Developing for PlayStation

David Coombes March 1996

Developing for PlayStation

- ❖ Program in C using Libraries
- ❖ Complete Development Environment
- ❖ All the tools you need to begin
- ❖ Technical Support

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PlayStation V Dev Kit

❖ **Main Ram**

– PlayStation 2Mb

– Dev Kit 8Mb

◆ Non optimized code (Debugging)

◆ Load data into main ram direct from PC for rapid development

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❖ **Mass Storage**

– PlayStation

  ◆ CD ROM Dual Speed 300 Kps

– Dev Kit

  ◆ CD ROM Dual Speed 300 Kps

  ◆ CD Emulation (Hard Drive)

  ◆ PCFS (Read and Write)

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A Simple Game

❖ Initzialize PlayStation
- – Reset Graphics system
- – Initialize drawