Subj : Am I missing a manual?
Numb : 101 of 217

Date : 23/11/1995

7:08pm

Read : 24/11/1995 9:14am (REPLIES)

Reference : 100

Conf : 20 - CD ROM Emulator

Private : NO

-> Try "\\PSX.EXE;1" ... its ISO spec.. (see FILENAME in the
-> example).
-> The CD-Emulator seems a little ... fussy ... over its environment,
-> there are about 130 in circulation, but around 20% of the systems
-> they go into seem to have problems. The rest work fine.
->
-> We recommend that if you have problems, make sure your DIP switches
-> are set correctly, and that you clean your edge connector...and make
-> sure you AV Drive is OK.
->
-> The last 15 units with problems were analysed by PSY-Q, who found no
-> physical problems. I shall create a questionnaire on the subject
-> and try and get a feel for the real cause of the problem.
-> (Personally, I think there may be a problem at the hardware level,
-> probably due to slight tolerance differences between PC's).
->
->
-> Paul
->

It now seems to work (or, at least it is reporting files exist, I haven't tried to load any yet) but *only* with the cdfilesearch() function, why hasn't the nonfunctioning open() been addressed? I thought the point of having a 'nice' OS was the fact standard C functions would work leaving the inner working details of the hardware (in this case the format of a CD) to the libraries.

Well, at least the emulator seems to be working now, and yes, as you stated in an earlier message it doesn't work if a CD is in the drive.

By the way, how do I boot a game on the H2000, for example, Tohshinden?

Dyl

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : Am I missing a manual?
Numb : 102 of 217

Date : 24/11/1995

7:33am

Read : 24/11/1995 4:23pm (REPLIES)

Reference : 99

Conf : 20 - CD ROM Emulator

Private : NO

Hi Dylan,

> I tried CdSearchFile with a filename as "PSX.EXE" and it just returned
> a zero, the same went for "\\PSX.EXE" too.
> However, that was with the emulator, I'll try it with a PC cdrom with
> files I know exist.

Doesn't the filename have to be "\\PSX.EXE;1"? Give it a try...!

Cheerio!

Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Am I missing a manual?
Numb : 103 of 217 Date : 24/11/1995
7:37am
Read : 24/11/1995 9:19am Reference : 100
Conf : 20 - CD ROM Emulator Private : NO

> Incidentally, Dean@millenium - did you ever get your system to SN for
> analysis ?

No... not yet. I think the guys @ SN are going to the US for a few days
soon... I'll ring and ask Martin though.. :)

Dean

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : Am I missing a manual?
Numb : 104 of 217 Date : 24/11/1995
7:40am
Read : 24/11/1995 4:24pm (REPLIES) Reference : 101
Conf : 20 - CD ROM Emulator Private : NO

> By the way, how do I boot a game on the H2000, for example,
> Tohshinden?

Put the CD in the drive, make sure the CD is selected with SELCD.CPE,
reset the PS, run SNPATCH.CPE, run CDEXEC.CPE...

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Am I missing a manual?
Numb : 105 of 217 Date : 24/11/1995
9:22am
Read : 24/11/1995 1:08pm (REPLIES) Reference : 104
Conf : 20 - CD ROM Emulator Private : NO

-> > By the way, how do I boot a game on the H2000, for example,
-> > Tohshinden?
->
-> Put the CD in the drive, make sure the CD is selected with SELCD.CPE,
-> reset the PS, run SNPATCH.CPE, run CDEXEC.CPE...
->
Or CDANDY.CPE if the main exe is not called PSX.EXE.

Dave

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Am I missing a manual?
Numb : 106 of 217
Date : 24/11/1995
1:08pm
Read : 24/11/1995 2:08pm
Reference : 105
Conf : 20 - CD ROM Emulator
Private : NO

Yeah, but I renamed it CDEXEC.CPE (so we're both right).

:)

Dean

From : ARGONAUT PSX
To : MILLENIUM PSX
Subj : Am I missing a manual?
Numb : 107 of 217
Date : 24/11/1995
4:27pm
Read : 24/11/1995 4:59pm (REPLIES)
Reference : 102
Conf : 20 - CD ROM Emulator
Private : NO

-> Hi Dylan,
->
-> > I tried CdSearchFile with a filename as "PSX.EXE" and it just retur
-> > a zero, the same went for "\\PSX.EXE" too.
-> > However, that was with the emulator, I'll try it with a PC cdrom wi
-> > files I know exist.
->
-> Doesn't the filename have to be "\\PSX.EXE;1"? Give it a try...!

Right, now the CD emulator is working fine - EVEN under windows 95
incredibly enough. Every now and then I have to type CDDISK 0 which
must tidy up the tsr a bit or something, but it's having no trouble once
the program is running.

My problem now lies in writing the CDs, I use the -g option BUILDCD to
generate a file for the cdrom writer (CDW-900E) but when I load up the
CD-ROM generator program it only shows me the directory structure and
reckons there aren't any files - is this how its meant to be?

Dyl

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : Am I missing a manual?
Numb : 108 of 217
Date : 24/11/1995
5:02pm
Read : 24/11/1995 5:19pm (REPLIES)
Reference : 107
Conf : 20 - CD ROM Emulator
Private : NO

Hi,

> My problem now lies in writing the CDs, I use the -g option BUILDCD to
> generate a file for the cdrom writer (CDW-900E) but when I load up the
> CD-ROM generator program it only shows me the directory structure and
> reckons there aren't any files - is this how its meant to be?

I do this the other way around. I generate a .CCS file in CDGenerator, turn it into a .CTI file for BUILD CD (using CCS2CTI.EXE, found on this BBS), check the CTI file ('cos CCS2CTI has a couple of bugs), and build an emulator image using that.

And this means you can then use the .CCS file to burn a gold disk...

Dean

From : ARGONAUT PSX
To : MILLENIUM PSX
Subj : Am I missing a manual?
Numb : 109 of 217 Date : 24/11/1995
5:21pm
Read : 27/11/1995 7:16am (REPLIES) Reference : 108
Conf : 20 - CD ROM Emulator Private : NO

-> Hi,
->
-> > My problem now lies in writing the CDs, I use the -g option BUILD CD
-> > generate a file for the cdrom writer (CDW-900E) but when I load up
-> > CD-ROM generator program it only shows me the directory structure a
-> > reckons there aren't any files - is this how its meant to be?
->
-> I do this the other way around. I generate a .CCS file in
-> CDGenerator, turn it into a .CTI file for BUILD CD (using
-> CCS2CTI.EXE, found on this BBS), check the CTI file ('cos CCS2CTI
-> has a couple of bugs), and build an emulator image using that.
->
-> And this means you can then use the .CCS file to burn a gold disk...

Right, that seems a much better way of doing it.

However, the CD-rom generator seems to just crash in the middle of writing a disk, have you experienced this problem?

The write flashes a bit and 'setup' flashes on the cd generator screen for about a minute before an exception fault.

Is it because I have the cd emulator and the cd writer in the same pc?

Dyl

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : Am I missing a manual?
Numb : 110 of 217 Date : 24/11/1995
6:54pm
Read : 24/11/1995 7:28pm (REPLIES) Reference : 107
Conf : 20 - CD ROM Emulator Private : NO

Ahh...we've just heard this (see below)...a solution is in the works

> -> Hi Dylan,

-> ->
-> -> > I tried CdSearchFile with a filename as "PSX.EXE" and it just re
-> -> > a zero, the same went for "\\PSX.EXE" too.
-> -> > However, that was with the emulator, I'll try it with a PC cdrom
-> -> > files I know exist.
-> ->
-> -> Doesn't the filename have to be "\\PSX.EXE;1"? Give it a try...!
->
->
-> Right, now the CD emulator is working fine - EVEN under windows 95
-> incredibly enough. Every now and then I have to type CDDISK 0 which
-> must tidy up the tsr a bit or something, but it's having no trouble
-> once the program is running.
->
-> My problem now lies in writing the CDs, I use the -g option BUILDCD
-> to generate a file for the cdrom writer (CDW-900E) but when I load
-> up the CD-ROM generator program it only shows me the directory
-> structure and reckons there aren't any files - is this how its meant
-> to be?
-> Dyl

Subject:RE: BUILDCD vs .CCS

>It has come to my attention that a .CCS file created with BUILDCD is
correct
>except for the header. If I replace the header of the .CCS file created
with
>BUILDCD with the header of any .CCS file created by CDGEN, it works. If
do
>not, the burned CD works on a development station, but not on a debug
station.

We have found similar things and I am told that this is due to what we h
coined the 'Tokyo only bug'. This is that if you have a greenwich offset
anything other than 36 (Japan) then the CCS file may not work (but not i
all cases!). This situation specifically applies to the creation date.
Since
I don't believe that anyone really uses these date features I would sugg
that you get everyone to put a "GreenwichOffset 36" statement at the top
their cti files.

From : ARGONAUT PSX	
To : SCE SUPPORT (Support)	
Subj : Am I missing a manual?	
Numb : 111 of 217	Date : 24/11/1995
7:31pm	
Read : 27/11/1995 9:58am (REPLIES)	Reference : 110
Conf : 20 - CD ROM Emulator	Private : NO

-> Ahh...we've just heard this (see below)...a solution is in the works
->
-> We have found similar things and I am told that this is due to what
-> we h coined the 'Tokyo only bug'. This is that if you have a
-> greenwich offset anything other than 36 (Japan) then the CCS file
-> may not work (but not i all cases!). This situation specifically
-> applies to the creation date. Since
-> I don't believe that anyone really uses these date features I would
-> sugg that you get everyone to put a "GreenwichOffset 36" statement

-> at the top their cti files.

Even with a Generator created .ccs file, the writing of a cd GPFs on me after a few minutes - any idea why? It flashes Setup and the green write light also flashes, but after a minute GPF's and the cdrom is wasted and totally unreadable and unwritable.

Ideas?

Dyl

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : Am I missing a manual?
Numb : 112 of 217 Date : 27/11/1995
7:18am
Read : 27/11/1995 11:04am (REPLIES) Reference : 109
Conf : 20 - CD ROM Emulator Private : NO

Ooooo. Sounds a bit odd. I thought you were running under Win95? The CDGenerator software doesn't really like it. Infact, we've never managed to get a disk cut with it (we can generate .CCS files fine).

I'm doubtful that having the CD emulator and writer in the same machine would cause this....

Cheeerio!

Dean

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : CD-ROM Generation
Numb : 113 of 217 Date : 27/11/1995
10:03am
Read : 27/11/1995 11:05am (REPLIES) Reference : 111
Conf : 20 - CD ROM Emulator Private : NO

Hi Dyl,

Have a glance through the DEVGUIDE.ZIP document, there's a big chapter on CD-ROM Generation.

We recommend creating a CCS file using the file manager to drag-n'drop files to be written, rather than using the buildcd generated file.

CD-Writing have many hardware twists - the fact that you can begin blowing a CD is good, but try using the 'CD Recording Unit Controller' to do a test write ...

Also, make sure you're disks are unfragmented, you don't run anything else on your PC...

Paul

-> -> Ahh...we've just heard this (see below)...a solution is in the wo
-> ->

-> -> We have found similar things and I am told that this is due to wha
-> -> we h coined the 'Tokyo only bug'. This is that if you have a
-> -> greenwich offset anything other than 36 (Japan) then the CCS file
-> -> may not work (but not i all cases!). This situation specifically
-> -> applies to the creation date. Since
-> -> I don't believe that anyone really uses these date features I woul
-> -> sugg that you get everyone to put a "GreenwichOffset 36" statement
-> -> at the top their cti files.
->
->
-> Even with a Generator created .ccs file, the writing of a cd GPFs on
-> me after a few minutes - any idea why? It flashes Setup and the
-> green write light also flashes, but after a minute GPF's and the
-> cdrom is wasted and totally unreadable and unwritable.
->
-> Ideas?
->
-> Dyl

From : ARGONAUT PSX
To : MILLENIUM PSX
Subj : Am I missing a manual?
Numb : 114 of 217 Date : 27/11/1995
11:05am
Read : 27/11/1995 11:15am (REPLIES) Reference : 112
Conf : 20 - CD ROM Emulator Private : NO

-> Ooooo. Sounds a bit odd. I thought you were running under Win95? The
-> CDGenerator software doesn't really like it. Infact, we've never
-> managed to get a disk cut with it (we can generate .CCS files fine).
->
-> I'm doubtful that having the CD emulator and writer in the same
-> machine would cause this....
->
-> Cheeerio!
->
-> Dean

I can run the CD emulator under windows 95 however I have installed
Windows 3.11 in my 'old msdos setup'. It crashes under that.

Are you saying you've *never* managed to cut a cd with the CDW-900E?

Dyl

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : Am I missing a manual?
Numb : 115 of 217 Date : 27/11/1995
11:16am
Read : 27/11/1995 11:18am Reference : 114
Conf : 20 - CD ROM Emulator Private : NO

Not under Win '95... we've cut hundreds of the bastards under 3.11
though...

Sorry I can't be of any help.. :(

Deany

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
Subj : CD-ROM Generation
Numb : 116 of 217
Date : 27/11/1995
11:18am
Read : 27/11/1995 11:35am (REPLIES) Reference : 113
Conf : 20 - CD ROM Emulator Private : NO

-> Hi Dyl,
-> Have a glance through the DEVGUIDE.ZIP document, there's a big
-> chapter on CD-ROM Generation.
->
-> We recommend creating a CCS file using the file manager to
-> drag-n-drop files to be written, rather than using the buildcd
-> generated file.
->
-> CD-Writing have many hardware twists - the fact that you can begin
-> blowing a CD is good, but try using the 'CD Recording Unit
-> Controller' to do a test write ...
->
-> Also, make sure you're disks are unfragmented, you don't run
-> anything else on your PC...
->
-> Paul
->

I've run through the guides and everything and it survives a cd-write test, however it just GPF's if I try to write a proper image.

If I run the cd-generator program without loading in any CCS file and use the file manager to set up the file-lists and set the dates/publisher info by hand it also crashes when it comes to write. I also noticed that two of the dates *always* screw up and come up with escape characters BPLAYSTATION[[[00;00;0 or something like that.

This program seems flakey to say the least - is there an update?

Dyl

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : CD-ROM Generation
Numb : 117 of 217
Date : 27/11/1995
12:04pm
Read : 27/11/1995 12:17pm (REPLIES) Reference : 116
Conf : 20 - CD ROM Emulator Private : NO

OK, thats the clue - you're basing your CCS file on the one produced by BuildCD ... which has the problem I mentioned a few mails back (unless you're in the Tokyo Timezone your CCS file will have the wrong date format).

I recommend that you start from scratch, build the CCS file using filemanager and with our tips...

Paul

(PS I too made this mistake when I first started...building by hand is quick, and far better in the long run IMHO).

-> I've run through the guides and everything and it survives a cd-write
-> test, however it just GPF's if I try to write a proper image.
->
-> If I run the cd-generator program without loading in any CCS file and
-> use the file manager to set up the file-lists and set the
-> dates/publisher info by hand it also crashes when it comes to write.
-> I also noticed that two of the dates *always* screw up and come up
-> with escape characters BPLAYSTATION[[00;00;0 or something like
-> that.
-> This program seems flakey to say the least - is there an update?
->
-> Dyl

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
Subj : CD-ROM Generation
Numb : 118 of 217 Date : 27/11/1995
12:22pm
Read : 27/11/1995 12:30pm (REPLIES) Reference : 117
Conf : 20 - CD ROM Emulator Private : NO

-> OK, thats the clue - you're basing your CCS file on the one produced
-> by BuildCD ... which has the problem I mentioned a few mails back
-> (unless you're in the Tokyo Timezone your CCS file will have the
-> wrong date format).
->
-> I recommend that you start from scratch, build the CCS file using
-> filemanager and with our tips...
->
-> Paul
->
-> (PS I too made this mistake when I first started...building by hand
-> is quick, and far better in the long run IMHO).
->
-> -> I've run through the guides and everything and it survives a cd-wr
-> -> test, however it just GPF's if I try to write a proper image.

When I generate one from scratch, it seems to work ok, but then when I
click on Record I get a 'mismatching format' error whatever that means,
and the cd control program doesn't run. (my files are on F:)

I am specifying licensee.dat and cdboot25.bin

Dyl

From : MILLENIUM PSX
To : ARGONAUT PSX
Subj : CD-ROM Generation
Numb : 119 of 217 Date : 27/11/1995
12:32pm
Read : 27/11/1995 12:34pm Reference : 118
Conf : 20 - CD ROM Emulator Private : NO

Ummm.. where are you specifying cdboot25.bin? You shouldn't need to specify this anywhere in CDGenerator...

Deany

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
Subj : CD-ROM Generation
Numb : 120 of 217
Date : 27/11/1995
12:34pm
Read : 27/11/1995 12:43pm
Reference : 117
Conf : 20 - CD ROM Emulator
Private : NO

-> OK, thats the clue - you're basing your CCS file on the one produced
-> by BuildCD ... which has the problem I mentioned a few mails back
-> (unless you're in the Tokyo Timezone your CCS file will have the
-> wrong date format).
->
-> I recommend that you start from scratch, build the CCS file using
-> filemanager and with our tips...
->
-> Paul
->
-> (PS I too made this mistake when I first started...building by hand
-> is quick, and far better in the long run IMHO).
->
-> -> I've run through the guides and everything and it survives a cd-wr
-> -> test, however it just GPF's if I try to write a proper image.

It makes no difference, even if I start from scratch - I save it,
re-load it back in and the dates are f*ked up.

If I try to save as a .CCI (image) file it comes up with a fatal error
'Mismatched Descriptor Sequence' (which is what it comes up with if I
try to record too).

I've moved the files to D: and the errors still occur.

I've tries Win95, Win 3.1, W4WG 3.11, alas, all to no avail.

Windows is installed on D: instead of the normal C:, you don't think
this could be causing problems do you?

Dyl

From : ARGONAUT PSX
To : ARGONAUT PSX
Subj : CD-ROM Generation
Numb : 121 of 217
Date : 27/11/1995
3:54pm
Read : 28/11/1995 10:53am (REPLIES)
Reference : 118
Conf : 20 - CD ROM Emulator
Private : NO

Right, it's all working now. (FX: wipes his brow)

Please state CLEARLY in the next dev guide that for the CDGEN program to work it requires some hefty stack space - I put the command stacks 9,2048 into my config.sys and everything began working.

It still won't load in files if their Expiry and Effective dates have been set when they were saved.

Is the SYSTEM.CNF just a standard file I put in the root dir?

Dyl

From : SCE SUPPORT (Support)
To : ARGONAUT PSX
Subj : CD-ROM Generation
Numb : 122 of 217 Date : 27/11/1995
5:09pm
Read : 28/11/1995 10:53am (REPLIES) Reference : 121
Conf : 20 - CD ROM Emulator Private : NO

BTW, I'm glad your solution works ... our stacks=9,256 ... and our DOS 6.22 system says the maximum for stacksize is 512 (in help).

What version of DOS are you using ?

But yes, System.cnf is plain text - look at DEVGUIDE for details...

Paul

->
->
-> Right, it's all working now. (FX: wipes his brow)
->
-> Please state CLEARLY in the next dev guide that for the CDGEN
-> program to work it requires some hefty stack space - I put the
-> command stacks 9,2048 into my config.sys and everything began
-> working.
-> It still won't load in files if their Expiry and Effective dates have
-> been set when they were saved.
->
-> Is the SYSTEM.CNF just a standard file I put in the root dir?
->
-> Dyl

From : SD PSX
To : SCE SUPPORT (Support)
Subj : More fun with the emulator
Numb : 123 of 217 Date : 28/11/1995
9:34am
Read : 28/11/1995 10:36am (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

I have been having a look at the streaming code (of the BBS) and have been using it with the CD emulator. I am reading multiple streams one after the other and this is where the problem lies. It usually reads the first stream fine and then with any stream after this it seems to miss a lot of frames (approximately 30%) and quite often misses the last frame. This then buggers things up so that it doesn't know that it has finished reading the streaming data and reads random stuff off the disk.

Is this just a problem with the emulator or do I have to do something to the CD when I read the next stream?

Also, our rendered intro will probably be 5+ minutes long. Are people building a whole 5 minute intro (so that the stream player is only called once) or are they doing multiple streams for each scene?

Cheers,
Marc

From : MILLENIUM PSX
To : SD PSX
Subj : More fun with the emulator
Numb : 124 of 217
10:36am
Read : 29/11/1995 9:09am (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 28/11/1995
Reference : 124
Private : NO

The intro for Defcon 5 is 4.5 minutes long, and is one stream..

Dean

From : ARGONAUT PSX
To : SCE SUPPORT (Support)
Subj : CD-ROM Generation
Numb : 125 of 217
10:59am
Read : 28/11/1995 11:09am
Conf : 20 - CD ROM Emulator
Date : 28/11/1995
Reference : 123
Private : NO

-> BTW, I'm glad your solution works ... our stacks=9,256 ... and our
-> DOS 6.22 system says the maximum for stacksize is 512 (in help).
->
-> What version of DOS are you using ?
->
-> But yes, System.cnf is plain text - look at DEVGUIDE for details...
->
-> Paul
->

I'm running DOS 6.22 too.

Maybe it has something to do with TSR's? I have the cd emulator and the dev. kit and the cd-rom/scsi burner connected and they are all somewhat memory intensive (I still have about 500k base memory).

Anyway, I set up system.cnf and burnt a cd off and it works.

Are the japanese going to fix their effective/expiry date bug and maybe check its memory usage too?

Dyl

From : SD PSX
To : MILLENIUM PSX
Subj : More fun with the emulator

Numb : 126 of 217

Date : 29/11/1995

9:11am

Read : 29/11/1995 10:18am

Reference : 125

Conf : 20 - CD ROM Emulator

Private : NO

Cheers Dean. I had a quick look at the streams for Wipeout, Tekken and the like and they all appeared to be one stream as well. I think that we have pretty much decided to render one stream now as well.

I have also sussed my problems with missing streams. I'd forgotten an StUnSetRing - obviously!!

Cheers,

Marc

From : CTA PSX

To : ALL

Subj : Cd emu and printf

Numb : 127 of 217

Date : 30/11/1995

6:30pm

Read : NO

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

To "The person who was (like me) having problems with printf not working with the CD emulator."

Do a resetps after downloading selemu.cpe, and printf works fine.

Cheers

John

From : SUPER PSX

To : SCE SUPPORT (Support)

Subj : stremu.zip

Numb : 128 of 217

Date : 08/12/1995

9:26am

Read : 08/12/1995 10:23am (REPLIES)

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Hi,

Having recently recieved our cd rom emulation system I am having a few problems getting the thing to do anything.

One of the problems is that I have no demo programs to get me started. For example I can't find stremu.zip that people seem to be talking about on the bbs. Can you tell me where to get a hold of this demo or anything else that will help.

Also I would like to know what versions of the following software I should be running.

resetps

selemu.cpe

snpatch.cpe

cdexec.cpe

Hope you can help.

Andy W.

From : SCE SUPPORT (Support)
To : SUPER PSX
Subj : stremu.zip
Numb : 129 of 217
Date : 08/12/1995
2:08pm
Read : 08/12/1995 2:31pm
Reference : 129
Conf : 20 - CD ROM Emulator
Private : NO

Hi,

Well resetps is currently 1.03, and available in CODETOOL.ZIP, which includes the latest SNPATCH.CPE (no version number).

SELEMU.CPE and CDEXEC.CPE are available in CD_TOOLS.ZIP in this conference.

As to demo programs - SAMPLES33.ZIP contain lots - I assume you mean streaming code, there are several directories worth of stuff to try.

As to making it work .. take a look at DEVGUIDE.ZIP .. the latest version describes a little of the process. Also try out CDREAD.ZIP and CTIDEMOS.ZIP (also in this conference) for example CTI files, to be used with buildcd.

Paul

-> Hi,
->
-> Having recently recieved our cd rom emulation system I am having a
-> few problems getting the thing to do anything.
->
-> One of the problems is that I have no demo programs to get me
-> started. For example I can't find stremu.zip that people seem to be
-> talking about on the bbs. Can you tell me where to get a hold of
-> this demo or anything else that will help.
->
-> Also I would like to know what versions of the following software I
-> should be running.
->
-> resetps
-> selemu.cpe
-> snpatch.cpe
-> cdexec.cpe
->
-> Hope you can help.
->
-> Andy W.

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : CD EMULATOR PROBLEMS
Numb : 130 of 217
Date : 11/12/1995
3:22pm
Read : 11/12/1995 3:22pm (REPLIES)
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

Hi SCE SUPPORT,

I am having a few problems getting my emulation system up and running. I have downloaded the cdread example from the bbs and can't get it to work. Basically what happens is that when I run the following sequence of commands, (manually not in a batch file), I get a problem.

```
resetps 1
run selemu.cpe
resetps 1
run snpatch.cpe
dbugpsx cdread /e
```

All commands work up until the dbugpsx. At this point I get a Bus Error and the debugger asks if I want to abort or clear the bus, in fact all that I can do is abort.

I would therefore like to know if anyone has an idea why this is happening. Is it to do with software or hardware. Could it be an interrupt or dma channel contention problem. Also I have another scsi card in my PC besides the cd emulator card, will this cause problems?

Please let me know if this problem has been encountered before and what the solution might be.

Cheers,

Andy W.

```
From : SCE SUPPORT (Support)
To   : SUPER PSX
Subj : CD EMULATOR PROBLEMS
Numb : 131 of 217
3:27pm
Read : 11/12/1995 6:26pm
Conf : 20 - CD ROM Emulator
Date      : 11/12/1995
Reference : 130
Private   : NO
```

Hi Super,

Have you gone through all the notes in DEVGUIDE.ZIP ?

For example with CDDISK, can you "see@ the contents of your emulator drive ?

If this works, then it is unlikely that you're having hardware clashes..

Are you using the latest version of DBUGPSX, compilers etc., with everything compiled '-g'....

-> Hi SCE SUPPORT,

->

-> I am having a few problems getting my emulation system up and
-> running. I have downloaded the cdread example from the bbs and can't
-> get it to work. Basically what happens is that when I run the
-> following sequence of commands, (manually not in a batch file), I
-> get a problem.
-> resetps 1
-> run selemu.cpe

-> resetps 1
-> run snpatch.cpe
-> dbugpsx cdraw /e
->
-> All commands work up until the dbugpsx. At this point I get a Bus
-> Error and the debugger asks if I want to abort or clear the bus, in
-> fact all that I can do is abort.
->
-> I would therefore like to know if anyone has an idea why this is
-> happening. Is it to do with software or hardware. Could it be an
-> interrupt or dma channel contention problem. Also I have another scsi
-> card in my PC besides the cd emulator card, will this cause problems?
->
-> Please let me know if this problem has been encountered before and
-> what the solution might be.
->
-> Cheers,
->
-> Andy W.

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : emulator stress
Numb : 132 of 217 Date : 13/12/1995
11:02am
Read : 13/12/1995 11:29am (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Heeelllpppp,

This emulator is causing me serious stress. Basically I've followed the devguide instructions, downloaded all the latest software from the bbs, taken out all the non essential cards in my P.C. and still it doesn't work.

In summary my problem is as follows:

I can successfully run buildcd and then I can see that the correct result is on the harddisk using cddisk, no problems so far. I am using the cdraw example as a demo.

Furthermore when I run my system without running selemu I can successfully run the debugger with all message streams working. Also testmess works correctly.

Problems begin when I try to run selcd. The sequence of events are,

```
resetps 1
run selemu.cpe
resetps 1
run snpatch.cpe
run cdraw.cpe (or dbugpsx cdraw /e)
```

on the run cdraw I get a "cannot connect to target message" or if I use the debugger I get a bus error.

I am using the following software versions,

from cd_tools.zip

selemu.cpe
cdbios.com v1.02
cddisk v1.15
buildcd v2.28
from codetool.zip
run.exe v2.3
resetps.exe v1.03
mess1.com
snpatch.cpe

further
dbugpsx v4.81
dexbios.com v1.22
ccpsx.exe v1.17
cdboot v1.5

On top of this I am using lib.33 and compiling with the -g option for debugging.

I have a Micropolis 4221 AV internal scsi HD running in a DAN 486 66MHz.

Please give me an idea of what to try next as this is driving me up the wall.

Cheers,

Andy.

From : CTA PSX
To : ALL
Subj : CD emulator hardware
Numb : 133 of 217
7:16pm
Read : NO (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 13/12/1995
Reference : NONE
Private : NO

I have just received my 4th CD emulator card which refuses to be recognised by my system. The 2nd one worked OK for a few months.

However, a friend of mine who works for a technical support company, looked at my machine and commented how crap my UMC chipset was, and how cheaply made cards refused to work with it. I then tried the card in 2 ALI chipset motherboards, and it worked fine.

Can I suggest a survey of who is using what chipset, and if their CD Emulator card works.
Could the PC chipset be the cause of the problems ?

Cheers

John

From : SCE SUPPORT (Support)
To : CTA PSX
Subj : CD emulator hardware
Numb : 134 of 217
9:07am
Read : 14/12/1995 1:26pm (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 14/12/1995
Reference : 133
Private : NO

We've suspected this for some time - our older systems here are IBM 486/66 machines that work without a problem - its the newer unbranded Pentiums that sometimes seem erratic, although never to the extent others seem to have.

The issue must be related to slight deviations from spec though - we've heard that (at least one larger developer), seemingly identical machines can have different behaviour.

As I said to Andy, we've been speaking to SN (the designers) and hope to obtain a volunteer to have their whole (PC included) kit brought under the oscilloscope...

We'll also follow up on your suggestion.

Paul

-> I have just received my 4th CD emulator card which refuses to be
-> recognised by my system. The 2nd one worked OK for a few months.
->
-> However, a friend of mine who works for a technical support company,
-> looked at my machine and commented how crap my UMC chipset was, and
-> how cheaply made cards refused to work with it. I then tried the
-> card in 2 ALI chipset motherboards, and it worked fine.
->
-> Can I suggest a survey of who is using what chipset, and if their CD
-> Emulator card works.
-> Could the PC chipset be the cause of the problems ?
->
-> Cheers
-> John

From : SCE SUPPORT (Support)
To : SUPER PSX
Subj : emulator stress
Numb : 135 of 217
Date : 14/12/1995
9:18am
Read : 18/12/1995 9:15am (REPLIES)
Reference : 132
Conf : 20 - CD ROM Emulator
Private : NO

Hi Andy,

OK - all versions seem OK, apart from version 1.8 of the boot program being the latest recommended, - please give that a try, and let me know how it goes. (All other versions were uptodate - and I've updated BBS_VERS.TXT with the files versions we didn't already specify).

(I've also put 2.8 boot in there, but apparently that has problems)

I've also spoken with SN systems, if you still have problems, we'd like to arrange analysis of your machine at their site.

Would that be possible ? They're based in Bristol, and it would mean loosing your system for a day (maybe more).

Paul

-> Heeelllpppp,

->

-> This emulator is causing me serious stress. Basically I've followed
-> the devguide instructions, downloaded all the latest software from
-> the bbs, taken out all the non essential cards in my P.C. and still
-> it doesn't work.

->

-> In summary my problem is as follows:

->

-> I can successfully run buildcd and then I can see that the correct
-> result is on the harddisk using cddisk, no problems so far. I am
-> using the cdread example as a demo.

->

-> Furthermore when I run my system without running selemu I can
-> successfully run the debugger with all message streams working. Also
-> testmess works correctly.

->

-> Problems begin when I try to run selcd. The sequence of events are,

->

-> resetps 1
-> run selemu.cpe
-> resetps 1
-> run snpatch.cpe
-> run cdread.cpe (or dbugpsx cdread /e)

->

-> on the run cdread I get a "cannot connect to target message" or if I
-> use the debugger I get a bus error.

->

-> I am using the following software versions,

->

-> from cd_tools.zip
-> selemu.cpe
-> cdbios.com v1.02
-> cddisk v1.15
-> buildcd v2.28
-> from codetool.zip
-> run.exe v2.3
-> resetps.exe v1.03
-> mess1.com
-> snpatch.cpe

->

-> further
-> dbugpsx v4.81
-> dexbios.com v1.22
-> ccpsx.exe v1.17
-> cdboot v1.5

->

-> On top of this I am using lib.33 and compiling with the -g option for
-> debugging.

->

-> I have a Micropolis 4221 AV internal scsi HD running in a DAN 486
-> 66MHz.

-> Please give me an idea of what to try next as this is driving me up
-> the wall.

->

-> Cheers,

->

-> Andy.

From : CTA PSX

To : SCE SUPPORT (Support)
Subj : CD emulator hardware
Numb : 136 of 217
1:32pm
Read : 14/12/1995 3:39pm
Conf : 20 - CD ROM Emulator
Date : 14/12/1995
Reference : 135
Private : NO

Fine, but my machine is a 486/66 :)
Cheers
John

From : SCE SUPPORT (Support)
To : ALL
Subj : Problems with Emulator
Numb : 137 of 217
10:25am
Read : NO (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 15/12/1995
Reference : NONE
Private : NO

Hi,
Anyone experiencing real problems with their emulator ?

SN systems (based in Bristol) really want to see an example of a PC, with its dev kit included, that doesn't work properly.

The whole process will take one, maybe two days, and could be performed over a weekend.

Let me know and we'll set it up ?

Paul

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Problems with Emulator
Numb : 138 of 217
5:33pm
Read : 15/12/1995 8:21pm
Conf : 20 - CD ROM Emulator
Date : 15/12/1995
Reference : 137
Private : NO

I'll happily go to Bristol early in the new year. Just need approval from SCEI for Defcon 5 Japanese first...

Dean

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Dicky emulator
Numb : 139 of 217
11:08am
Read : 18/12/1995 12:34pm (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 18/12/1995
Reference : NONE
Private : NO

Hi,

Now that our project is just about over, i'd like to ask if we can somehow sort our cd emulator problem out. It's just sitting in it's box here doing nothing! If you say the problem occurs because of close tolerances between the dex boards and the emulator, have these been fixed? What do you suggest??

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)
To : TELSTAR PSX
Subj : Dicky emulator
Numb : 140 of 217
Date : 18/12/1995
12:41pm
Read : 20/12/1995 5:13pm
Reference : 139
Conf : 20 - CD ROM Emulator
Private : NO

Hi Bill,

Saw your mails. Yes it would be great - if we could get a complete system together for SN. Let me know in the new year when yours can be available...

There are a number of urban legends about the root cause of the problems (which appear to afflict about 10% of people) - poor PC chipsets, board tolerances and the like, so it would be great to the root of the problem...

Paul

->
->
-> Hi,
->
-> Now that our project is just about over, i'd like to ask if we can
-> somehow sort our cd emulator problem out. It's just sitting in it's
-> box here doing nothing! If you say the problem occurs because of
-> close tolerances between the dex boards and the emulator, have these
-> been fixed? What do you suggest??
->
-> Cheers,
->
-> Bill.
->
->
->
-> --- Blue Wave/QWK v2.10

From : TELSTAR PSX
To : SCE SUPPORT
Subj : Dicky emulator!
Numb : 141 of 217
Date : 18/12/1995
12:40pm
Read : 18/12/1995 12:39pm
Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Hi,

Sorry about the last message. I posted it before I saw the previous ones. I'd be willing to send down my PC but it would probably be in the new year. Alternativly I could set up the cd emulator in another machine with one of our other development kits and send that down, again that would have to be in the new year. Give me a shout if and when you want me to send it.

Bill.

--- Blue Wave/QWK v2.10

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : emulator stress
Numb : 142 of 217
4:40pm
Read : 18/12/1995 4:53pm
Conf : 20 - CD ROM Emulator

Date : 18/12/1995

Reference : 134

Private : NO

Hi Paul,

Sorry I didn't reply to your note last week but I was out of the office for a couple of days.

I have tried version 1.8 of the boot program in my system and it makes no difference. I would therefore like to take you up on your offer of letting SN Systems having a look at our system.

I am available all of this week and am willing to take the system down to Bristol if I can get the problem sorted out this week.

I don't know how you want to work it, if you put me in touch with the right person at SN Systems then I can take it up from there if you like.

Let me know what you think,

Cheers,

Andy W.

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : cd emulator problems
Numb : 143 of 217
1:01pm
Read : 03/01/1996 1:32pm (REPLIES)
Conf : 20 - CD ROM Emulator

Date : 03/01/1996

Reference : NONE

Private : NO

Happy New Year to all at SCE Support, Hope you had a good one.

Now unfortunately it's back to business and my CD Emulator Stress.

I posted a couple of messages before Christmas saying that I would like to send, or take my system to SN Systems so that they could have a look at it. I haven't heard any reply, obviously because of holidays etc.

Can you give me a contact at SN Systems so that I can get in touch with them.

Cheers,

Andy W.

From : SCE SUPPORT (Support)
To : SUPER PSX
Subj : cd emulator problems
Numb : 144 of 217 Date : 03/01/1996
1:35pm
Read : 03/01/1996 4:23pm Reference : 143
Conf : 20 - CD ROM Emulator Private : NO

Hi Andy,

Happy New Year to you. The number you require for SN Systems is :

0117 929 9733

This is the support line and you'll probably speak to Duncan.

Ben

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : Taking PC to SN Systems
Numb : 145 of 217 Date : 04/01/1996
6:31pm
Read : 05/01/1996 10:00am Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Just before Xmas, you told me SN Systems would be getting in touch; they havent. Any news on this ?

Cheers

John

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : PC chipset questionnaire
Numb : 146 of 217 Date : 04/01/1996
6:36pm
Read : 05/01/1996 10:03am Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Dear "support type chappy responsible for CD Emulator stress",

I suggested a while ago a questionnaire regarding the CD Emulator and PC chipset, and whether this has any relevance to it working. You said good idea. Any news on this ?

Cheers

John

From : SCE SUPPORT (Support)
To : SUPER PSX
Subj : Emulator problems - SN
Numb : 147 of 217
Date : 05/01/1996
6:14pm
Read : 05/01/1996 6:20pm (REPLIES)
Reference : NONE
Conf : 20 - CD ROM Emulator
Private : NO

To Andy Williamson,

Steve Hickman (your account manager) asked me to contact you with regard to your emulator - he says that you ran into a brick wall with SN (who had offered to examine your kit).

What was the problem ?

Paul

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : Emulator problems - SN
Numb : 148 of 217
Date : 05/01/1996
6:33pm
Read : 05/01/1996 6:35pm
Reference : 147
Conf : 20 - CD ROM Emulator
Private : NO

Hi Paul,

Basically I would like to sit down with someone, be it someone at Sony or someone at SN Systems and sort out my CD emulation system for me. SN Support told me they didn't have the resources to do this so I spoke to Steve about it.

If you can help, or put me in touch with someone at SN who is willing to help then I would be most grateful.

I got some things to try of off SN Systems support (Duncan) but basically they didn't work. It's starting to get to be a bit of a bind and I would really like to speak to someone who can help get to the bottom of my problem.

The problem looks to be a hardware issue as I have managed to get the thing to work once after switching my P.C. on and off. And then using the following command sequence.

```
resets 1  
run snpatch  
run selemu  
run cdread
```

If I change the order of the snpatch and selemu the thing doesn't work, further it only works once, ie you have to switch the PC on and off everytime you want to use the emulator.

I've put a lot of time into trying to sort ths one out and I really would like to get it resolved as soon as possible.

If this means new hardware or a visit to SN or Sony then thats fair enough.

I would be grateful if you could give me a ring on Monday (8th) on 01926 881140 to have a more detailed chat about this.

Cheers,

Andy Williamson.

From : SUPER PSX
To : SCE SUPPORT (Support)
Subj : it works !!
Numb : 149 of 217
1:57pm
Read : 10/01/1996 3:29pm
Conf : 20 - CD ROM Emulator
Date : 10/01/1996
Reference : NONE
Private : NO

Hi Paul,Rachel and Sarah,

Just thought I'd let you know that I recieved my new development boards this morning and my CD Emulation system now works fine.

Thanks for turning this around so quickly for us.

Cheers,

Andy Williamson

From : FLAIR PSX
To : ADELINE PSX
Subj : cd rom emulator
Numb : 150 of 217
2:09pm
Read : 14/02/1996 11:51am
Conf : 20 - CD ROM Emulator
Date : 19/01/1996
Reference : 6
Private : NO

You seem to have had the same problems as I've had over the last few days. The cure for me, which may work for you, was to re-partition my emulation drive, and install boot15.bin, not boot25.bin. This cured the problem of the DEX boards locking up after running selemu, and allowed normal operation.

This took a while to figure out as my CD board instructions were in Japanese and I didn't even know I had to run selemu, but there you go.

Hopes this helps

Martin

From : FLAIR PSX
To : TELSTAR PSX
Subj : cd rom

Numb : 151 of 217

Date : 19/01/1996

2:18pm

Read : 24/01/1996 10:22am

Reference : 61

Conf : 20 - CD ROM Emulator

Private : NO

You haven't gone and changed your boot program by any chance? I had similar problems - being able to build and view the image fine, but using boot25.bin always caused my code to hang on the first cd access command. Re-partitioning my drive with boot15.bin did the trick.

You never know

Martin

From : FLAIR PSX

To : ADELIN PSX

Subj : oops

Numb : 152 of 217

Date : 19/01/1996

2:23pm

Read : 14/02/1996 11:52am

Reference : 6

Conf : 20 - CD ROM Emulator

Private : NO

Oops - I thought I was readin current mail, not mail thats as old as the hills. Never mind and there's me thinking I was doing some one a good turn.

God I hate Friday afternoons

Martin

From : FLAIR PSX

To : TELSTAR PSX

Subj : oops

Numb : 153 of 217

Date : 19/01/1996

2:29pm

Read : 24/01/1996 10:22am

Reference : 61

Conf : 20 - CD ROM Emulator

Private : NO

Sorry, I must be fast asleep, well it is Friday afternoon. I thought I was reading the up to date messages, but obviously not. At a guess you've probably solved your problem by now, although you never now.

Yours fast asleep

Martin

From : TWOK PSX

To : ALL

Subj : Streaming again

Numb : 154 of 217

Date : 25/01/1996

9:34am

Read : NO

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Hi Folks,

I've made it. My streams are now playing fine (incl. audio), the

problem is that if I played one, the second, third or fourth will fail. When I start my game from the debugger all streams work fine. Could this be emulator problems. Should I pause or stop the CD after completing one stream ??? Could someone give me light ???

Thanx in advance.... Michael / TWOK

From : CTA PSX
To : ALL
Subj : CD emulator
Numb : 155 of 217
Date : 02/02/1996
12:41pm
Read : NO (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

I am taking my PC into SN Systems at 2.30pm this afternoon (2 Feb). I will let you know what happens.

Cheers

John

From : MILLENIUM PSX
To : CTA PSX
Subj : CD emulator
Numb : 156 of 217
Date : 02/02/1996
1:35pm
Read : 05/02/1996 6:14pm Reference : 155
Conf : 20 - CD ROM Emulator Private : NO

I really hope they find something... :|

Good luck!

Deany

From : CTA PSX
To : ALL
Subj : Cd emulator
Numb : 157 of 217
Date : 05/02/1996
6:23pm
Read : NO Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

re: Visit to SN Systems.

After much card swapping and removing, the people at SN decided my PC motherboard was at fault. They have lent me one of their motherboards, and sent mine off to their hardware guy in Scotland for further analysis.

I am waiting in hope.

Cheers

John

From : CTA PSX
To : SCE SUPPORT (Support)

Subj : CD Emulator
Numb : 158 of 217
6:27pm
Read : 06/02/1996 8:49am (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 05/02/1996
Reference : NONE
Private : NO

Dear Support type Chappies,

The people at SN Systems insist that very few people have had problems with the CD Emulator. Could you please allow them access to this BBS so they can see the nightmare many people are having. This would be a big help.

Cheers

John

From : MILLENIUM PSX
To : CTA PSX
Subj : CD Emulator
Numb : 159 of 217
7:09am
Read : 06/02/1996 4:47pm (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 06/02/1996
Reference : 158
Private : NO

Very few people? Yeah, right lads.. anything you say.. :|

Deany

From : SCE SUPPORT (Support)
To : CTA PSX
Subj : CD Emulator
Numb : 162 of 217
9:24am
Read : 08/02/1996 1:00am
Conf : 20 - CD ROM Emulator
Date : 07/02/1996
Reference : 160
Private : NO

(Deep breath).

A couple of notes:

- * Where do you think all the broken emulators goto ?
Answer ... PSY-Q/SN, together with a fault report. So they know the failure rate.
- * When (before Christmas) when we persuaded SN/PSY-Q to examine peoples systems to track down problems, how many volouteers did we get ? Two. (Three, if you include Dean, but although had deadlines and geography problems, but least we an SN know about his issues)
- * We know have a FAULTREP that goes out to developers who have problems with their systems, so that they can run through simple checks before we can try one-on-one assitance.

How many calls are filtered out at this stage ?

Answer: 50%. The rest seem to be clear cut - "used to work, now doesn't" which we arrange replacement.

Seriously - we'd love to get a handle on emulator problems, we know they exist, but the problems we have direct experience of tend to be short-lived, and tend to solve themselves with a quick cddisk -m.

Paul

-> They were INSISTENT that very few people have had problems with
-> the most expensive cheese grater in the world.
->
-> We complain to Sony, Sony do not complain to SN. Thats the problem.
-> Let SN on this BBS, that would be half the problem sorted.
->
-> Cheers
-> John

From : OXFORD SOFTWARES
To : SCE SUPPORT (Support)
Subj : Random crashes/hangs
Numb : 163 of 217
Date : 13/02/1996
6:37pm
Read : 14/02/1996 8:53am (REPLIES)
Conf : 20 - CD ROM Emulator
Reference : NONE
Private : NO

Hi Guys,

I've been using our 2000 board (with-out the cd emulator installed) for a few weeks. Since installing the CD Emulator board a few days ago the 2000 board keeps hanging randomly completely crashing the PC and Win95.

I've checked for IRQ,DMA and port conflicts and found none, and I'm using a Win95 dos box.

Also the CDREAD example (from the BBS) runs on the emulator just fine, so I guess this proves the configuration is okay...

HELP PLEASE...

Dexbios V1.23; CDBIOS V1.02 and SNPATCH 31/5/95 20:16
And just incase it's any use I've a P90/16Mb with Intel Triton PCI chipset.

Also, since installing the emulator board quality of the TV picture has decreased (a totally black screen has a large number horizontal stripes with crawl up the screen). Is it time to break out some plastic covered tin-foil as some sheilding for/from the emulator board?

Regards

Chris Emsen.

From : MILLENIUM PSX
To : OXFORD SOFTWARES
Subj : Random crashes/hangs
Numb : 164 of 217
Date : 14/02/1996
7:25am
Read : 14/02/1996 9:29am
Reference : 163

Conf : 20 - CD ROM Emulator Private : NO

Welcome to the wonderful world of CD emulation.....

Possible replies are:

1. It's all fine. You're only _imagining_ it's wrong, as so few people have problems with the CD emulator.
2. Your CD emulator board is shagged.
3. Your DEX boards are shagged.

From other messages here, it seems the CD emulator cards have the build quality of a mud hut, so my money is on door number 2. But then number 1 is a popular explanation too.

Deany

From : SCE SUPPORT (Support)
To : OXFORD SOFTWARES
Subj : Random crashes/hangs
Numb : 165 of 217 Date : 14/02/1996
10:03am
Read : 14/02/1996 2:04pm Reference : 163
Conf : 20 - CD ROM Emulator Private : NO

Hi Chris,

As Deany says, they could be a number of causes - have a look through DEVGUIDE.ZIP and FAULTREP.ZIP - the latter will steer you through a series of tests, if at the end it still doesn't work it will indicate if it is the DTL-H2000's or the Emulator. Then we can swap out the possible defective unit and get you back on the road again.

Are you using the Win95 beta debugger or the old dextbios method ? We use both approaches, but not together.

Paul

-> Hi Guys,
->
-> I've been using our 2000 board (with-out the cd emulator installed)
-> for a few weeks. Since installing the CD Emulator board a few days
-> ago the 2000 board keeps hanging randomly completely crashing the PC
-> and Win95.
-> I've checked for IRQ,DMA and port conflicts and found none, and I'm
-> using a Win95 dos box.
->
-> Also the CDREAD example (from the BBS) runs on the emulator just
-> fine, so I guess this proves the configuration is okay...
->
-> HELP PLEASE...
->
-> Dexbios V1.23; CDBIOS V1.02 and SNPATCH 31/5/95 20:16
-> And just incase it's any use I've a P90/16Mb with Intel Triton PCI
-> chipset.
->
->
-> Also, since installing the emulator board quality of the TV picture

-> has decreased (a totally black screen has a large number horizontal
-> stripes with crawl up the screen). Is it time to break out some
-> plastic covered tin-foil as some sheilding for/from the emulator
-> board?
-> Regards
->
-> Chris Emsen.

From : SCE SUPPORT (Support)
To : OXFORD SOFTWARES
Subj : RE: Call 163
Numb : 166 of 217 Date : 15/02/1996
5:29pm
Read : 15/02/1996 7:49pm Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hi Chris,
Any news on your emulator ?
Paul

From : MILLENIUM PSX
To : ALL
Subj : Hello
Numb : 167 of 217 Date : 05/03/1996
10:27am
Read : NO (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hello,
What was the outcome of the investigation into the flakiness of the CD
emulator on certain PC's? I know CTA PSX (John) went to SN, but did they
actually come up with anything?

I'm sort-of hoping it'll go away when I get a new PC... but a fix would
be useful at the moment..

Thanks!

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : Hello
Numb : 168 of 217 Date : 05/03/1996
11:10am
Read : 05/03/1996 11:47am (REPLIES) Reference : 167
Conf : 20 - CD ROM Emulator Private : NO

Hi Dean,
Well, we had two developers who came over to be examined:

o One had (in SN's words) a "mucky motherboard", which SN cleaned,
swapped and sent off for analysis.

o The other worked problem was fixed by swapping the DEX boards.

Pretty inconclusive so far - other dodgy systems are still wanted, but

for now we recommend getting the highest quality system you can get (i.e. not a cheap clone).

Paul

-> Hello,
-> What was the outcome of the investigation into the flakiness of the
-> CD emulator on certain PC's? I know CTA PSX (John) went to SN, but
-> did they actually come up with anything?
->
-> I'm sort-of hoping it'll go away when I get a new PC... but a fix
-> would be useful at the moment..
->
-> Thanks!
->
-> Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Hello
Numb : 169 of 217 Date : 05/03/1996
11:48am
Read : 05/03/1996 12:15pm Reference : 168
Conf : 20 - CD ROM Emulator Private : NO

Hmmm.. doesn't sound too promising, does it. Hopefully I'm in line for a P133 later this month.. all our PC's are Gateway 2000's with Intel Aladdin or Triton motherboards though..

Dean

From : CTA PSX
To : MILLENIUM PSX
Subj : CD Emulator
Numb : 170 of 217 Date : 05/03/1996
8:27pm
Read : 06/03/1996 6:52am (REPLIES) Reference : 167
Conf : 20 - CD ROM Emulator Private : NO

I got my motherboard back on Friday, they said "it was just excessive amounts of nicotine and dust clogging up the slots, and after a good cleanup, it worked". You can imagine my reaction when it didn't. At least they tried.

I have had my CD reading working in the past, and so I just "#if CD" read off CD "#else" read off PC Hard Disk, and hope it works when I send off a demo.

I will be getting a new PC motherboard and changeing it until the CD Emulator works. I will let you know which chipset/processor/make works.

I have given up.

Cheers

John

From : MILLENIUM PSX

To : CTA PSX
Subj : CD Emulator
Numb : 171 of 217
6:54am
Read : 06/03/1996 6:27pm
Conf : 20 - CD ROM Emulator
Date : 06/03/1996
Reference : 170
Private : NO

Oh dear... sounds like a bum deal... :(

Thanks for trying though, John..

Dean

From : TELSTAR PSX
To : ALL
Subj : cd emulator working!!
Numb : 172 of 217
2:53pm
Read : [N/A]
Conf : 20 - CD ROM Emulator
Date : 06/03/1996
Reference : NONE
Private : NO

Hi,

Our CD emulator had been stood collecting dust for about 4 months until last week when we tried a different motherboard and it worked!! It didn't work on the other 4 different motherboards last year but it works on this one, I think it's a TMC one. Anyway because it hasn't been used for ages we're all a bit rusty on the buildcd front, so here's the problem. We have a stream which we created using MovConv (which when burnt onto a gold disk works fine), after saving out the .CCS file which we used to burn it onto a gold disk, we converted it to a CTI with CCS2CTI v1.02a and created an image on the emulator with buildcd (we can see it with cddisk). When we try to run the same code which worked on a gold disk (i.e. selcd.cpe) on the emulator (selemu.cpe) it doesn't work. All we get is audio and the streaming code crashes. We have tried interleaving the video and audio (.xa) manually with buildcd (as in example.cti) and all we get is rubbish audio!! Any ideas?

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : CTA PSX

To : SCE SUPPORT (Support)
Subj : cd emu
Numb : 173 of 217
Date : 11/03/1996
4:40pm
Read : 11/03/1996 5:11pm (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Greetings,

I now have a spanking PCI motherboard, and the CD Emulator card gets recognised (phew).

But, buildcd takes about 20-30 times as long as it did when it worked months ago, and on using cddisk to examine the contents, nothing has actually been written.

The first thing I tried writing was the STREMU cti file - no joy.

Then CDDISK 0 -n worked fine until I exited, and then it came up with "SCSI error in writing sectors, error returned 0x0670".

Sorry for being a pain, but I am currently finalising the game bits and need to know if everything will fit in memory, and, I will be moving on to FMV this week - and that opens a whole new dustbin of maggots.

Cheers

John

From : MILLENIUM PSX
To : CTA PSX
Subj : cd emu
Numb : 174 of 217
Date : 12/03/1996
7:08am
Read : 12/03/1996 4:55pm (REPLIES) Reference : 173
Conf : 20 - CD ROM Emulator Private : NO

I don't mean to be scary, but I've had this problem too. It went away when I changed my HD (I used to have a 2 year old external Micropolis AV, but now I've a newer internal drive).

But although my emulator card works, and my drive is ok, the emulator is still pronounced 'King of Crapness'. CdSearchFiles() sometimes don't work, because the emulator seeks past the end of the disk.

It's crap, but I'm hoping that when (if?) my new PC turns up it will all be fine.. It seems more likely that I'll get GTE access and send 200k in one go on LIBCOMB before the emulator functions properly though (ie never).

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : cd emu
Numb : 175 of 217
Date : 12/03/1996
8:48am
Read : 12/03/1996 9:44am (REPLIES) Reference : 174
Conf : 20 - CD ROM Emulator Private : NO

-> I don't mean to be scary, but I've had this problem too. It went away
-> when I changed my HD (I used to have a 2 year old external
-> Micropolis AV, but now I've a newer internal drive).

->
-> But although my emulator card works, and my drive is ok, the
-> emulator is still pronounced 'King of Crapness'. CdSearchFiles()
-> sometimes don't work, because the emulator seeks past the end of the
-> disk.
-> It's crap, but I'm hoping that when (if?) my new PC turns up it will
-> all be fine.. It seems more likely that I'll get GTE access and send
-> 200k in one go on LIBCOMB before the emulator functions properly
-> though (ie never).
->
-> Dean

Oh ye of little faith. Actually, you're probably right!!!
Ben

From : SCE SUPPORT (Support)
To : CTA PSX
Subj : cd emu
Numb : 176 of 217 Date : 12/03/1996
8:56am
Read : 12/03/1996 4:56pm Reference : 173
Conf : 20 - CD ROM Emulator Private : NO

-> Greetings,
->
-> I now have a spanking PCI motherboard, and the CD Emulator card gets
-> recognised (phew).
-> But, buildcd takes about 20-30 times as long as it did when it worked
-> months ago, and on using cddisk to examine the contents, nothing has
-> actually been written.
-> The first thing I tried writing was the STREMU cti file - no joy.
-> Then CDDISK 0 -n worked fine until I exited, and then it came up
-> with "SCSI error in writing sectors, error returned 0x0670".
-> Sorry for being a pain, but I am currently finalising the game bits
-> and need to know if everything will fit in memory, and, I will be
-> moving on to FMV this week - and that opens a whole new dustbin of
-> maggots.
-> Cheers
-> John

Hi John,
I haven't seen this type of message before, and therefore don't
know what to suggest. It does sound, like Dean suggested, that your
hard disk has been corrupted in some way. Can you borrow one of someone
else to test this??

Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : cd emu
Numb : 177 of 217 Date : 12/03/1996
9:46am
Read : 12/03/1996 10:14am (REPLIES) Reference : 175
Conf : 20 - CD ROM Emulator Private : NO

I may be right? About which one.. GTE or LIBCOMB. Or both.

:)

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : cd emu
Numb : 178 of 217 Date : 12/03/1996
10:16am
Read : 12/03/1996 12:04pm (REPLIES) Reference : 177
Conf : 20 - CD ROM Emulator Private : NO

-> I may be right? About which one.. GTE or LIBCOMB. Or both.

->

-> :)

->

-> Dean

Well, theres more chance of getting GTE access than sending 200 bytes in one go. We'll just have to wait and see (and keep hassling for GTE access).

Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : cd emu
Numb : 179 of 217 Date : 12/03/1996
12:05pm
Read : 12/03/1996 12:25pm (REPLIES) Reference : 178
Conf : 20 - CD ROM Emulator Private : NO

Speaking of GTE access, I've still heard f*ck all from Chatani-san.

And, just out of interest, when's the next library release scheduled? :)

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : cd emu
Numb : 180 of 217 Date : 12/03/1996
12:27pm
Read : 12/03/1996 3:59pm (REPLIES) Reference : 179
Conf : 20 - CD ROM Emulator Private : NO

-> Speaking of GTE access, I've still heard f*ck all from Chatani-san.

->

-> And, just out of interest, when's the next library release

-> scheduled? :)

-> Dean

He'll be at the conference, if you don't hear from him sooner. I agree its rude not to keep in contact, but I cannot speak for SCEI, so I don't know whats going on either. Next revision of libraries - no idea. We're told a few days before release.

Ben

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : cd emu
Numb : 181 of 217
3:59pm
Read : 12/03/1996 4:05pm
Conf : 20 - CD ROM Emulator
Date : 12/03/1996
Reference : 180
Private : NO

Okeydokey... Ta very much.

Dean

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : CdSearchfile
Numb : 182 of 217
9:16pm
Read : 27/03/1996 9:09am (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 26/03/1996
Reference : NONE
Private : NO

Hello,

Does this function fail as often on real PSs as on the emulator ?

The solution :-

```
while (!CdSearchFile(&fp, "name"))  
    CdInit();
```

works, but having to wait 3 or 4 CD timeouts when I try to load a file when returning from child programs is causing long delays with a blank screen, and getting in the way of gameplay.

Cheers

John

From : MILLENIUM PSX
To : CTA PSX
Subj : CdSearchfile
Numb : 183 of 217
8:28am
Read : 28/03/1996 9:35pm (REPLIES)
Conf : 20 - CD ROM Emulator
Date : 27/03/1996
Reference : 182
Private : NO

CdSearchFile is flaky on my Emulator setup too... Sometimes it works, sometimes it doesn't (in fact, most times it doesn't). If you use the 2.x version of CDBIOS, and run CDMON, what does it show it doing? On my setup it shows the seek to the PVD falling over (and the seek continuing until the end of the CD image).

I've got infinite-retry in there, but it's so very slow. I hardly every use the emulator now though, apart from testing streams out. It's not worth the loss of time.

Dean

From : SCE SUPPORT (Support)

To : CTA PSX

Subj : CdSearchfile

Numb : 184 of 217

Date : 27/03/1996

9:12am

Read : 28/03/1996 9:42pm (REPLIES)

Reference : 182

Conf : 20 - CD ROM Emulator

Private : NO

-> Hello,

-> Does this function fail as often on real PSs as on the emulator ?

->

-> The solution :-

-> while (!CdSearchFile(&fp, "name"))

-> CdInit();

->

-> works, but having to wait 3 or 4 CD timeouts when I try to load a

-> file when returning from child programs is causing long delays with a

-> blank screen, and getting in the way of gameplay.

->

-> Cheers

-> John

Hi John,

I have had failures during a CdSearchFile on the emulator. I didn't re-execute my CdInit() command. I just did a full reset of the dev kit a couple of times, and then re-execute my cpe. But then again, I didn't get these types of errors frequently.

Ben

From : CTA PSX

To : MILLENIUM PSX

Subj : CdSearchfile

Numb : 185 of 217

Date : 28/03/1996

9:42pm

Read : 29/03/1996 7:20am (REPLIES)

Reference : 183

Conf : 20 - CD ROM Emulator

Private : NO

Havent tried using cdboot 2.x, but have tried running my code with CdsetDebug(2). This says it bombs out when trying to read the PVD. If it gets past that point, cdSearchfile seems to work fine until I do another CdInit.

From what you have said, CdSearchFile works off a real CD pretty well, is this correct ?

Unfortunately, my CdGen at the publisher is 200 miles away, and so using real Cds is not really an option.

Cheers

John

From : CTA PSX

To : SCE SUPPORT (Support)

Subj : CdSearchfile

Numb : 186 of 217

Date : 28/03/1996

9:44pm

Read : 29/03/1996 10:01am (REPLIES) Reference : 184
Conf : 20 - CD ROM Emulator Private : NO

Is it a problem on a real PS off a real CD ? If not I'll live with it.

Cheers

John

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : CD audio
Numb : 187 of 217 Date : 28/03/1996
10:22pm
Read : 29/03/1996 10:03am (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hello again,

I have 5 tunes, 16bit raw data files, all 78 megs worth, 2 are < 13 meg, and 3 are > 13 meg. The shorter tunes play and loop perfectly correctly, but the longer tunes play for a while and then start to loop a small section.

I have modified one of your demos (CD DA Example) to print out the contents of CdlGetLocP every frame. The 3 longer tunes bomb out at exactly 1min 17secs every time, but the time counter, both relative and absolute positionscrement perfectly correctly until the end of the track, when they pause (cdlmodeAP).

This smells of a buildcd problem (I am using 2.28).

Again, i will survive if it works fine when I blow a real CD. Will it ?

Secondly, whats the difference between ADPCM_B and ADPCM_C ?

Cheers

Mr DoDgY sHIFT kEy.

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : cd da oops
Numb : 188 of 217 Date : 29/03/1996
4:04am
Read : 29/03/1996 10:14am (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Time to eat humble pie. A thousand apologies for my previous message, buildcd works fine, its the musicians sampling package that is shagged. I will have to disembowel him for causing me so much stress.

Sorry

John

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : fmv
Numb : 189 of 217 Date : 29/03/1996
4:06am
Read : 29/03/1996 10:15am Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Cheers Mr. Ben, the fmv now plays at the correct speed. I still have problems with the sound tho, but there are several things to try on that front.

Cheers
John

From : MILLENIUM PSX

To : CTA PSX

Subj : CdSearchfile

Numb : 190 of 217

Date : 29/03/1996

7:24am

Read : 29/03/1996 7:36am (REPLIES)

Reference : 185

Conf : 20 - CD ROM Emulator

Private : NO

Yeah, that's pretty much it. It always (!) works on a real machine with a proper CD. Normally everything's fine if it gets past the first CdSearchFile (but sometimes it stops working after streaming video.. even though I'm using StUnSetRing correctly).

I wish they'd sort it though... :(

Dean

From : CTA PSX

To : MILLENIUM PSX

Subj : CdSearchfile

Numb : 191 of 217

Date : 29/03/1996

7:36am

Read : 29/03/1996 10:37am

Reference : 190

Conf : 20 - CD ROM Emulator

Private : NO

OK, cheers for the info

John

From : CTA PSX

To : SCE SUPPORT (Support)

Subj : fmv

Numb : 192 of 217

Date : 29/03/1996

7:49am

Read : 29/03/1996 10:15am (REPLIES)

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Hello, me yet again (I've had a busy night)

The sound now plays correctly, specifying ADPCM_B rather than C does the trick.

Cheers
John

From : SCE SUPPORT (Support)

To : CTA PSX

Subj : CdSearchfile

Numb : 193 of 217

Date : 29/03/1996

10:03am

Read : 29/03/1996 5:06pm

Reference : 186

Conf : 20 - CD ROM Emulator

Private : NO

-> Is it a problem on a real PS off a real CD ? If not I'll live with
-> it.
-> Cheers
-> John

No. The CD is much better than the emulator. However, you may still get seek erros, but these can be recovered from easily.

Ben

From : SCE SUPPORT (Support)

To : CTA PSX

Subj : CD audio

Numb : 194 of 217

Date : 29/03/1996

10:14am

Read : 29/03/1996 5:06pm

Reference : 187

Conf : 20 - CD ROM Emulator

Private : NO

-> Hello again,
->
-> I have 5 tunes, 16bit raw data files, all 78 megs worth, 2 are < 13
-> meg, and 3 are > 13 meg. The shorter tunes play and loop perfectly
-> correctly, but the longer tunes play for a while and then start to
-> loop a small section.
-> I have modified one of your demos (CD DA Example) to print out the
-> contents of CdlGetLocP every frame. The 3 longer tunes bomb out at
-> exactly 1min 17secs every time, but the time counter, both relative
-> and absolute positionscrement perfectly correctly
-> until the end of the track, when they pause (cdlmodeAP).
-> This smells of a buildcd problem (I am using 2.28).
-> Again, i will survive if it works fine when I blow a real CD. Will
-> it ?
->
-> Secondly, whats the difference between ADPCM_B and ADPCM_C ?
->
-> Cheers
-> Mr DoDgY sHIFT kEy.

Hi sHiftY,

I can't say for definite if its your emulator / code / other (bug??). If you upload your code, I'll put a DA track on my emulaotr and try it out for you.

Difference between ADPCM_B and _C is (I think) frequency, but I'm not sure if B is for 18.9 or C is for 18.9 (the other being for 37.8). You can have stereo and mono with both.

Ben

From : SCE SUPPORT (Support)

To : CTA PSX

Subj : cd da ooops

Numb : 195 of 217

Date : 29/03/1996

10:15am

Read : 29/03/1996 5:07pm

Reference : 188

Conf : 20 - CD ROM Emulator

Private : NO

-> Time to eat humble pie. A thousand apologies for my previous message,
-> buildcd works fine, its the musicians sampling package that is
-> shagged. I will have to disembowel him for causing me so much stress.
->
-> Sorry
-> John

No probs.

Ben

From : SCE SUPPORT (Support)

To : CTA PSX

Subj : fmv

Numb : 196 of 217

Date : 29/03/1996

10:15am

Read : 29/03/1996 5:07pm

Reference : 192

Conf : 20 - CD ROM Emulator

Private : NO

-> Hello, me yet again (I've had a busy night)
->
-> The sound now plays correctly, specifying ADPCM_B rather than C does
-> the trick.
->
-> Cheers
-> John

Mate,

You really are a busy bee. Good to hear its all starting to work!!

Ben

From : CTA PSX

To : SCE SUPPORT (Support)

Subj : timecritical

Numb : 197 of 217

Date : 01/04/1996

5:23am

Read : 01/04/1996 7:38am (REPLIES)

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Good morning,

For the PAL version of my FMV I am using 8 sector fixed frame for playback at 16.66 fps with interleaved 18.9 khz 16 bit sound. The only problem is my timecritical list is 144 entries to get the right number of blanks in there. Buildcd chucks it out with "line > 256 chars". Going down to 7 sectors a frame reduces image quality quite a bit, and obviously I want the highest quality fmv possible. How do I get around the long timecritical list ? There doesnt seem to be a line continuation feature.

Cheers

John

From : SCE SUPPORT (Support)

To : CTA PSX

Subj : timecritical

Numb : 198 of 217

Date : 01/04/1996

9:02am

Read : 01/04/1996 9:04am (REPLIES)

Reference : 197

Conf : 20 - CD ROM Emulator

Private : NO

-> Good morning,

->

-> For the PAL version of my FMV I am using 8 sector fixed frame for
-> playback at 16.66 fps with interleaved 18.9 khz 16 bit sound. The
-> only problem is my timecritical list is 144 entries to get the right
-> number of blanks in there. Buildcd chucks it out with "line > 256
-> chars". Going down to 7 sectors a frame reduces image quality quite
-> a bit, and obviously I want the highest quality fmv possible. How do
-> I get around the long timecritical list ? There doesnt seem to be a
-> line continuation feature.

->

-> Cheers

-> John

Hi John,

No line continuation character and no way around the time
critical. Well, not that I can see. Not sure what to suggest! A
request to SN to stick a line continuation character into their parser
may do the trick, but this'll take time.

Ben

From : CTA PSX

To : SCE SUPPORT (Support)

Subj : timecritical

Numb : 199 of 217

Date : 01/04/1996

9:07am

Read : 01/04/1996 9:08am (REPLIES)

Reference : 198

Conf : 20 - CD ROM Emulator

Private : NO

That was the only way I could see too - oh well.

A couple of weeks ago, new libs were mentioned at the end of March ?

Cheers

John

From : SCE SUPPORT (Support)

To : CTA PSX

Subj : timecritical

Numb : 200 of 217

Date : 01/04/1996

9:09am

Read : 02/04/1996 5:04am

Reference : 199

Conf : 20 - CD ROM Emulator

Private : NO

-> That was the only way I could see too - oh well.

->

-> A couple of weeks ago, new libs were mentioned at the end of March ?

->

-> Cheers
-> John

Hi John,
New libs - more like May.

Ben

From : SCE SUPPORT (Support)
To : CTA PSX
Subj : timecritical
Numb : 201 of 217
8:20am
Read : 02/04/1996 8:09pm
Conf : 20 - CD ROM Emulator
Date : 02/04/1996
Reference : 197
Private : NO

Hi John,
We hope to release a new version of buildcd by the end of the week that should fix this limitation.

Paul

-> Good morning,
->
-> For the PAL version of my FMV I am using 8 sector fixed frame for
-> playback at 16.66 fps with interleaved 18.9 khz 16 bit sound. The
-> only problem is my timecritical list is 144 entries to get the right
-> number of blanks in there. Buildcd chucks it out with "line > 256
-> chars". Going down to 7 sectors a frame reduces image quality quite
-> a bit, and obviously I want the highest quality fmV possible. How do
-> I get around the long timecritical list ? There doesnt seem to be a
-> line continuation feature.
->
-> Cheers
-> John

From : CODE MONKEYS
To : ALL
Subj : Required kit for the emulator.
Numb : 202 of 217
12:58pm
Read : NO
Conf : 20 - CD ROM Emulator
Date : 11/04/1996
Reference : NONE
Private : NO

Hi,
We are about to purchase the CD-ROM emulator and are wondering what extra kit is required and if anyone has any recommendations (ie: SCSI drives, cables, motherboards etc).
Thanks.
james@tcm.co.uk

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : hardware problems
Numb : 203 of 217
7:39pm
Read : 23/04/1996 9:23am
Date : 22/04/1996
Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

dear chappies,

I have given up all hope of getting the emulator to work, I'm on version 5 of the emulator board, version 2 of the harddisk and version 3 of pc motherboard. Sometimes seems to work ok, for a while, then it dies.

The latest problem is that as soon as I run selemu.cpe, the psx dies, totally, until I power down. Removing selemu from my download batch file and everything works fine. Any ideas ? anyone ?

All the PC motherboards pass all tests I can give them, have tried the emulator in 2 other pcs, no joy. Both hard disks have been formatted, scandisk surface scanned, lots of data copied to them, defragged, fragged, defragged and then scandisk again, then norton calibrated followed by a speeddisk. All of this, and not even a hint of a bad sector, crash or anything unusual.

This leaves one offender, the three thousand pound cheese grater.

Currently, I am programming blind. #if dev { read from pc harddisk } #else { read from cd } which I cannot test. How can I debug the FMV ?

I have probably wasted about 1 man month on the emulator, the project would have been finished by now if it had worked.

Apparently, u require the official (expensive) Sony cd rom drive to run golds on the dev kit, is this true ? If so, how much ?

Cheers

John

Ps. currently my ambition is to earn enough money to introduce Mr 131b Lump Hammer and Mrs Moulinex Blender to a certain PC card. Three thousand pound for fifteen minutes aggression relief, but worth it I think.

From : CTA PSX

To : SCE SUPPORT (Support)

Subj : outputting interleaved files

Numb : 204 of 217

Date : 29/04/1996

1:23am

Read : 29/04/1996 9:28am (REPLIES)

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

Dear Chief Flibble,

How can I output interleaved files from builcd so the cdgen users can use the files ? I cannot interleave using movconv, coz my streams have too many sectors per frame. There seem to be lots of options for outputting the whole cd, but this is no good.

I have read the manual, and no xainterleave commands to output.

Cheers (sitting in the corner with dunce cap on)

John

From : SCE SUPPORT (Support)

To : CTA PSX

Subj : outputting interleaved files

Numb : 205 of 217

Date : 29/04/1996

9:37am

Read : 29/04/1996 10:03am (REPLIES)
Conf : 20 - CD ROM Emulator

Reference : 204
Private : NO

-> Dear Chief Flibble,
->
-> How can I output interleaved files from builcd so the cdgen users
-> can use the files ? I cannot interleave using movconv, coz my streams
-> have too many sectors per frame. There seem to be lots of options for
-> outputting the whole cd, but this is no good.
-> I have read the manual, and no xainterleave commands to output.
->
-> Cheers (sitting in the corner with dunce cap on)
-> John

No need for the cap mate - documentation is lacking somewhat!!!

O.K. Where you have the filename for the emulator stream file, put a second filename after. This'll be the filename that the stream will be written to on the hard disk.

Then what you do is use the -g option in the BuildCd command line :

```
builcd -g temp.ccs john.cti /s0:1
```

Thats it. A stream on your hard disk. This can then be used with CD-gen.

Ben

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : outputting interleaved files
Numb : 206 of 217
10:07am
Read : 29/04/1996 10:10am
Conf : 20 - CD ROM Emulator

Date : 29/04/1996

Reference : 205
Private : NO

cheers matey,

quick reply, just what i needed !

bye

john

From : CODE MONKEYS
To : ALL
Subj : CDROM emulator that works!
Numb : 207 of 217
12:45pm
Read : NO
Conf : 20 - CD ROM Emulator

Date : 01/05/1996

Reference : NONE
Private : NO

Hi,

Just a quick line to say that the CD-emulator works without any problems at all (is this a first?).

Another note is that the DEX boards would not work on an OPTI chipset motherboard, yet work fine on an SIS board (both with 486dx2 66).

James (james@tcm.co.uk).

From : MILLENIUM PSX
To : SUPER PSX
Subj : CDBOOT
Numb : 208 of 217 Date : 17/05/1996
9:48am
Read : 31/05/1996 11:41am (REPLIES) Reference : 23
Conf : 20 - CD ROM Emulator Private : NO

NOTE: This message was originally addressed to SCE SUPPORT
and was forwarded to you by GRAFTGOLD PSX

We know it's working for you guys. It's working for a lot of people out there. I'm using CDBIOS 1.02 too, and whenever I use 1.3/1.3/1.5 (or indeed 2.x versions) I get _lots_ of errors reported from the drive.

This is a real problem. Could do with a real solution too...

Dean

From : MILLENIUM PSX
To : MILLENIUM PSX
Subj : CDBOOT
Numb : 209 of 217 Date : 17/05/1996
10:50am
Read : 17/05/1996 10:50am (REPLIES) Reference : 208
Conf : 20 - CD ROM Emulator Private : NO

Ummm.. where did that message come from. It's ancient...

Confused, calling from Cambridge.

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : CDBOOT
Numb : 210 of 217 Date : 17/05/1996
10:56am
Read : 17/05/1996 12:41pm Reference : 209
Conf : 20 - CD ROM Emulator Private : NO

No Idea ... is there the ghost of the lost Developer in this poor BBS of ours ?

-> Ummm.. where did that message come from. It's ancient...

->

-> Confused, calling from Cambridge.

From : SCE SUPPORT (Support)
To : ALL
Subj : Problems with CD-EMU - some tips & hints
Numb : 211 of 217 Date : 17/05/1996
12:27pm
Read : NO (REPLIES) Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

EMULATOR INSTALLATION FAQ

=====

NOTE: There is no version of SNPATCHW.CPE or PATCHW.CPE that works with

This is my troubleshooting guide to installing your emulator.

It is in psuedo-spaghetti code.

InstallDevBoards(); // extern

Remove your IRQ and DMA jumpers for now. Do not lose them.

Check to make sure that the SCSI ID jumpers are set at the factory default

// Pick a base address

10Select a base address with the base address jumper.

Lovingly cram emulator board into an open slot in your PC.

Firmly attach white-ish cable between dev boards and emulator.

Attach emulator Hard drive to emulator board and turn it on.

Edit autoexec.bat to contain CDBIOS /a###, where ### is the base address

Ex:

CDBIOS /a388

will use base address 388 - which should match jumper on card.

if (Computer does not boot || CDBIOS does not recognize emulator board)

If (you try all base addresses and cannot get it to boot or find emulator with

{

Press all the chips into their sockets harder.

Be sure you are using CDBIOS version 1.02 or later.

Maybe your computer is overheating. Check it out.

}

if (none of the above works) your emulator, dev boards, or computer may

// communicate with the emulator drive through the PC bus

Set the SCSI ID on your harddrive to 3, 4, or 5. The manual says you can

Run CDDISK -n #, where # is the SCSI ID you have set on your harddrive (

Ex:

CDDISK -n 4

will activate and format the drive with SCSI ID 4 for use.

If (CDDISK does not run happily)

{

Be sure your emulator hard drive is turned on and the cables are connected

If so, goto 10 and select a new base address.

If that does not work, call BBS.

}

// install boot file

While in CDDISK (above section), install the boot file.

Use CDBOOT17.BIN (attached), DO NOT try any others yet.

// build an emulation image

Download TESTEMUL.ZIP for use in the next step.

Run BUILDCD -s#:1 TEST.CTI, where # is the SCSI address of the emulator

Ex:

BUILDCD -s4:1 TEST.CTI

will build an image to partition 1 of SCSI ID 4 hard drive.

Ignore warning 66 if it happens.

If an error occurs, be sure CDBIOS is installed and your emulator hard drive

// run the image - communicating through the white-ish cable to the DTL-20RESETPS 1// version 1.03 (attached) or later, NOT 1.02. If you use 1.02

RUN SNPATCH// NOT the version from the CD, NO version of SNPATCHW.CPE works

This will say "done" if it works, or "cannot connect to target" if it fa
If it "cannot connect to to target" goto 20
If it says "cannot open source file" you need to fix your path to find t
RUN SELEMU

This will say "done" if it works, or "cannot connect to target" if it fa
If it "cannot connect to to target" goto 20

If it says "cannot open source file" you need to fix your path to find t
RUN CDEEXEC

This will say "done" if it works, or "cannot connect to target" if it fa
If it "cannot connect to to target" goto 20

If it says "cannot open source file" you need to fix your path to find t

If your emulator still will not work:

0) reboot

1) try different emulator boards to see if your board is bad.

2) try different sets of dev boards to see if your dev boards are screwe

3) try different hard drives to see if your hard drive is bad

4) try different brand of computer to see if your computer is incompatib

5) leave a message in the CD newsgroup of the BBS detailing your traumat

BONUS STUFF:

Now you can advance to the following:

1) install interrupt jumper, make ammendment to CDBIOS line

2) install CDBOOT18.BIN

3) install CDBOOT2#.BIN, this will pave the way for step 4

4) install CDMON (a TSR that spews info back at you from the emulator).

5) install DMA jumper, make ammendment to CDBIOS line

NOTE: This message has a file, CDBOOT17.BIN, attached.

From : SCE SUPPORT (Support)

To : ALL

Subj : CDBOOT32.BIN (in CD_TOOLS.ZIP)

Numb : 212 of 217

Date : 04/06/1996

12:10pm

Read : NO (REPLIES)

Reference : NONE

Conf : 20 - CD ROM Emulator

Private : NO

After research on a number of PCs that had problems with the emulator,
SN have come up with a new Emulator Boot program.

Apparently they discovered a "timing feature". and a few extra NOPs have
been introduced to prevent an infinite seek...

If you have problems with your emulator, please try this (after saving
an old copy of your old tools!) new CD_TOOLS and let us know if you find
an improvement.

Paul

PS Thanks Dean -- it was your motherboard that helped pin this down.

From : MILLENIUM PSX

To : SCE SUPPORT (Support)

Subj : CDBOOT32.BIN (in CD_TOOLS.ZIP)

Numb : 213 of 217

Date : 04/06/1996

2:17pm

Read : 04/06/1996 3:29pm Reference : 212
Conf : 20 - CD ROM Emulator Private : NO

That's ok.. I managed to blag travel expensed to Bristol at 30p a mile,
so I ended up with a working emulator, and some cash too.. :)

Dean

From : SN PSX
To : SCE SUPPORT (Support)
Subj : Problems with CD-EMU - some tips & hints
Numb : 214 of 217 Date : 04/06/1996
3:11pm
Read : 04/06/1996 3:30pm Reference : 211
Conf : 20 - CD ROM Emulator Private : NO

Hi,

SN here. Just a few points on your tips & hints:

. What's wrong with SCSI ids 0 to 2? Every id except 6 and 7 are fine as
these are used by the emulator card.

. If you are using Win 95 you MUST NOT INSTALL CDBIOS (or DEXBIOS for
that matter) in your AUTOEXEC.BAT. Win 95 does not allow CDBIOS to
switch off interrupts done this way, so that bad things happen.

What you should do is to install CDbios from within a DOS box, and then
run all the CD tools from there alone.

Also, all the CD tools are DOS programs. This means that they will not
run properly under Win 3.1 or what ever.

Duncan

From : MOTIVE PSX
To : ALL
Subj : Large numbers of files = crash?
Numb : 215 of 217 Date : 10/06/1996
5:43pm
Read : NO (REPLIES) Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Hi,

I've just been having fun creating a database of well over 1000 files,
split nicely into 32-file subdirectories. Trouble is, when I try to
build an image for the emulator (with a huge .cti file!), the image
builder crashes. It seems to be having problems when parsing the .cti
file, and frequently takes W'95 with it when it bombs.

Can anyone shed any light on this problem?

Thanks,

Paul T.
(Also at paul@cyplexia.demon.co.uk)

From : SCE SUPPORT (Support)
To : MOTIVE PSX
Subj : Large numbers of files = crash?
Numb : 216 of 217 Date : 11/06/1996
9:50am
Read : 11/06/1996 3:08pm Reference : 215
Conf : 20 - CD ROM Emulator Private : NO

-> Hi,
-> I've just been having fun creating a database of well over 1000
-> files, split nicely into 32-file subdirectories. Trouble is, when I
-> try to build an image for the emulator (with a huge .cti file!), the
-> image builder crashes. It seems to be having problems when parsing
-> the .cti file, and frequently takes W'95 with it when it bombs.
->
-> Can anyone shed any light on this problem?
->
-> Thanks,
->
-> Paul T.
-> (Also at paul@cyplexia.demon.co.uk)

Hi Paul,

The emulator has the same restrictions as an actual cd, i.e. you can have a maximum of 40 directories with a maximum of 30 files to each directory, although these numbers depend on the length of the file names. I have had problems with large numbers of files although buildcd didn't crash for me, it just didn't put all the files onto the emulator. Try reducing the size of the filenames, if you still have problems then you should contact SN systems, as they should be in a better position to help you.

Hope this helps,
Dave V

From : MOTIVE PSX
To : ALL
Subj : Too many files = crash? I've got round it..
Numb : 217 of 217 Date : 11/06/1996
3:22pm
Read : NO Reference : NONE
Conf : 20 - CD ROM Emulator Private : NO

Well kind of. I've stuffed all the files into one big one, without doing too much damage to the rest of the code.

I don't think the problem was the number of files per directory, as I tried reducing this to 25, with no success. It could be the paths for the source files - these are quite long!

So, panic over (I hope - the combined file is building as I type), but if anyone can still offer an explanation, please let me know.

Thanks,

Paul T.

Scanning conference 23 - CD programming

From : PSY LONDON
To : ALL
Subj : libcd, that fountain of joy
Numb : 1 of 81
11:30am
Read : NO (REPLIES)
Conf : 23 - CD programming
Date : 22/03/1995
Reference : NONE
Private : NO

Ok, libcd problem...

I'm trying to build on the libcd example code in <cdread.c>. This uses CdControlB(CdlSeekL,...) & CdRead() to read sectors from the CD. This wor

If, however, I request 10 sectors via this mechanism, and then - in the Callback routine triggered at the end of loading - request 10 further sectors (purely via CdRead()), there is a long (0.5..1.0 sec) delay in between.

I guess that what I should be doing is using CdRead2(), and CdReadyCallback() instead, but the docs are a bit thin. If, that is, you really can call <include.26\libcd.h> "documentation" 8^(

All I'd like to do is read sectors sequentially, with a callback after each one. If I'm doing it right already, then the emulator don't work.

Please to expand my aching brain with your knowledge. 8^)

.....Nick Pelling.....

From : PSY LONDON
To : ALL
Subj : Seeking an' that kind of stuff
Numb : 2 of 81
4:57pm
Read : NO
Conf : 23 - CD programming
Date : 23/03/1995
Reference : NONE
Private : NO

Just a quick note, that might save you a blank CD or two...

If you're using the CD functions: if you seek, then CdRead(), [in my experience] you have to perform a CdStop() before seeking again, or else it'll just hang awkwardly. For ever. [Or as close to it as it can]

Just thought you folks would like to know - I certainly have 8^(

.....Nick Pelling.....

From : PSY LONDON
To : ALL
Subj : CdGetSector()...
Numb : 3 of 81
11:04am
Read : NO (REPLIES)
Conf : 23 - CD programming
Date : 25/03/1995
Reference : NONE
Private : NO

Erm... what are the parameters for CdGetSector()?

That fount of human knowledge, <include.26\libcd.h>, describes it as:-

```
long CdGetSector(char *, int);
```

...which isn't exactly helpful. The (char *) has to be the buffer, but the (int)? I've tried a good few numbers, but none of them seem to do anything except crash. It doesn't seem to be (mode), nor 0, nor 1, nor 2048, nor anything else.

Get a gun and shoot my brains out: or else tell me what the second parameter needs to be. Either will put me out of my misery. 8^()

.....Nick Pelling.....

From : SCE SUPPORT (Support)

To : PSY LONDON

Subj : CdGetSector()...

Numb : 4 of 81

Date : 31/03/1995

10:23am

Read : 02/04/1995 12:47pm (REPLIES)

Reference : 4

Conf : 23 - CD programming

Private : NO

```
-> long CdGetSector(char *, int);
```

```
->
```

```
-> ...which isn't exactly helpful. The (char *) has to be the buffer, bu
-> the (int)? I've tried a good few numbers, but none of them seem to do
-> anything except crash. It doesn't seem to be (mode), nor 0, nor 1, no
-> 2048, nor anything else.
```

I think 'int' may be the logical position expressed as an integer - but I wouldn't rely on it. It's probably better to use

```
int CDRead( int noOfSectors, u_long buffer, char mode );
```

This returns 1 if the CD subsystem accepts the command. If you look in CDRead.zip in the CD-EMU area, you should find an example of how to do this.

Harry

From : PSY LONDON

To : SCE SUPPORT (Support)

Subj : CdGetSector()...

Numb : 5 of 81

Date : 02/04/1995

12:52pm

Read : 04/04/1995 10:22am (REPLIES)

Reference : 5

Conf : 23 - CD programming

Private : NO

Thanks for the reply.

However, CdRead() is precisely what I'm trying to get around. If I do a seek, CdRead(), CdRead(), CdRead()... (etc), the CD turns an extra revolution between each of the CdRead()s. This extra 0.5 second delay is what I'd like to avoid. And yes, I'm streaming, but the kind of stuff I'm streaming is far in excess of the streaming libraries' capabilities.

From other developer sources, I now know that to read a sector with CdRead2(), the second parameter is a number of longwords (sorry, double halfwords 8^)), ie 512.

I still can't get it working while using 24-bit MDEC DMA transfers

without the machine hanging in mid-transfer.

I suppose I'm going to have to wait for Lib3.0 until I can get some work done. Is that a lucky guess?

....Nick Pelling....

From : SCE SUPPORT (Support)
To : PSY LONDON
Subj : CdGetSector()...
Numb : 6 of 81 Date : 04/04/1995
10:48am
Read : 04/04/1995 3:25pm (REPLIES) Reference : 6
Conf : 23 - CD programming Private : NO

<CdRead problems removed for brevity>

-> From other developer sources, I now know that to read a sector with
-> CdRead2(), the second parameter is a number of longwords (sorry, doub
-> halfwords 8^)), ie 512.

Err, looking at the example of streaming a .STR file from Japan (a tidy
version of this is on the BBS), it looks like CdRead2() takes one
parameter (this is what the header says), and that the parameter is a
set of flags (in true libcd style) - so the streaming example has:

```
CdRead2(CdlNoRetry|CdlModeSpeed|CdlModeRT);
```

Which (as far as I can see) means start reading from the current disk
position, don't retry on errors (to avoid the stream stalling), read at
double speed and strip out any XA ADPCM sectors and play them as you go
along. CdlNoRetry is not properly defined in libcd.h (2.6), but its
value is 0x100 (this is in the example too). I believe this function is
only useful in conjunction with the streaming library, as the data from
the CD goes to the ring buffer defined by StSetStream() or whatever it
is.

-> I still can't get it working while using 24-bit MDEC DMA transfers
-> without the machine hanging in mid-transfer.

You need to call stCdInterrupt() yourself if you're working with 24 bit
streaming. I don't really know why this is, but the SCE Japan guys say
you have to call it yourself. Again, this is in the streaming example,
in the function StrCallback(); it checks the external flag StCdIntrFlag
and if it is set, calls StCdInterrupt(), and clears the flag. I believe
this process is done by the streaming library for 16 bit mode itself.

-> I suppose I'm going to have to wait for Lib3.0 until I can get some w
-> done. Is that a lucky guess?

Try the interrupt call stuff above - it will probably fix it up - I
tried taking out that stuff above and 24 bit streaming stopped working.

Allan.

From : SCE SUPPORT (Support)
To : PSY LONDON
Subj : libcd, that fountain of joy

Numb : 7 of 81

Date : 04/04/1995

11:20am

Read : 04/04/1995 3:29pm

Reference : 2

Conf : 23 - CD programming

Private : NO

-> If, however, I request 10 sectors via this mechanism, and then - in t
-> Callback routine triggered at the end of loading - request 10 further
-> sectors (purely via CdRead()), there is a long (0.5..1.0 sec) delay i
-> between.

I have no idea why this is.

-> All I'd like to do is read sectors sequentially, with a callback afte
-> each one. If I'm doing it right already, then the emulator don't
-> work

Try installing a callback with CdSyncCallback() - apparently the Cd
subsystem is 'ready' every time it has finished reading a sector, and so
your callback for Cd sync will get called every time a sector is
finished. I've never tried this, so I make no claims about it, but it
just might work.... Maybe then you can request all of the sectors for
your streaming and get a callback every sector..?

Allan.

From : MILLENIUM PSX

To : SCE SUPPORT (Support)

Subj : CD Streaming

Numb : 9 of 81

Date : 10/04/1995

12:09pm

Read : 11/04/1995 11:54am (REPLIES)

Reference : NONE

Conf : 23 - CD programming

Private : NO

Hi guys,

Any chance of a few more examples on streaming code. I'm just getting
nowhere.. :(Something that's not hardwired to a particular stream
would be quite useful, as I'm lost when it comes to decompression
buffers etc etc...

Cheerio,

Dean

From : PSY LONDON

To : ALL

Subj : MDEC_in_sync timeout message... what *does* it mean?...

Numb : 10 of 81

Date : 10/04/1995

6:00pm

Read : NO

Reference : NONE

Conf : 23 - CD programming

Private : NO

Here's a nice question:- what do all the fields in the MDEC_in_sync
timeout error message mean? They look like:-

MDEC_in_sync timeout:

DMA=(1,1), ADDR=(0x00070b48->0x0003b5a0)

FIFO=(1,1), BUSY=0, DREQ=(0,1), RGB24=1, STP=1

The RGB24 and STP bits seem to make sense (though I'm not running 24-bit MDEC conversions), but what are the others?

I should say: I'm trying *very* hard to do everything properly, and I get one of these every 5-10 minutes, even when there's no data whizzing off CD. Will games triggering internal error messages like these be approved for release?

.....Nick Pelling.....

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : CD Streaming
Numb : 11 of 81 Date : 11/04/1995
11:57am
Read : 11/04/1995 12:45pm (REPLIES) Reference : 10
Conf : 23 - CD programming Private : NO

-> Any chance of a few more examples on streaming code. I'm just getting
-> nowhere.. :(Something that's not hardwired to a particular stream
-> would be quite useful, as I'm lost when it comes to decompression
-> buffers etc etc...
With the exception of the size of the vlcBuffer (which corresponds to the size of the decompressed image on screen), the code in streams.zip is not hard wired to any stream

Harry

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CD Streaming
Numb : 12 of 81 Date : 11/04/1995
12:47pm
Read : 11/04/1995 1:30pm Reference : 12
Conf : 23 - CD programming Private : NO

Hmmm.. VLC buffer. I don't really know how the sizes are calculated for these buffers. Surely if the example is LoadImage()ing each strip, then there's only a need for a Vlc buffer capable of taking one strip?

Ow.. my head hurts.. :(

Dean

From : VISUAL PSX
To : ALL
Subj : Re: Digital Output...
Numb : 13 of 81 Date : 30/06/1995
10:41am
Read : NO (REPLIES) Reference : NONE
Conf : 23 - CD programming Private : NO

Hi All,

We have just got the sound tools and we are looking for a 'nice solution to getting normal audio from the digital out...

We priced up a dac and cable (Dac-in-theBox...) at around 230 pounds

whcih we don't really want to spend... So does anyone have any more info on the 700A version of the sound board i.e. is it a replacemnet board , a daughterboard or whatever, How much is it... or does anyone else have any other suggestions?
Brian.

From : SCE SUPPORT (Support)
To : VISUAL PSX
Subj : Re: Digital Output...
Numb : 14 of 81
11:31am
Read : 30/06/1995 12:12pm
Conf : 23 - CD programming

Date : 30/06/1995
Reference : 14
Private : NO

-> Hi All,
-> We have just got the sound tools and we are looking for a 'nice
-> solution to getting normal audio from the digital out...
-> We priced up a dac and cable (Dac-in-theBox...) ataround 230 poun
-> whcih we don't really want to spend... So does anyone have any more
-> info on the 700A version of the sound board i.e. is it a replacemnet
-> board , a daughterboard or whatever, How much is it... or does anyone
-> else have any other suggestions?
I've been told that this board does not exist - it was originally
planned, but (for some reason I really couldn't begin to guess at) was
abandoned. This info came too late for the manuals, hence the reference
to the other board in there.

It seems to me that the cheapest option is to get the DAC-in-the-box,
although, as you've said, it's still 230 pounds. What we have here is a
Sony (obviously) DAT recorder DTC60ES. It has an optical input, and
works with the Sound Artist card. If you need to get a DAT machine,
this (or any one with the correct optical input) might be a good idea.

One other thing - I have had problems getting the card to work with
Cubase Audio via MIDI manager. I think it may be Cubase's problem (it
says in the manual that it really doesn't like Midi Manager). The
Japanese were very surprised by this (Cubase isn't really used in Japan,
so they hadn't tried it). They reckon it works well with Opcode Vision
(and the manual talks about MOTU Performer, so I guess that's OK too) -
so if you're looking to buy a Mac sequencer, maybe that would be a
better bet.

Cheers

Harry

From : TWOK PSX
To : FUNCOM PSX
Subj : BUILD CD
Numb : 15 of 81
7:54am
Read : 12/07/1995 9:27am (REPLIES)
Conf : 23 - CD programming

Date : 12/07/1995
Reference : NONE
Private : NO

Hi Funcom,
don't even try include complete directories with all
subsequend subdirs with the 'SourceDirectory' command.
The directory itself will be OK but all subdirs and it's files

will be complete trash. All you have to do is to create each directory with 'Directory' and add files with 'Source'. That's the ONLY way we successfully created a running CD-Emulator image and later the golden CD.

Hope that helps....

TWOK PSX (Michael)

From : MILLENIUM PSX
To : TWOK PSX
Subj : BUILD CD
Numb : 16 of 81 Date : 12/07/1995
10:19am
Read : 13/07/1995 8:23am (REPLIES) Reference : 16
Conf : 23 - CD programming Private : NO

Use CDGenerator, because it's got a 'Put file/directory' option that lets you add a complete directory. Then convert the .CCS to a .CTI file using CCS2CTI.

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : BUILD CD
Numb : 17 of 81 Date : 12/07/1995
10:55am
Read : 12/07/1995 11:30am (REPLIES) Reference : 17
Conf : 23 - CD programming Private : NO

-> Use CDGenerator, because it's got a 'Put file/directory' option that
-> lets you add a complete directory. Then convert the .CCS to a .CTI fi
-> using CCS2CTI.

Does this work?

Dave.

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : BUILD CD
Numb : 18 of 81 Date : 12/07/1995
11:34am
Read : 13/07/1995 9:46am Reference : 18
Conf : 23 - CD programming Private : NO

Yeah. It works. I've _never_ build a .CTI file by hand... and I never will. It even works for generating .CTI's with audio+video streams (because you can change the file attributes)

It's all good fun... :)

Dean

From : SCE SUPPORT (Support)

To : ALL
Subj : Note about Numbering Rule For Multiple CD-ROM Titles
Numb : 19 of 81 Date : 11/08/1995
3:34pm
Read : NO Reference : NONE
Conf : 23 - CD programming Private : NO

Hi,

A few notes just in about numbering multiple CD-ROM releases:

1. If your release contains multiple disks, it will require multiple model numbers - it makes sense to obtain these in one batch (from Susan Rynski, Approvals) if you want them to be consecutive. [Example, "Manga Manga" Rave might have two disks issued with numbers SLPS-00901 and SLPS-00902. When burning the master disk, SLPS-00901 will be the label for the first disk].
2. The ID for memory cards produced by the game will be the lowest of the numbers issued for the title (i.e. SLPS-00901 for MM.)
3. Same applies for the naming of the boot file.

Any questions to Susan (0171 390 4317)....

Paul

From : TWOK PSX
To : ALL
Subj : Streaming with interleaved audio...
Numb : 20 of 81 Date : 14/08/1995
8:20am
Read : NO Reference : NONE
Conf : 23 - CD programming Private : NO

Hello everybody,

I just wonder how audio is handled with interleaved streams ???
What do I have to init, what not... Does it playback automatically ???
If so, how do I controll the volume and so on and so on...

Thanx for your help in advance...

From : VISUAL PSX
To : SCE SUPPORT (Support)
Subj : Re: DiskError etc
Numb : 21 of 81 Date : 18/08/1995
11:25am
Read : 18/08/1995 1:35pm (REPLIES) Reference : NONE
Conf : 23 - CD programming Private : NO

Dave/Ben,

I know you said that the info on what the DiskError were has not been released yet but could you find out when I can get it? The stuff I was doing that got disk errors on the cd (not the emulator) makes a very useful speed difference.. so I want to fix the problem and use it.. however there's only about a month left in that project so if the Docs aren't going to be available soon I'll have to forget it..
Brian.

From : SCE SUPPORT (Support)

To : VISUAL PSX

Subj : Re: DiskError etc

Numb : 22 of 81

Date : 18/08/1995

1:37pm

Read : 21/08/1995 9:35am

Reference : 22

Conf : 23 - CD programming

Private : NO

-> I know you said that the info on what the DiskError were has not
-> been released yet but could you find out when I can get it? The stuff
-> was doing that got disk errors on the cd (not the emulator) makes a v
-> useful speed difference.. so I want to fix the problem and use it..
-> however there's only about a month left in that project so if the Doc
-> aren't going to be available soon I'll have to forget it..

No one in japan seems to know. I asked specifically about the problem
Dean was having and the reply was that it was not documented. I'll try
again for you but I'm not that hopefull

Dave

From : CREATIONS PSX

To : SCE SUPPORT (Support)

Subj : Seeking & that...

Numb : 23 of 81

Date : 20/09/1995

2:40pm

Read : 20/09/1995 5:01pm

Reference : NONE

Conf : 23 - CD programming

Private : NO

Hi. Within the CdlLOC structure do we need specify anything other than
the Sector value? Just trying to avoid wasteing ram for a cacheing file
system.

Andy

From : MILLENIUM PSX

To : SCE SUPPORT (Support)

Subj : CDGenerator .CCI files... a crock of shite, or what.

Numb : 24 of 81

Date : 19/10/1995

4:47pm

Read : 20/10/1995 8:55am (REPLIES)

Reference : NONE

Conf : 23 - CD programming

Private : NO

Support people,

Our American licensee (Data East) wants to make copies of our gold disks
using their CDW900E and their CDGenerator software.

Initially they wanted a CCS file, but I told them this was bad, as the
paths for all the files are embedded in the CCS file. So, with this in
mind I generated a .CCI file (Disk Image), and put it on a disk.

If they load the .CCI file it still looks for the real files (on
E:\DEFCON.USA) even though they're in the bloody image file!

What am I doing wrong?

Dean

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : CDGenerator .CCI files... a crock of shite, or what.
Numb : 25 of 81 Date : 24/10/1995
12:50pm
Read : 24/10/1995 1:38pm (REPLIES) Reference : 26
Conf : 23 - CD programming Private : NO

Hi Dean,

Looking at the size of a CCI file (much less than a CD-R image) and attempting the approach you took, we ran into the same problem.

I'll echo this back to SCEI, but could suggest one approach, that we've used when at a loss for disk space during our Demo Disc work..create a CCS file of all the source EXE, STR etc tracks and create a gold CD of this.

Then create a CCS file in a similar way to the one you created your game disc, but referencing the Gold disc of the source, which you now have in your PC CD-ROM drive.

With a QUAD speed CD-ROM in a Pentium, recording at NORMAL speed, we were able to get away with blowing a master from source on the PC CD...(even with STR sequences in excess of 60MB)

Not ideal, I admit, but I'll search out a better one.

Paul

-> Support people,
->
-> Our American licensee (Data East) wants to make copies of our gold di
-> using their CDW900E and their CDGenerator software.
->
-> Initially they wanted a CCS file, but I told them this was bad, as th
-> paths for all the files are embedded in the CCS file. So, with this i
-> mind I generated a .CCI file (Disk Image), and put it on a disk.
->
-> If they load the .CCI file it still looks for the real files (on
-> E:\DEFCON.USA) even though they're in the bloody image file!
->
-> What am I doing wrong?
->
-> Dean

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : CDGenerator .CCI files... a crock of shite, or what.
Numb : 26 of 81 Date : 24/10/1995
1:42pm
Read : 24/10/1995 1:49pm (REPLIES) Reference : 28
Conf : 23 - CD programming Private : NO

Great, thanks Paul..

Just as an aside, I was thinking that it'd be a good idea to have a sample application that clarified standards stuff. For example, all the intricacies of Memory card use (ie deleting slots), joypad configuration, title screen loop stuff etc etc etc..

But, of course, you guys would have to write it... :)

Deany

From : SCE SUPPORT (Support)
To : MILLENIUM PSX
Subj : CDGenerator .CCI files... a crock of shite, or what.
Numb : 27 of 81 Date : 24/10/1995
1:58pm
Read : 24/10/1995 2:31pm Reference : 29
Conf : 23 - CD programming Private : NO

Hmm,

We have been thinking about some of these issues for a while, I'll see what we can do.

Incidentally, I've uploaded a newer version of the standards (to PSXDOC\gadoc.zip) for more review ... we're also working on a an all encompassing document, which we'll probably release in the next week..

Paul

-> Great, thanks Paul..

->

-> Just as an aside, I was thinking that it'd be a good idea to have a
-> sample application that clarified standards stuff. For example, all
-> the intricacies of Memory card use (ie deleting slots), joypad
-> configuration, title screen loop stuff etc etc etc..

->

-> But, of course, you guys would have to write it... :)

->

-> Deany

From : MICROPROSE PSX
To : MILLENIUM PSX
Subj : Clarified Standards Stuff
Numb : 28 of 81 Date : 25/10/1995
5:11pm
Read : 26/10/1995 7:17am Reference : 29
Conf : 23 - CD programming Private : NO

-> Just as an aside, I was thinking that it'd be a good idea to have a
-> sample application that clarified standards stuff. For example, all
-> the intricacies of Memory card use (ie deleting slots), joypad
-> configuration, title screen loop stuff etc etc etc..

I will be putting our side of things (programming-wise, that is) in the next part of my PS Developer article. But, something official from Sony stating the (revised) guidelines would be in order. (But it probably won't happen. :)

-- Bob

From : SCE SUPPORT (Support)
To : ALL
Subj : Other Software for driving a CDW-900E for PC discs
Numb : 29 of 81 Date : 26/10/1995
5:27pm
Read : NO Reference : NONE
Conf : 23 - CD programming Private : NO

Hi,

We've some feedback regarding problems using the CDW-900E to blow normal PC CD gold disks in addition to PlayStation disks with the standard software (DTL-S2035).

We'd be interested in feedback from anyone who has been using the software, but have obtained a list of other software compatible with our CD-R.

They include:

Astarte GmbH	Toast CD-ROM Pro
Corel	CD Creator
Elektroson Inc.	Gear and Gear MM
IMR	Alchemy
Incat	Easy-CD range
Optical Media	QuickTOPIX
Young Minds	MakeDisc, SimpliCD

Any sucess stories/recommedations would be useful on this..

Incidentally, in gathering this information, we became aware of interest in an article on CD-R and the PlayStation, from one of our marketing groups and the press. They would be grateful for the chance to interview anyone on the subject, and I promised to pass on any interested names. Some publicity promised !

Hope this helps, let us know if any more info is required.

Paul

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : MovConv Problems
Numb : 30 of 81 Date : 15/11/1995
11:25am
Read : 15/11/1995 11:50am Reference : NONE
Conf : 23 - CD programming Private : NO

Hi,

I'm using MovConv 1.96e under Windows 3.11. MovConv doesn't like some characters in scripts, notably the '~' character and the '_' character. This is crap, and it'd be nice if it could be changed. I've just had to interleave 50+ Audio/Video streams for foreign language builds of Defcon

5 using the normal Windows GUI method. I couldn't use the scripts, because the filenames had underscores and '~' characters (The files were written with long filenames from Mac->Win95).

If the chap at SCEA responsible for MovConv could sort it, it'd be cool.

Cheeeeeers,

Dean

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : Report Mode Result Bits in CdDataReady() callback
Numb : 31 of 81 Date : 15/11/1995
10:09pm
Read : 16/11/1995 9:26am (REPLIES) Reference : NONE
Conf : 23 - CD programming Private : NO

The following code is from a tut04.c demo that shows how to loop a cd-da track. The codes is from a callback routine that is called by CdDataReady:

```
        if ((Result[4]&0x80) == 0)                /*do some
type of test with the Result*/
    {
        pos.minute = Result[3];                    /*load the
absolute minute of the head position*/
        pos.second = Result[4];                    /*load the
absolute second of the head position*/
        pos.sector = 0;                            /*zero
out the sector????????????*/
        CurPos = CdPosToInt(&pos);                 /*convert to
sector location*/
```

I would like to know what Result[4]&80 is testing for. It appears that when the high bit is on, the info in Result is invalid. When the high bit is off, the info in Result is good.

Is this correct? If so, what is going on and why is the test needed?

I could find no docs on this.

thanks,

dave

From : MILLENIUM PSX
To : CAPCOMUSA PSX
Subj : Report Mode Result Bits in CdDataReady() callback
Numb : 32 of 81 Date : 16/11/1995
7:16am
Read : 16/11/1995 5:01pm Reference : 32
Conf : 23 - CD programming Private : NO

> I could find no docs on this.

relates to the frame number (track relative sector number).

This information is all in the library3.0 overview chapter on CD's.

Is this what you wanted to know? or have I misunderstood?

Dave

PS here is a good way to loop DA....

set up a an event like this.

```
event=OpenEvent(HWCdRom, EvSpDR,EvMdINTR, track_end_callback);
EnableEvent(event);
track_ended = 0;
```

and play the CD using CdlModeDA/CdlModeAP. The Cd will automatically pause at the end of the track and calls the track_end_callback function. This sets the track_ended flag to 1 and then you can seek and restart the music from the main loop. Don't try to restart the music in the call back.

The callback does seem to get dropped after this so you have to close an reenable the event each time the Cd loops.

Hope this helps, Sorry about delay.

Dave

From : CAPCOMUSA PSX
To : SCE SUPPORT (Support)
Subj : Report Mode Result Bits in CdDataReady() callback
Numb : 34 of 81 Date : 28/11/1995
7:46pm
Read : 29/11/1995 8:44am Reference : 34
Conf : 23 - CD programming Private : NO

The code came from your bbs. CDDA.zip in the CD programming conference.

Thanks for your response, but I don't think it answered the question.

I still want to know why the high bit is being tested.

```
if ((Result[4]&0x80) == 0) /*do some
type of test with the Result*/
```

dave

From : TWOK PSX
To : SCE SUPPORT (Support)
Subj : Multiple Discs games
Numb : 35 of 81 Date : 05/12/1995
4:01pm
Read : 05/12/1995 4:16pm Reference : NONE
Conf : 23 - CD programming Private : NO

I've got two discs with audio tracks on both CDs. When I switch to the second disc my audio tracks do not work correctly. Is there a function to ensure that the audio tracks will be played correctly ??? Reading the TOC via CdGetToc doesn't help.

Thanx in advance...

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : DecDCTin / DecDCTout
Numb : 36 of 81
Date : 25/01/1996
6:51pm
Read : 26/01/1996 10:22am (REPLIES)
Reference : NONE
Conf : 23 - CD programming
Private : NO

Reading the manuals for these two commands has left me stumped. I think I've got my movie started - cd streaming, StGetNext(), DecDCTvlc() and later on StFreeRing(). Printing out the values from StGetNext() I get a sensible screen (320 * 240), frame size of around 15 - 20k - sounds good to me, but when it comes to DecDCTin / DecDCTout I dont know what sort of structure to use, and size in macroblock half words ??? what.

I've browsed through the demo on the BBS but that still left me short of a few answers.

Yours confused

Martin

P.S. Cheers for the previous advice on my cd troubles - the actual cause was down to using boot25. When I replaced it with boot15 everything was o.k. - why??

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : DecDCTin / DecDCTout
Numb : 38 of 81
Date : 26/01/1996
10:35am
Read : 26/01/1996 11:52am
Reference : 36
Conf : 23 - CD programming
Private : NO

Hi,

have you seen STREAM.ZIP in the DemoDisc file area - thats the code that we use on all the demo discs, and includes examples of the Dec functions ?

To be frank, its not an area of code that we enjoy playing around with, and there are some minor flaws with it, it does work. We'll fix the problems over time. (We can recommend 'vlctest.zip' - a version of 3.3 libpress with much faster VLC routines.)

We actually use boot 1.8 with great sucess here - later version do seem to be problematic "test" versions.

Paul

-> Reading the manuals for these two commands has left me stumped. I
-> think I've got my movie started - cd streaming, StGetNext(),
-> DecDCTvlc() and later on StFreeRing(). Printing out the values from
-> StGetNext() I get a sensible screen (320 * 240), frame size of
-> around 15 - 20k - sounds good to me, but when it comes to DecDCTin /
-> DecDCTout I dont know what sort of structure to use, and size in
-> macroblock half words ??? what.
-> I've browsed through the demo on the BBS but that still left me
-> short of a few answers.
->
-> Yours confused
->
-> Martin
->
-> P.S. Cheers for the previous advice on my cd troubles - the actual
-> cause was down to using boot25. When I replaced it with boot15
-> everything was o.k. - why??

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : Streaming
Numb : 39 of 81
Date : 26/01/1996
4:35pm
Read : 26/01/1996 5:47pm (REPLIES)
Reference : NONE
Conf : 23 - CD programming
Private : NO

I managed to get streaming to work at last, but with a few floors. The very top line of the image often contains spurious characters, top 16 pixels, and the image doesn't play at a smooth constant frame rate.

I decode to vlc, then send the generated run level code to the MDEC chip, then pull off strips of 16*240, then DecDCToutSync - LoadImage in a loop to get all the data from the MDEC, followed by VSync(4). This doesn't appear to give a constant frame rate. The movie was converted from an uncompressed avi, 320*240 15Bit, to MDEC str at 15fps.

Any tips on either of the above would be appreciated

Martin

From : MILLENIUM PSX
To : FLAIR PSX
Subj : Streaming
Numb : 41 of 81
Date : 29/01/1996
7:18am
Read : 29/01/1996 8:54am
Reference : 39
Conf : 23 - CD programming
Private : NO

Pah... simple!

The crap at the top line of the screen is because you're not double buffering the MDEC slice as well as the VLC buffer. Remember that the LoadImage() call it does is asynchronous, so in effect you're DMA'ing a strip to VRAM, while that strip is being used as the target for a subsequent MDEC decode... not nice. Maybe this is something that should be in DEVGUIDE.DOC? Gawd knows it's a common enough problem.... even in the sample code (which should be changed)..

The 'not playing at a constant frame rate' is because the VLC decode isn't fast enough to decode a frame, so it ends up missing a frame at display stage. Crap, isn't it? Download VLCTEST.ZIP and see if Colin's/SCEE's replacement 3.3 LIBPRESS.LIB sorts it out... it's certainly quite a lot faster (50% if I remember correctly)..

If SCEE are reading, maybe they could answer the following for me relating to MDEC..

1. When will your speed optimisations be incorporated into a 'supported' LIBPRESS.LIB by SCEI? Indeed, are they going to do this at all?
2. Can you find out if SCEI have any release timetable with respect to a version of LIBPRESS.LIB/MovConv that can use different codebooks? It's briefly mentioned in the MDEC format docs, and it sounds like it could be a bit handy..

Thanks

Deany

From : FLAIR PSX
To : ALL
Subj : streaming
Numb : 42 of 81
Date : 30/01/1996
5:02pm
Read : NO
Reference : NONE
Conf : 23 - CD programming
Private : NO

Does any know how big to set ring size when streaming? The stream demo sets it at 128 (128*2048 bytes??), yet fiddling around I can get it lower. What is it based on?? I know its sectors, but how does it relate to your image.(320*240 15bit 15fps)

I'm still getting random garbage at the top of my decompressed image, though only in occasional 8*8, not 16*16 as I said before. I am double buffering both my vlc and mdec data, along with my draw and display screens, each buffer contains all 4. I am right in thinking that DecDCTvlc returns after it has completed decoding, and that DecDCTin and DecDCTout both have to be synced, aren't I ??? So in effect I grab data from the cd, vlc decode(self syncs), mdec input and sync, mdec output slice and sync, and then LoadImage (loop all slices), followed by DrawSync and Vsync and then around again.

Any thoughts would be appreciated

Martin

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : Making bootable code
Numb : 43 of 81
Date : 01/02/1996
4:10pm
Read : 01/02/1996 5:12pm (REPLIES)
Reference : NONE
Conf : 23 - CD programming
Private : NO

Just a few quick questions on making bootable code. Looking at the bbs demo code it seems like a right pain to remove the SN libraries from my code. Do I have to do this, or can I just leave them in, making sure there are no pollhosts / pc calls, for mastering. If the answer is take 'em out then how would I start? I've read the demo disc code, all about bootstraps and parent child relationships, but I'm none the wiser.

To run my code from cd I use the cdexec code from the bbs, resetps 1, run snpatch followed by selemu and then cdexec. I understand that this procedure is needed on the development kit, but will my PSX.EXE file autoboot when I cut a cd??

Also regarding streaming, what determines the ring buffer size. The bbs demo sets it at 128 (128 sectors * 2048 bytes ???), but fiddling around I get lower values, too low the stream goes dodgy, too high I'm wasting memory??

Any hints greatly appreciated

Martin

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : Making bootable code
Numb : 45 of 81 Date : 01/02/1996
5:37pm
Read : 02/02/1996 11:13am Reference : 43
Conf : 23 - CD programming Private : NO

Hi Martin,

I'm a little confused about your questions, so perhaps a quick explanation.

Are you thinking about making a demo version of your title that can put on the front of "DemoOne" and the "Official PlayStation Magazine" ?

Well, I presume you've read DEMOG.DOC (included with DEMO.ZIP) - the idea is not that your code will be bootable on its own, but that it can started via a BootStrap program which occupies the first 32K of memory and then fires off our menu program, which passes back information about the chosen game to the BootStrap, which then brings in your code.

Thus your demo _shouldn't_ be bootable on its own, and is linked with NONE2.OBJ rather than LIBSN....and yes, no pollhosts or pc calls.

(Look at the sample BS in DEMO.ZIP, which simply fires off your code when its placed at the start of the emulator/cd drive).

Also, check with DUMPEXE to ensure the EXE you produce has a t_addr of 0x800018000 or above..

(Also, we'll need plain file versions of your DA tracks and streams, so that we can copy them off your CD onto our hard disc).

As for the streaming ring buffer size - why not experiment with lower values and see what happens ... everyone here just knows that 128 works ! (Poor answer, but pragmatic).

If I've missed the point, and you have issues with specific sample code, rather than producing a demo version of your title, let us know.

Paul

-> Just a few quick questions on making bootable code. Looking at at
-> the bbs demo code it seems like a right pain to remove the SN
-> libraries from my code. Do I have to do this, or can I just leave
-> them in, making sure there are no pollhosts / pc calls, for
-> mastering. If the answer is take 'em out then how would I start?
-> I've read the demo disc code, all about bootstraps and parent child
-> relationships, but I'm none the wiser.
-> To run my code from cd I use the cdexec code from the bbs, resetsps 1,
-> run snpatch followed by selemu and then cdexec. I understand that
-> this procedure is needed on the development kit, but will my PSX.EXE
-> file autoboot when I cut a cd??
->
-> Also regarding streaming, what determines the ring buffer size. The
-> bbs demo sets it at 128 (128 sectors * 2048 bytes ???), but fiddling
-> around I get lower values, too low the stream goes dodgy, too high
-> I,m wasting memory??
->
-> Any hints greatly appreciated
->
->
-> Martin

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : making bootable code
Numb : 46 of 81
Date : 06/02/1996
2:31pm
Read : 06/02/1996 2:32pm (REPLIES)
Conf : 23 - CD programming
Reference : NONE
Private : NO

Sorry about the confusion, I was after some idea how to produce a master gold cd, not a version for the demo disk.

Just to make sure before my boss splashes out my bonus on a gold cd am I on the right track:

All my files are on my cd emulator and there are no references to any sn commands, although the library is still linked in, so I dont have to worry about where my code starts from and the dreaded heap.

Make my usual cpe file, and then use cpe2x to produce an exe file. Match the name of my exe file to that of the file of the boot file found in my system.cnf, which is placed as an ordinary file in the route directory of my cd image. Then I get a bit confused on the license.dat file and using license.exe, because of course I've no access to a sony cd cutter (until I've sold my soul to the devil and hell's frozen over) so where do I go from here. Using license.exe do I convert my exe file to match the license file I found in the mastguide on the bbs, and then write the license.dat file to the system area of my cd image, or what?

A few pointers would be appreciated

Martin

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : making bootable code
Numb : 47 of 81
3:33pm
Read : 06/02/1996 4:56pm
Conf : 23 - CD programming

Date : 06/02/1996
Reference : 46
Private : NO

Hi Martin,

Yes, I think you've got the mechanisms (as I probably mentioned
DEVGUIDE.ZIP and MASTGUID.ZIP both discuss the mechanics at length).

So you have an emulator image of your final disc, which is bootable
(use cd_andy, in PlayStation Tools file area - CDEXEC.ZIP).

To cut a disc for internal use, Software 2000 have kindly provided
LICENSE.ZIP, but for mastering .. yes you will need to have access to a
Sony CDW-900E and the CD-GEN software, the only approved way of creating
master discs.

(CD-GEN has a field where you specify the License file, and this
information is encoded onto your disc). For example, if you use
MCHECK.ZIP (with a CDW-900E), we see that the TWOK version doesn't
appear to be a MASTER DISC.

Hope this helps,

Paul

-> Sorry about the confusion, I was after some idea how to produce a
-> master gold cd, not a version for the demo disk.
->
-> Just to make sure before my boss splashes out my bonus on a gold cd
-> am I on the right track:
->
-> All my files are on my cd emulator and there are no references to
-> any sn commands, although the library is still linked in, so I dont
-> have to worry about where my code starts from and the dreaded heap.
->
-> Make my usual cpe file, and then use cpe2x to produce an exe file.
-> Match the name of my exe file to that of the file of the boot file
-> found in my system.cnf, which is placed as an ordinary file in the
-> route directory of my cd image. Then I get a bit confused on the
-> license.dat file and using license.exe, because of course I've no
-> access to a sony cd cutter (until I've sold my soul to the devil and
-> hell's frozen over) so where do I go from here. Using license.exe
-> do I convert my exe file to match the license file I found in the
-> mastguide on the bbs, and then write the license.dat file to the
-> system area of my cd image, or what?
->
-> A few pointers would be appreciated
->
->
-> Martin

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : Stream buffers

Numb : 48 of 81
3:16pm
Read : 13/02/1996 9:10am (REPLIES)
Conf : 23 - CD programming

Date : 12/02/1996
Reference : NONE
Private : NO

Paul

I know you're previous advice on sizes of streaming buffers was a little vague, the old stick a number in and have a go technique, I just wondered if you had any more info. My main problem now is the size of the vlc buffer, and the image buffer. I managed to reduce the ring buffer down to (40*2048) which seems to work, but now my double buffered vlc and image buffers are filling up my bss section by around 300k, which is a little bit excessive. This is of course giving me huge problems squeezing the game into 2meg.

There must be some rules governing the size of a both of the buffers based on the image size and frame rate.

Waiting in anticipation

Martin

From : MILLENIUM PSX
To : FLAIR PSX
Subj : Stream buffers
Numb : 49 of 81
3:52pm
Read : 13/02/1996 8:49am (REPLIES)
Conf : 23 - CD programming

Date : 12/02/1996
Reference : 48
Private : NO

Can't you dynamically allocate the stream buffers when you need 'em?

Deany

From : FLAIR PSX
To : MILLENIUM PSX
Subj : Stream buffers
Numb : 50 of 81
8:52am
Read : 13/02/1996 10:07am
Conf : 23 - CD programming

Date : 13/02/1996
Reference : 49
Private : NO

Could do, but knowing how much to allocate would be useful. Someone somewhere must have some basic formula.

Martin.

From : EUROCOM PSX
To : ALL
Subj : cd_tools.zip
Numb : 51 of 81
10:56am
Read : NO (REPLIES)
Conf : 23 - CD programming

Date : 14/02/1996
Reference : NONE
Private : NO

hi,

Ooooh! This is my first query to you all powerful beings. Be gentle with me!

We've just received our CD emulator system and need to get hold of SELEMU.CPE etc. but can't find CD_TOOLS.ZIP on the BBS. Have you hidden it in some obscure place?

I've just spent ages wading through a capture file of the information in the CD emulator conference and its nice to know the system works so well! Looks like we're in for some fun.

Jon

From : SCE SUPPORT (Support)
To : EUROCOM PSX
Subj : cd_tools.zip
Numb : 52 of 81
Date : 14/02/1996
12:20pm
Read : 14/02/1996 12:39pm
Reference : 51
Conf : 23 - CD programming
Private : NO

-> hi,
->
-> Ooooh! This is my first query to you all powerful beings. Be gentle
-> with me!
->
-> We've just received our CD emulator system and need to get hold of
-> SELEMU.CPE etc. but can't find CD_TOOLS.ZIP on the BBS. Have you
-> hidden it in some obscure place?
->
-> I've just spent ages wading through a capture file of the
-> information in the CD emulator conference and its nice to know the
-> system works so well! Looks like we're in for some fun.
->
-> Jon

Slight cock-up on our part. You now have access to the CD Emulator area, which has the required zip file.
Good luck with your CD Emulator - you'll need it!!!

Ben

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : Looping DA
Numb : 53 of 81
Date : 15/02/1996
3:38pm
Read : 15/02/1996 4:29pm
Reference : NONE
Conf : 23 - CD programming
Private : NO

I've read the previous letters on looping, but I'm a bit confused. The example given sets up an event with a callback function which is supposedly run when the DA track ends. Doesn't seem to work when I tried it.

Checking the event setup didn't seem to make much sense either, not that

I'm very up on events, as the event was waiting for EvSpDR which, according to my manuals, isn't generated by CdPlay. CdPlay only generates EvSpCOMP and EvSpERROR so the call back function would never be run?? Surely the checks should be made for these events?????

Any tips on where I'm going wrong and where I can find some useful info on events would be appreciated.

Martin

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : lopping audio and stuff
Numb : 54 of 81 Date : 28/02/1996
5:36pm
Read : 28/02/1996 5:57pm (REPLIES) Reference : NONE
Conf : 23 - CD programming Private : NO

Help

I'm having a nightmare with my cd audio. Some days it works without fail, others it hangs the game at every corner. I've used the basic demo from the bbs, setting up cdsync and csready callbacks, along with opening the cd event but things just don't seem to work.

Must the event be opened inside a critical section, or will this prevent all normal interrupts, the manuals say yes, the demo code says no and my game isn't sure - it doesn't make things better or worse. Once an event is opened can it be enabled and disabled at will, i.e. disable to change levels and then enable the event again on a new level??

Any hints, apart from check out the demo on the bbs would be appreciated

Martin

From : MILLENIUM PSX
To : FLAIR PSX
Subj : lopping audio and stuff
Numb : 55 of 81 Date : 29/02/1996
7:11am
Read : 29/02/1996 8:54am (REPLIES) Reference : 54
Conf : 23 - CD programming Private : NO

The last time I had CD audio stuff hang sort-of-randomly was when I'd put some CD commands into the VBlank Callback...

:(

Deany

From : FLAIR PSX
To : MILLENIUM PSX
Subj : lopping audio and stuff
Numb : 56 of 81 Date : 01/03/1996
10:39am
Read : 01/03/1996 11:25am Reference : 55

Conf : 23 - CD programming

Private : NO

No joy I'm afraid, it still hangs all over the gaff. Another bug which I didn't mention before is that the audio quite often scrambles itself. Certain channels are palyed normally while others a garbaged in the background, and sometimes the cd plays faster than normal?

Could it be down to my scsi image?? I based the it on the demo cti files that are on the bbs.

Martin

From : CODE PSX

To : SCE SUPPORT (Support)

Subj : Movie Streaming

Numb : 57 of 81

Date : 04/03/1996

12:18pm

Read : 04/03/1996 12:59pm

Reference : NONE

Conf : 23 - CD programming

Private : NO

Hi,

I am currently attempting to stream a movie from CD in parallel with various other operations. At present I stream the movie into a box which I have bouncing around the screen at 60fps (NTSC). I am double buffering both the MDEC and VLC data, but I am seeing the 8x8 pixel corruption mestioned previously on SOME of the frames. Am I doing something wrong here, or is my streaming simply not syncing correctly?

I am also attempting to constantly replay the animation. At present I am using the following code to seek back to the beginning of the animation:

```
if (CdControlF(CdSeekL, loc) == 0)
{
    return;
}

else if (CdRead2(CdlModeStream | CdlModeSpeed | CdlModeRT) == 0)
{
    return;
}
```

...this works correctly, but the "CdRead2" appears to pause for a fraction of a second - not what I desire. Presumably "CdRead2" performs blocking while the seeking is performed and the reading commenced. Is it possible to seek back to the start of the animation without using a blocking command (possibly using "CdControl"s)?

Cheers,

Andy Tate.

From : FUNCOM PSX

To : ALL

Subj : CD SEEKING

Numb : 58 of 81

Date : 07/03/1996

4:07pm

Read : NO (REPLIES)

Reference : NONE

Conf : 23 - CD programming

Private : NO

Hi

Is there any MAXIMUM amount of time you can wait after doing a seek before you can read? For instance, I want to seek to the required sector and then read the data. I know something like this works:

```
seek  
read
```

But what about this:

```
seek  
<some other code>  
read
```

Is this viable? Since I'm streaming data all throughout the game, I always need to seek. Doing a blocking seek makes me drop frames so I need to start the seek, then read at a later time (I can't use a CDSync callback either, because I load other data sometimes).

What happens when the CDROM gets to it's required sector? Pauses and keeps spinning?

Questions, questions..

-Dave
dave@funcom.com

From : MILLENIUM PSX

To : FUNCOM PSX

Subj : CD SEEKING

Numb : 59 of 81

Date : 07/03/1996

5:56pm

Read : 08/03/1996 10:43am

Reference : 58

Conf : 23 - CD programming

Private : NO

You can wait for ages and ages and ages....

It just goes into standby mode

Dean

From : FLAIR PSX

To : SCE SUPPORT (Support)

Subj : Looping cd Audio

Numb : 60 of 81

Date : 07/03/1996

9:36pm

Read : 08/03/1996 9:02am (REPLIES)

Reference : NONE

Conf : 23 - CD programming

Private : NO

Ben

Sorry I haven't been in touch over the last few days but I've been snowed under. Your idea about my code causing the fault didn't work. I managed to get your demo from the BBS to hang, and also to cause various channels to fill with white noise. Just for the record how many

times have you run the demo?

I'm at my wits end, I've even tried swapping card slots and cleaning the contacts on all of my boards. Does your demo run from an image with more than one audio track, and is each track longer than two minutes?

I'm stumped, all help greatly appreciated

Martin.

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : Looping cd Audio
Numb : 61 of 81
9:19am
Read : 08/03/1996 3:51pm
Conf : 23 - CD programming
Date : 08/03/1996
Reference : 60
Private : NO

-> Ben
->
-> Sorry I haven't been in touch over the last few days but I've been
-> snowed under. Your idea about my code causing the fault didn't
-> work. I managed to get your demo from the BBS to hang, and also to
-> cause various channels to fill with white noise. Just for the record
-> how many times have you run the demo?
->
-> I'm at my wits end, I've even tried swapping card slots and cleaning
-> the contacts on all of my boards. Does your demo run from an image
-> with more than one audio track, and is each track longer than two
-> minutes?
-> I'm stumped, all help greatly appreciated
->
-> Martin.

Martin,

>> causes various channels to fill with white noise.

What do you mean by channels? Do you mean tracks? From a conversation, is it true that the white noise only occurs when you incorporate the demo code with other stuff? It doesn't do anything wrong when executed as a stand-alone routine??

When I wrote this demo - I did it from the external black CD drive. I have since tested it with a DA tracks on the emulator. Nothing unusual happens.

Also, there is a mode flag called CdlModeRept. If you take this out, you can take out the CdDataReadyCallback, which will also be used in your CD Read routines. All this flag is used for is to generate DataReady interrupts (10 a second) which are used to display the track info on the screen - not required for use in your code.

I'll have another look.
Ben

From : FUNCOM PSX
To : ALL

Subj : cdread callback
Numb : 62 of 81
10:39am
Read : NO (REPLIES)
Conf : 23 - CD programming

Date : 15/04/1996
Reference : NONE
Private : NO

Hi all

Anyone know what state the CD is in after a CDRead() callback? I've set up a callback to do a non-blocking seek after a read completes, but the CD system appears to be busy when it gets the callback.

Ideas?

Thanks

Dave
Funcom

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : cdread callback
Numb : 63 of 81
11:28am
Read : 15/04/1996 12:06pm (REPLIES)
Conf : 23 - CD programming

Date : 15/04/1996
Reference : 62
Private : NO

-> Hi all
->
-> Anyone know what state the CD is in after a CDRead() callback? I've
-> set up a callback to do a non-blocking seek after a read completes,
-> but the CD system appears to be busy when it gets the callback.
->
-> Ideas?
->
-> Thanks
->
-> Dave
-> Funcom

Hi Dave,

The callback is executed after the final read. However, this last sectors worth of data (from the final read) is still in the sector buffer awaiting DMA transfer to memory. You don't need to code this final transfer, you just have to wait a mo' for the transfer to take place. After that the CD should go to standby mode unless otherwise told.

Hope this helps,
Ben

From : FUNCOM PSX
To : SCE SUPPORT (Support)
Subj : cdread callback
Numb : 64 of 81
10:37am
Read : 16/04/1996 10:45am (REPLIES)
Conf : 23 - CD programming

Date : 16/04/1996
Reference : 63
Private : NO

Hi Ben

Thanks for the feedback.. However (here it comes :-)), I can't just hang around in the callback waiting for the CD to become ready, as it blocks the GPU...Doesn't it? A few more questions:

- What is CdRead2 ?
- Why do I always get CdReadRetry every time I try my read (but not on other CdReads) ?
- How can I determine whether the CD is seeking or reading? Can I get somethink like CdlStatSeek or CdlStatRead returned from a function call?

Thanks for your help!

Dave
Funcom

From : SCE SUPPORT (Support)
To : FUNCOM PSX
Subj : cdread callback
Numb : 65 of 81
11:31am
Read : 16/04/1996 12:21pm
Conf : 23 - CD programming

Date : 16/04/1996
Reference : 64
Private : NO

-> Hi Ben
->
-> Thanks for the feedback.. However (here it comes :-)), I can't just
-> hang around in the callback waiting for the CD to become ready, as it
-> blocks the GPU...Doesn't it? A few more questions:
->
-> - What is CdRead2 ?
-> - Why do I always get CdReadRetry every time I try my read (but not
-> on other CdReads) ?
-> - How can I determine whether the CD is seeking or reading? Can I
-> get somethink like CdlStatSeek or CdlStatRead returned from a
-> function call?
-> Thanks for your help!
->
->
-> Dave
-> Funcom

Hi Dave,
O.K. You can try and use CdReadSync(1,0) to detect when the last DMA transfer has been completed (it will return 0). This will not block so you will have to poll it every now and then. However, although Japan say it will work, I have doubts because I think it will still have the same drawback as CdReadCallback i.e. the last sector is still in the sector buffer.

CdRead2 is a higher level streaming command. You set the location to start reading and it will read until you stop it. Its used mainly for video streaming and is sometimes used for playing XA - but its quite unflexible because its so high-level.

As for CdReadRetry - is this on the emulator? When you say you always

get this - is it on the same file?? And other files it doesn't happen?

You can determine the status of the CD by using an undocumented function called CdStatus(void). This will return what you want i.e. a status byte which maps directly to the status flags that you mentioned - CdlStatSeek and CdlStatRead. There is also another undocumented command called CdLastCom(void) which will return the last command issued to the CD subsystem.

Much info - hopefully it'll sort you out.
Ben

From : SCE SUPPORT (Support)
To : REBEL PSX
Subj : Compression/Decompression of CD data
Numb : 67 of 81 Date : 25/04/1996
2:46pm
Read : 25/04/1996 5:10pm Reference : NONE
Conf : 23 - CD programming Private : NO

>Hi,
>I was just wondering whether there were any suggested
>compression/decompression routines (PSX or otherwise) for data files
>and 8-bit,4-bit texture images that would be useful for decompressing
>data by CD sector while reading asynchronously from the CD.

Hi Rob,

Funnily enough I was talking about a similar topic at the recent Developers conference. Two methods are suitable for encoding code/data: Repeat coding where repeating blocks are encoded via tokens, and huffman coding (with either static or dynamic dictionary creation). At the moment I'm putting together a set of routines for decoding data (Along with the PC code for encoding the data in the first place) on a sector by sector basis, and when it's complete I'll place it on the BBS for people to use....

Cheers,
Colin....

From : WAVE PSX
To : SCE SUPPORT (Support)
Subj : interleaving .str .xa files
Numb : 68 of 81 Date : 10/05/1996
1:20pm
Read : 10/05/1996 1:43pm (REPLIES) Reference : NONE
Conf : 23 - CD programming Private : NO

When I try to interleave a .str & .xa then play it back I get the .str file playing & just Audio Noise for the .xa part.

My source files are 44khz 16bit .wav len 22,314,644 Converted with Movconv to an .xa file, then use extract.exe len 5,512,528.
A .str file 7,500,000 len.
Then using BuildCD to interleave. Using example .cti file
This makes a file 44570880 in length on my emulator.

What could the problem be?

Thanks in advance Lance.

From : SCE SUPPORT (Support)
To : WAVE PSX
Subj : interleaving .str .xa files
Numb : 70 of 81
Date : 10/05/1996
2:00pm
Read : 10/05/1996 2:51pm (REPLIES) Reference : 68
Conf : 23 - CD programming Private : NO

-> When I try to interleave a .str & .xa then play it back I get the
-> .str file playing & just Audio Noise for the .xa part.
->
-> My source files are 44khz 16bit .wav len 22,314,644 Converted with
-> Movconv to an .xa file, then use extract.exe len 5,512,528.
-> A .str file 7,500,000 len.
-> Then using BuildCD to interleave. Using example .cti file
-> This makes a file 44570880 in length on my emulator.
->
-> What could the problem be?
->
-> Thanks in advance Lance.

Hi Lance,

I think your Interleaving has been done wrongly.
The cd should be at double speed therefore 1 in every 8 cd sectors
should be audio.If you send me the BuildCd line I will have a look at
it.

David V, Developer Support.

From : WAVE PSX
To : SCE SUPPORT (Support)
Subj : interleaving .str .xa files
Numb : 71 of 81
Date : 10/05/1996
2:57pm
Read : 10/05/1996 3:07pm (REPLIES) Reference : 70
Conf : 23 - CD programming Private : NO

XAChannelInterleave TimeCritical 1-x-x-x-x-x-x Explicit 2-2-2-2-B
Is this the line you want? If you have any info about this line then can
you explain it?

Thanks Lance.

From : SCE SUPPORT (Support)
To : WAVE PSX
Subj : interleaving .str .xa files
Numb : 73 of 81
Date : 10/05/1996
3:28pm
Read : 10/05/1996 5:01pm Reference : 71
Conf : 23 - CD programming Private : NO

-> XAChannelInterleave TimeCritical 1-x-x-x-x-x-x Explicit 2-2-2-2-B
-> Is this the line you want? If you have any info about this line then
-> can you explain it?

->

-> Thanks Lance.

Hi Lance,

O.K. It may be better to put it on one definition e.g.:

1-2-2-2-2-2-2 (and drop the Explicit)

The solution to your problem may be solved by above. But here's some other things to look out for :

ADPCM_B or ADPCM_C - for 37.8khz XA and 18.9Khz respectively

The interleave above is for stereo 37.8 XA. Is this what you have??
If its 18.9 or Mono then the interleave will be one in every sixteen.
If its 18.9 AND Mono then one in every 32 sectors will be audio.
Are you sure the WAV is 16bit???
One of the above should solve your problem.

Hope this helps,
Dave V.

From : DOME SOFTWARE
To : ALL
Subj : Searching Blues
Numb : 74 of 81
Date : 14/05/1996
8:29pm
Read : NO (REPLIES)
Reference : NONE
Conf : 23 - CD programming
Private : NO

Hi,

I have this emulator, fresh out of the box, I have made a pretend CD directory structure, including a few pseudo music tracks which I have successfully played back. However when trying to load a file I have had zero success. Basically cdsearchfile dies which a list of complaints :

file.ext;1 not find

Disk Error: CD Read retry 6 blah blah blah

Anyway reading through every one elses messages this seems to be a fairly common and almost accepted problem, in which case, erm, what exactly is the point of having a CD emulator?.

Any chance I can solve this problem ? Am I doing domething daft ? HELP

From : SCE SUPPORT (Support)
To : DOME SOFTWARE
Subj : Searching Blues
Numb : 75 of 81
Date : 15/05/1996
5:34pm
Read : 16/05/1996 5:14pm
Reference : 74
Conf : 23 - CD programming
Private : NO

-> Hi,

-> I have this emulator, fresh out of the box, I have made a pretend CD
-> directory structure, including a few pseudo music tracks which I have
-> successfully played back. However when trying to load a file I have
-> had zero success. Basically cdsearchfile dies which a list of
-> complaints : file.ext;1 not find

-> Disk Error: CD Read retry 6 blah blah blah
->
-> Anyway reading through every one elses messages this seems to be a
-> fairly common and almost accepted problem, in which case, erm, what
-> exactly is the point of having a CD emulator?.
->
-> Any chance I can solve this problem ? Am I doing domething daft ?
-> HELP

Hi there,

I have placed a file called testemul.zip in the cd emu area. This is a basic test program for you to run through the emulator. There is a cti file ,an exe and a couple of text files. When you run the program some characters should be printed. If you can't get this to work it means either your emulator is broken or else you are doing something drastically wrong. Always make sure you reset the machine before you run the emilated program.

Hope this helps,
DaveV ,Developer Support.

From : SPIDERSOFT PSX
To : SCE SUPPORT (Support)
Subj : movies
Numb : 76 of 81
Date : 11/06/1996
12:07pm
Read : 11/06/1996 12:10pm
Reference : NONE
Conf : 23 - CD programming
Private : NO

thanks for the info on interleaving my movie but i dont know how to implement the interleave parameters in the cti file. the manual on the subject is not very clear. how do you use the timecritical and explicit parameters. i tried to send you a message about this yesterday but got no reply. any help would be appreciated as this is fairly urgent.

thanks, martin

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : xa interleaving
Numb : 77 of 81
Date : 27/06/1996
11:05am
Read : 27/06/1996 12:11pm (REPLIES)
Reference : NONE
Conf : 23 - CD programming
Private : NO

I've just about managed to interleave my audio and video together, but the timing is out. Either the music syncs perfectly, and the movie jerks, or the movie plays smoothly and the music comes unstuck.

My movie is 15fps with max sector size set to 8 and the audio is 37.8khz, and I use buildcd to interleave. The only problem is I'm not to sure on the correct channel interleave settings. I've tried one found on the BBS but it didn't do the trick, and it didn't seem to make much sense either as blanks were being interleaved in strange places.

How do I determine when audio should be interleaved, a simple answer would be appreciated, and yes I've tried using movconv to interleave, but alas no success.

Cheers in advance

Martin

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : xa interleaving
Numb : 78 of 81
4:39pm
Read : 01/07/1996 9:54am
Conf : 23 - CD programming

Date : 28/06/1996
Reference : 77
Private : NO

Hi Martin,

To interleave a 12.5fps movie; 10 sectors/frame stream with ADPCM_C XA audio (stereo) try the following with buildcd.

XAInterleavedFile THENET.STR;1

 XChannelInterleave TimeCritical
 1-1-1-1-1-1-2-1-1-1-B-1-1-1-2-1-1-1-1-1-1-2

 XChannel 1
 XFileAttributes Form1 Video
 Source net10sec.str
 XEndChannel

 XChannel 2
 XFileAttributes Form2 Audio
 XAAudioAttributes ADPCM_C Stereo
 Source newnet.xxa
 XEndChannel

XAEndInterleavedFile

I've been using this for ages and it works mighty fine.

Hope this helps,

Vince

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : STREAMING !!!
Numb : 79 of 81
10:55am
Read : 02/07/1996 1:36pm
Conf : 23 - CD programming

Date : 02/07/1996
Reference : NONE
Private : NO

Colin

Below is a the raw bones of my stream function which works fine on both PAL and NTSC streams, until I begin interleaving. Also when I compress

PAL streams at 10 sectors per frame, and don't interleave audio, the movie jerks all over the place. Hopefully there is something simple amuck in my code, which hasn't raised its ugly head until now!! - probably something to do with space set aside for buffers!!

```
typedef struct {
DRAWENV      draw;
DISPENV      disp;
DR_MODEfade_tw,norm_tw;
u_longorder_table[OT_SIZE];
    unsigned long run_lev[80*240];          /* not to sure on the size */
    unsigned short image[16*240*2];        /* of these 2 buffers */
} STREAM_DB;

STREAM_DBstr_buffer[2],*csdb;

/*****
voiddraw_stream(char*stream_file,
short no_frames)
{
CdlFILE stream_file_ptr;
StHEADER*str_header_addr;
long*str_body_addr,*ring_buffer;
RECTvram;
SPRT*poly_ptr;
BOOLEANstill_frames_left;

ring_buffer = (u_long*)memory_map[CURRENT_BACK_PARALLAX];
DecDCTReset(0);
StSetRing(ring_buffer, 40);

StSetStream(0,0,0xffffffff,0,0);/*mode (16/24),start,end,frame cb,end cb*/
while(CdSearchFile(&stream_file_ptr,stream_file) == 0);
while(CdControlB(CdlSeekL,(unsigned char *)&stream_file_ptr.pos, 0) == 0

CdRead2(CdlModeStream|CdlModeSpeed|CdlModeRT);
StClearRing();
SetDispMask(1);/* screen on */
str_body_addr = (u_long*)NULL;
str_header_addr = (StHEADER*)NULL;
still_frames_left = TRUE;
main_loop == STREAMING;
while (main_loop == STREAMING)
{
DrawSync(0);
VSync(0);
csdb = (csdb == str_buffer)? str_buffer+1 : str_buffer;
PutDispEnv(&csdb->disp);
PutDrawEnv(&csdb->draw);
if (still_frames_left)
{
    StGetNext((u_long*)&str_body_addr,(u_long*)&str_header_addr);
if (str_body_addr != NULL)
{
DecDCTvlc(str_body_addr,csdb->run_lev);
DecDCTinSync(0);
DecDCTin(csdb->run_lev,0);
/* dma new frame to vram */
for (vram.x = 0 ; vram.x < 320 ; vram.x += 16)
{
```

```

DecDCTout((u_long*)csdb->image,128*15);/* size in 16*16 macro blocks*/
DecDCToutSync(0);/* 15 blocks per col 16*15 == 240*/
if (csdb == str_buffer)/* decide on vram location */
vram.y = 0;/* for screen double buffer */
else
vram.y = FRAME_HEIGHT;
vram.w = 16;vram.h = 240;
DrawSync(0);
LoadImage(&vram,(u_long*)csdb->image);/* dma one col in */
}
StFreeRing(str_body_addr);
if (str_header_addr->frameCount >= no_frames)
main_loop = 0;/* no frames left so bomb out*/
}
}
}
CdPause();
return;
}

```

Cheers for all your help

Martin

```

From : GAME DESIGN
To   : ALL
Subj : Harddisk for CD-ROM emulator
Numb : 80 of 81
Date       : 03/07/1996
2:03pm
Read : NO (REPLIES)
Reference : NONE
Conf : 23 - CD programming
Private  : NO

```

We have some problems to find the HD's that was listed in the CD-ROM emulator manual. Could someone please give us some more alternatives? Will there be any hardware problems with a drive not listed in the manual?

```

From : SCE SUPPORT (Support)
To   : GAME DESIGN
Subj : Harddisk for CD-ROM emulator
Numb : 81 of 81
Date       : 04/07/1996
4:44pm
Read : 04/07/1996 4:51pm
Reference : 80
Conf : 23 - CD programming
Private  : NO

```

Hi,

What were your problems ? (And have you looked through the CD Emulator area)

Internally we use Micropolis SCSI AV disks, with some success - one new tip is to upgrade to the latest CD Tools and use CDBOOT32.BIN.

Some small timing problems were found with a few motherboards, and this CDBOOT32 seems to help.

Paul

-> We have some problems to find the HD's that was listed in the CD-ROM
-> emulator manual. Could someone please give us some more alternatives?
-> Will there be any hardware problems with a drive not listed in the
-> manual?

Scanning conference 24 - CD rom burner

From : INFOGRAMES PSX
To : SCE SUPPORT (Support)
Subj : BIG problem
Numb : 1 of 36 Date : 13/11/1995
1:25pm
Read : 13/11/1995 1:46pm (REPLIES) Reference : NONE
Conf : 24 - CD rom burner Private : NO

Hi guys,

We have a big problem:
We are burning master discs (8) on "Sony Mastering Discs", with the
"Sony CDW-900" burner and "Sony CD Generator" software. We are burning
them at single speed, and what?
Our 8 masters have been rejected because they were all over the maximum
error rate.
I do not really understand how the tests are done, but we can't
continue.
The game seems to be finished and Sony can not accept the masters
because of the error rate.

So:
What can we do? Help! Please...

Pascal.

From : SCE SUPPORT (Support)
To : INFOGRAMES PSX
Subj : BIG problem
Numb : 2 of 36 Date : 13/11/1995
1:58pm
Read : 14/11/1995 11:05am (REPLIES) Reference : 1
Conf : 24 - CD rom burner Private : NO

Hi Pascal,

We're trying to pull all of our combined Wisdom on Master Disc
Generation into the DEVGUIDE.ZIP document.

Please have a look - the most common problems seen to be
environmental (our CD-W is in a coolish, temperature stable part of the
room), or due to non-standard discs.

We actually leave our on all the time (so that it has fairly stable
initial temperature), and our discs are always OK according to QA.

How high did QA find your error rate ?

Paul

-> Hi guys,
->

-> We have a big problem:
-> We are burning master discs (8) on "Sony Mastering Discs", with the
-> "Sony CDW-900" burner and "Sony CD Generator" software. We are
-> burning them at single speed, and what?
-> Our 8 masters have been rejected because they were all over the
-> maximum error rate.
-> I do not really understand how the tests are done, but we can't
-> continue.
-> The game seems to be finished and Sony can not accept the masters
-> because of the error rate.
->
-> So:
-> What can we do? Help! Please...
->
-> Pascal.

From : INFOGRAMES PSX
To : SCE SUPPORT (Support)
Subj : BIG problem - re -re
Numb : 3 of 36
11:07am
Read : 14/11/1995 12:53pm (REPLIES)
Conf : 24 - CD rom burner
Date : 14/11/1995
Reference : 2
Private : NO

Hi,

The error rates were between 40 and 50.

Friendly,

Pascal.

From : SCE SUPPORT (Support)
To : INFOGRAMES PSX
Subj : BIG problem - re -re
Numb : 4 of 36
4:16pm
Read : 17/11/1995 1:46pm
Conf : 24 - CD rom burner
Date : 15/11/1995
Reference : 3
Private : NO

Hi Pascal,

The main problem we have at the moment is lack of a PC based system that can analysis discs for error rates (although I'm not sure that non-dedicated hardware could act at such a level).

I've sent out messages to Sony Peripherals, Sony Japan and Sony service centre for any additional advice on the best way to Master Discs, but I have one off-the-wall suggestion in the mean time.

Can you ask the Approvals people if your title had significant problems in any one area of each of the discs ?

Also, what is the specification of the PC (in terms of processor, memory) that you're using to drive your CD-Burner ?

Paul

-> Hi,
->
-> The error rates were between 40 and 50.
->
-> Friendly,
->
-> Pascal.

From : SCE SUPPORT (Support)
To : ALL
Subj : Has anyone managed to use the CDW-900E under Win95
Numb : 5 of 36 Date : 16/11/1995
12:22pm
Read : NO (REPLIES) Reference : NONE
Conf : 24 - CD rom burner Private : NO

Just a query ... we've heard it doesn't work, but since someone else asked, and being the diligent people we tried to get it to work.

We failed though .. even downloading the latest Adaptec drivers from CompuServe, the Adaptec SCSI doesn't even "see" the CDW-900E from Win95.

(And CD-Gen intriguingly says that "The SCSI host adaptor is incorrect".)

Anyone had better luck ?

Paul

From : MILLENIUM PSX
To : SCE SUPPORT (Support)
Subj : Has anyone managed to use the CDW-900E under Win95
Numb : 6 of 36 Date : 16/11/1995
2:25pm
Read : 16/11/1995 2:38pm Reference : 5
Conf : 24 - CD rom burner Private : NO

No... we haven't managed it (we've had to set the machine up to dual boot between Win 3.11 and Win 95)

Dean

From : SCE SUPPORT (Support)
To : ALL
Subj : Bad LOT of CD-Write Once Discs
Numb : 7 of 36 Date : 29/11/1995
4:35pm
Read : NO Reference : NONE
Conf : 24 - CD rom burner Private : NO

Hi,

We've just heard about a bad LOT of CD Write-Once Discs ... Lot AH5B1.

If any of your discs are from this batch, let us know, and we'll arrange replacement.

Regards,

Paul

From : SCE SUPPORT (Support)
To : ALL
Subj : Latest Tip - defrag your disks
Numb : 8 of 36 Date : 28/11/1995
6:40pm
Read : NO Reference : NONE
Conf : 24 - CD rom burner Private : NO

Latest tip (its been in our DEVGUIDE) .. make sure the PC disks
aren't defragmented....

From : FRONTIER PSX
To : ALL
Subj : Failed Sony Disks. What is it with this thing?
Numb : 9 of 36 Date : 12/02/1996
4:20pm
Read : NO (REPLIES) Reference : NONE
Conf : 24 - CD rom burner Private : NO

Okay we have forked out the zillion pounds for the CD burner.
We are using the Sony Master Disks. The lot number is DK5B1.

So I write to the disk. It writes. I verify the disk. It verifies.
I check the disk against the original PC files using the DOS
<fc /c filename> command. It says no difference. I look at the files
on another PC even and they are okay.

Then...

I load the CD into the Development System CD "player" and boot the
disk. It boots. It loads a few files. It then printf's up on my
screen. "Can't locate file ..blah blah blah..."

I am getting through a lot of disks now and getting just a tad
irritated. I've moved my monitor away from the unit as it does not
appear to have an EMC sticker on it (the burner that is).

Each disk has a different error on a different file. What am I doing
wrong? It was all fine and dandy before Christmas. Is this a seasonal
thing?

Does anyone have any suggestions?

Cheers,

Mike

From : SCE SUPPORT (Support)
To : FRONTIER PSX
Subj : Failed Sony Disks. What is it with this thing?
Numb : 10 of 36 Date : 13/02/1996
11:01am
Read : 13/02/1996 11:53am (REPLIES) Reference : 9

Conf : 24 - CD rom burner

Private : NO

Hi Mike,

No reports of a problem with this Lot - if you send us one of your discs, we'll be able to analyse it with our shiney new CD checker, and report back on any media errors.

When you wrote your disc, did you do so with DEVGUIDE by your side - especially with regard to the caveats on directory and file limitations ? Go over the limits, and CDSearchfile will fail (which could explain your messages).

(The limits are related to the names of the files, but are roughly 40 dirs with a max of 30 files in each).

One thing to watch is DA tracks - although they are physically not in track 1, their names appear in the Table of Contents, so be careful about having too many files (in say the root). (Look at it in your CD)

Paul

PS Our address ... Developer Support, SCEE, Waverley House, 7-12 Noel Street, London W1V 4BA

-> Okay we have forked out the zillion pounds for the CD burner.
-> We are using the Sony Master Disks. The lot number is DK5B1.
->
-> So I write to the disk. It writes. I verify the disk. It verifies.
-> I check the disk against the original PC files using the DOS
-> <fc /c filename> command. It says no difference. I look at the files
-> on another PC even and they are okay.
->
-> Then...
->
-> I load the CD into the Development System CD "player" and boot the
-> disk. It boots. It loads a few files. It then printf's up on my
-> screen. "Can't locate file ..blah blah blah..."
->
-> I am getting through a lot of disks now and getting just a tad
-> irritated. I've moved my monitor away from the unit as it does not
-> appear to have an EMC sticker on it (the burner that is).
->
-> Each disk has a different error on a different file. What am I doing
-> wrong? It was all fine and dandy before Christmas. Is this a seasonal
-> thing?
->
-> Does anyone have any suggestions?
->
-> Cheers,
->
-> Mike

From : FRONTIER PSX

To : SCE SUPPORT (Support)

Subj : Failed Sony Disks. What is it with this thing?

Numb : 11 of 36

Date : 13/02/1996

12:05pm

Read : 13/02/1996 12:19pm (REPLIES)

Reference : 10

Conf : 24 - CD rom burner

Private : NO

Okay I have 26 files in the root directory. I have no subdirectories. There are no DA tracks, just normal files in one track. I have now defragged my hard disk and tried again - no joy. I have left the CD burner on all day - no joy. The room is cool but not cold. I've even tried switching off the monitor before clicking the start button - no joy.

What sort of errors does your CD checker turn up? If my domestic PC CD drive can read the file why can't the Sony? I'm pretty sure my code is okay because it has loaded files before and indeed still loads all the other files.

M.

From : SCE SUPPORT (Support)
To : FRONTIER PSX
Subj : Failed Sony Disks. What is it with this thing?
Numb : 12 of 36 Date : 13/02/1996
12:40pm
Read : 04/04/1996 3:31pm Reference : 11
Conf : 24 - CD rom burner Private : NO

One other caveat - there are problems using CdSearchfile over the last three minutes of the disc (this is in DEVGUIDE, MASTGUID and QADOC) - try adding a CD-DA track/large stream to pad out your disc.

As I said, send us a disc that you've blown, and we'll check it out for media problems.... our CD Checker will report C1/C2 type media problems graphically over the contents of the disc (we'll send you the report).

As to why there are problems in the last three minutes - not sure, but remember that the PlayStation is pretty close to being an audio CD unit running at double speed..(personal note) !

When we hit CdSearchfile problems (on the demo disc), their symptoms were pretty wierd, and seemd related to the position of the files on the disc...

-> Okay I have 26 files in the root directory. I have no subdirectories.
-> There are no DA tracks, just normal files in one track. I have now
-> defragged my hard disk and tried again - no joy. I have left the CD
-> burner on all day - no joy. The room is cool but not cold. I've even
-> tried switching off the monitor before clicking the start button - no
-> joy.
->
-> What sort of errors does your CD checker turn up? If my domestic PC
-> CD drive can read the file why can't the Sony? I'm pretty sure my
-> code is okay because it has loaded files before and indeed still
-> loads all the other files.
->
-> M.

From : TELSTAR PSX
To : SCE SUPPORT
Subj : verifying

Numb : 13 of 36

Date : 28/02/1996

12:14pm

Read : 28/02/1996 1:41pm (REPLIES)

Reference : NONE

Conf : 24 - CD rom burner

Private : NO

Hi,

Whenever we try to verify something that we have written with the burner,
we get the message "A damaged disk is in the recording unit", and then "No disc is loaded in the tray". This is with the master submission disks
writing at normal speed. The japs need verified discs! What can we do???

Cheers,

Bill.

--- Blue Wave/QWK v2.10

From : SCE SUPPORT (Support)

To : TELSTAR PSX

Subj : verifying

Numb : 14 of 36

Date : 28/02/1996

4:19pm

Read : 28/02/1996 5:10pm

Reference : 13

Conf : 24 - CD rom burner

Private : NO

Hi Bill,

Probably the quickest test for this is to send us a disc - this will enable us to check if the disc itself is faulty, or if for some reason the verification process is faulty.

Paul

->

-> Hi,

->

-> Whenever we try to verify something that we have written with the
-> burner, we get the message "A damaged disk is in the recording
-> unit", and then "No disc is loaded in the tray". This is with the
-> master submission disks writing at normal speed. The japs need
-> verified discs! What can we do???

->

-> Cheers,

->

-> Bill.

->

->

->

-> --- Blue Wave/QWK v2.10

From : OXFORD SOFTWARES

To : SCE SUPPORT (Support)
Subj : CDREC/CDGEN
Numb : 15 of 36
3:33pm
Read : 29/02/1996 4:02pm (REPLIES)
Conf : 24 - CD rom burner
Date : 29/02/1996
Reference : NONE
Private : NO

Using CDGEN V1.10 I keep getting the message "Cannot execute Control(1)er dialog box : 3" when I click on the Record Button.

Please Help,

Also I have a .CTI file which works fine with the cd-emulation hardware, but if I use the .cti (and buildcd) to generate a .ccs (or .cci) file I get a warning message from CDGEN saying "Volume effective DTR error 1...". It also appears that CDGEN has only read the directory structure defined in the .cti, and ignored that fact that the directories also have files in them!

Regards

Chris Emsen

From : SCE SUPPORT (Support)
To : OXFORD SOFTWARES
Subj : CDREC/CDGEN
Numb : 16 of 36
4:23pm
Read : 29/02/1996 5:48pm
Conf : 24 - CD rom burner
Date : 29/02/1996
Reference : 15
Private : NO

Hi Chris,

Personally we use CD-GEN (dragging and dropping from File manager) to hand create a CCS file.

There is a problem with using CCS files created from buildcd ... unless your set "GreenwichOffset 36" at the top of your CTI file .. yes it works for the Japanese Time Zone. The alternative is to delete two files in the header, but we've yet to pin down which..

Your message is unusal - I would recommend:

1. Checking your <640Mb memory availability - we use QEMM
2. Use Win 3.11 ... well you have to..

Hope this helps a little,

Paul

-> Using CDGEN V1.10 I keep getting the message "Cannot execute
-> Control(1)er dialog box : 3" when I click on the Record Button.
->
-> Please Help,
->
-> Also I have a .CTI file which works fine with the cd-emulation
-> hardware, but if I use the .cti (and buildcd) to generate a .ccs (or
-> .cci) file I get a warning message from CDGEN saying "Volume
-> effective DTR error 1...". It also appears that CDGEN has only read
-> the directory structure defined in the .cti, and ignored that fact

-> that the directories also have files in them!
->
-> Regards
->
-> Chris Emsen

From : OXFORD SOFTWARES
To : SCE SUPPORT (Support)
Subj : "Cannot execute dialog" message
Numb : 17 of 36 Date : 29/02/1996
9:07pm
Read : 01/03/1996 9:14am (REPLIES) Reference : NONE
Conf : 24 - CD rom burner Private : NO

Many thanks for the help and support in getting our CD-ROM burner up and running. The first CD I actually managed to burn worked, first time, honest.

As to the very strange dialog box I had appearing ("Cannot execute controller dialog : 42") I seem to have fixed that by reinstalling the burning software into default directories - previously I wasn't - but .ccs and .cci (as created by buildcd) still don't work.

I recieved an message saying use "GreenwichOffset 36", which I've tried but to no avail. Should the offset actually be 32 - which the CD burner docs give as an example for Tokyo?

Many thanks

Chris Emsen

From : SCE SUPPORT (Support)
To : OXFORD SOFTWARES
Subj : "Cannot execute dialog" message
Numb : 18 of 36 Date : 01/03/1996
11:49am
Read : 01/03/1996 4:20pm Reference : 17
Conf : 24 - CD rom burner Private : NO

-> Many thanks for the help and support in getting our CD-ROM burner up
-> and running. The first CD I actually managed to burn worked, first
-> time, honest.

->
-> As to the very strange dialog box I had appearing ("Cannot execute
-> controller dialog : 42") I seem to have fixed that by reinstalling
-> the burning software into default directories - previously I wasn't
-> - but .ccs and .cci (as created by buildcd) still don't work.

->
-> I recieved an message saying use "GreenwichOffset 36", which I've
-> tried but to no avail. Should the offset actually be 32 - which the
-> CD burner docs give as an example for Tokyo?

->
-> Many thanks
->
-> Chris Emsen

Hi Chris,
Paul knows most about CD burner. Hes not in today and I don't know

much about it. It sounds like its a minor problem, so I'll pass it on to him on Monday.

Ben

From : EI PSX
To : ALL
Subj : Gold disks and consumer PSX
Numb : 19 of 36
Date : 04/03/1996
11:57am
Read : NO (REPLIES) Reference : NONE
Conf : 24 - CD rom burner Private : NO

Are disks cut with the CDW900E supposed to be bootable on consumer machines, or should they only work on the debugging stations?

Our game runs fine on a blue PSX, but stops after the Sony logo on a grey one (though you can load it using the swap trick). Is this what we should expect, or is something going wrong?

Thanks,

Ade

From : MILLENIUM PSX
To : EI PSX
Subj : Gold disks and consumer PSX
Numb : 20 of 36
Date : 04/03/1996
1:01pm
Read : 04/03/1996 2:11pm Reference : 19
Conf : 24 - CD rom burner Private : NO

That sounds like it's working fine...

Dean

From : SCE SUPPORT (Support)
To : EI PSX
Subj : Gold disks and consumer PSX
Numb : 21 of 36
Date : 04/03/1996
1:14pm
Read : 04/03/1996 2:12pm (REPLIES) Reference : 19
Conf : 24 - CD rom burner Private : NO

-> Are disks cut with the CDW900E supposed to be bootable on consumer
-> machines, or should they only work on the debugging stations?
->
-> Our game runs fine on a blue PSX, but stops after the Sony logo on a
-> grey one (though you can load it using the swap trick). Is this what
-> we should expect, or is something going wrong?
->
-> Thanks,
->
-> Ade

Only black disks can be used on consumer machines. Gold disks (cut with CDW900E) can run on debugging stations.

Yes, you should expect that the gold disk won't run, unless you do the swap trick - you're not doing anything wrong.

Ben

From : EI PSX
To : SCE SUPPORT (Support)
Subj : Gold disks and consumer PSX
Numb : 22 of 36 Date : 04/03/1996
2:17pm
Read : 04/03/1996 2:33pm Reference : 21
Conf : 24 - CD rom burner Private : NO

Thanks Ben and Dean. That's good to hear.

Ade

From : DIGITALAMU PSX
To : ALL
Subj : burning a gold cd with audio tracks doesn't work (anymore)
Numb : 23 of 36 Date : 25/03/1996
10:05am
Read : NO (REPLIES) Reference : NONE
Conf : 24 - CD rom burner Private : NO

Hello all. I hope that someone will be able to help with a problem that has been mystifying me. My game works fine on the emulator, but when I burn it onto cd, I have two possible results. If I burn it without the CD audio tracks, it runs fine. With the audio tracks, it does bugger all. The only difference when I have checked the CDs is that the executable is 4 sectors further on. Any ideas???

Ian Richards

---*

From : SCE SUPPORT (Support)
To : DIGITALAMU PSX
Subj : burning a gold cd with audio tracks doesn't work (anymore)
Numb : 24 of 36 Date : 25/03/1996
12:15pm
Read : 25/03/1996 2:19pm (REPLIES) Reference : 23
Conf : 24 - CD rom burner Private : NO

Hi Ian,

One question - In the "Directory" section of CD-GEN, are you CD-DA files in root (\), and do you already have a large number of files (>30) in \ ?

If so, you may be hitting the CDSearchfile limit....(on the max number of files in a directory - CD-DA tracks still appear in a directories TOC).

Trying placing them in a sub-directory...

Paul

-> Hello all. I hope that someone will be able to help with a problem

-> that has been mystifying me. My game works fine on the emulator, but
-> when I burn it onto cd, I have two possible results. If I burn it
-> without the CD audio tracks, it runs fine. With the audio tracks, it
-> does bugger all. The only difference when I have checked the CDs is
-> that the executable is 4 sectors further on. Any ideas???

-> Ian Richards

-> ---*

From : DIGITALAMU PSX
To : SCE SUPPORT (Support)
Subj : cd with audio
Numb : 25 of 36 Date : 25/03/1996
2:23pm
Read : 25/03/1996 2:26pm Reference : 24
Conf : 24 - CD rom burner Private : NO

I have 25 files in total, all in root. The DAs don't show up in the directory. Also, I just burnt the latest version, and the music has started working.... I have no idea what I have done differently this time.

From : SCE SUPPORT (Support)
To : ALL
Subj : CDROM GENERATOR SOFTWARE CRASHES.....
Numb : 26 of 36 Date : 03/04/1996
10:32am
Read : NO Reference : NONE
Conf : 24 - CD rom burner Private : NO

If you are experiencing problems with your cdrom gen software crashing when you try to either hit the record button or run the controller try deleting the temp directory that cdgen creates and try again.....

Dave

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : interleaving
Numb : 27 of 36 Date : 22/04/1996
7:17pm
Read : 23/04/1996 9:24am Reference : NONE
Conf : 24 - CD rom burner Private : NO

dear all,

As I was saying a couple of weeks ago, I am trying to interleave 9 sector fixed frame fmv with 18.9 stereo sound. Worked fine on the Cd emulator, but crashes on the blue playstation. Talking to the people who blow the cds, to interleave a file, to quote them "we just click the interleave button". Obviously, this doesnt provide enough info for the blower. How, when, why, who, what ? As I have never seen the CDGen software, it being 200miles away, describing what to do could be a tad confusing, but necessary.

Cheers
John

From : CTA PSX
To : SCE SUPPORT (Support)
Subj : Interleaving
Numb : 28 of 36
Date : 25/04/1996
7:14pm
Read : 26/04/1996 9:27am (REPLIES) Reference : NONE
Conf : 24 - CD rom burner Private : NO

Dear flibbles,

I am trying to interleave fixed frame size 9 sectors with 18.9 stereo sound. Works fine on emulator. People who blow Cd (Ocean) cannot work out how to do this on CDGen. How do they do it ?

Cheers
John

From : SCE SUPPORT (Support)
To : CTA PSX
Subj : Interleaving
Numb : 29 of 36
Date : 26/04/1996
10:54am
Read : 26/04/1996 3:44pm Reference : 28
Conf : 24 - CD rom burner Private : NO

-> Dear flibbles,
->
-> I am trying to interleave fixed frame size 9 sectors with 18.9 stereo
-> sound. Works fine on emulator. People who blow Cd (Ocean) cannot work
-> out how to do this on CDGen. How do they do it ?
->
-> Cheers
-> John

Hi John,

You can't interleave to the CD using CD-Gen. You should either output the interleaved file from your cti file or use movconv to do the interleave and stick this on the emulator (as XASource). So there you go, thats how they do that. Next week I'll show you how the top stunts, as seen on Pride and Prejudice, are performed.

Cheers,
Ben 'Chief Flibble' Lad

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : Burning gold cd's
Numb : 30 of 36
Date : 08/05/1996
10:56am
Read : 08/05/1996 11:03am (REPLIES) Reference : NONE
Conf : 24 - CD rom burner Private : NO

Hi

I have just been told by my boss that we are going to get a cd cutter, not the sony one of course. It's a Yamaha cutter supplied with Gear

software. The idea being it can be used by everyone in the office, not just me, and at a guess it saves a few quid to boot.

I just wanted to know the exact procedure for cutting an internal cd with my new kit, as I need a rushed cd for Friday. I have, somewhere the information for adding the licensce file and stuff to my code, but it wasn't too clear. Also I would like to know if the Yamaha And Gear setup will work, or whether I need some other software.

Yours in a rush

Martin

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : Burning gold cd's
Numb : 31 of 36
Date : 08/05/1996
11:13am
Read : 08/05/1996 1:50pm (REPLIES)
Reference : 30
Conf : 24 - CD rom burner
Private : NO

-> Hi
->
-> I have just been told by my boss that we are going to get a cd
-> cutter, not the sony one of course. It's a Yamaha cutter supplied
-> with Gear software. The idea being it can be used by everyone in
-> the office, not just me, and at a guess it saves a few quid to boot.
->
-> I just wanted to know the exact procedure for cutting an internal cd
-> with my new kit, as I need a rushed cd for Friday. I have, somewhere
-> the information for adding the licensce file and stuff to my code,
-> but it wasn't too clear. Also I would like to know if the Yamaha
-> And Gear setup will work, or whether I need some other software.
->
-> Yours in a rush
->
->
-> Martin

Hi Martin, sorry but Sony don't support any other cd burners apart from the Sony CDW-900E. Therefore any master disks burnt using other burners won't be accepted. Also if you are burning cd's you need to use Sony's CDGen software.

David V , Developer Support

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : Burning gold cd's
Numb : 32 of 36
Date : 08/05/1996
1:56pm
Read : 08/05/1996 2:36pm (REPLIES)
Reference : 31
Conf : 24 - CD rom burner
Private : NO

Dave

I know I can't submit the disks as masters, but they can be used as

internal test discs. My final masters will be cut by my publisher, who owns the Sony cutter, but who happens to be on the other side of the world. I just wanted to know if the cutter and software (Yamaha and Gear) would produce disks, for testing in house.

There have been previous references to this procedure before on the BBS so I know it can be done.

Martin

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : Burning gold cd's
Numb : 33 of 36
3:20pm
Read : 08/05/1996 3:33pm
Conf : 24 - CD rom burner
Date : 08/05/1996
Reference : 32
Private : NO

Hi Martin,

As has been mentioned - the only supported method of creating PlayStation Discs is with CD-GEN/CDW900E.

With that caveat, take a look at LICENSE.ZIP - a file that a fellow developer made available. We know it doesn't work for everyone, and know that it can't create masters - but it may work for you.

Paul

-> Dave
->
-> I know I can't submit the disks as masters, but they can be used as
-> internal test discs. My final masters will be cut by my publisher,
-> who owns the Sony cutter, but who happens to be on the other side of
-> the world. I just wanted to know if the cutter and software (Yamaha
-> and Gear) would produce disks, for testing in house.
->
-> There have been previous references to this procedure before on the
-> BBS so I know it can be done.
->
-> Martin

From : FLAIR PSX
To : SCE SUPPORT (Support)
Subj : Burning cd's
Numb : 34 of 36
11:00am
Read : 10/05/1996 11:36am (REPLIES)
Conf : 24 - CD rom burner
Date : 10/05/1996
Reference : NONE
Private : NO

Hi

Just a quick question. I'm a little confused about the process for cutting cds. I have a finished working version currently on my cd emulator - where do I go from here. Do I use buildcd to produce a single image file, -i flag, or do I use the cutter software to create the cd image and then use that to burn a physical cd and what is the -g option for?

A few pointers would be helpful, and before you say it I have tried to read devguide, but what format is it in, I can only read the top half using brief and the rest is garbage?

Yours baffled

Martin

From : SCE SUPPORT (Support)
To : FLAIR PSX
Subj : Burning cd's
Numb : 35 of 36
11:49am
Read : 13/05/1996 12:40pm
Conf : 24 - CD rom burner
Date : 10/05/1996
Reference : 34
Private : NO

Hi Martin,

DEVGUIDE.DOC is Word 6.0 - let us know if you don't have access to this.

Basically to burn a CD, you'll need CDGEN and a CDW-900E.

Typically, we recommend laying out your disc using cdgen (to create a .CCS file). Sometimes it is also possible to use the .ccs output from buildcd (using the -g flag that you mention).

CDGEN is the only supported (and guaranteed) way of creating a disc - according to our records (I could be wrong) FLAIR haven't got a CDW/CDGEN

There are other techniques for creating non-master discs (eg license.zip), but they are unsupported since they don't fill in the right information.

Hope this helps a touch ...

Paul

-> Hi
->
-> Just a quick question. I'm a little confused about the process for
-> cutting cds. I have a finished working version currently on my cd
-> emulator - where do I go from here. Do I use buildcd to produce a
-> single image file, -i flag, or do I use the cutter software to create
-> the cd image and then use that to burn a physical cd and what is the
-> -g option for?
->
-> A few pointers would be helpful, and before you say it I have tried
-> to read devguide, but what format is it in, I can only read the top
-> half using brief and the rest is garbage?
->
-> Yours baffled
->
->
-> Martin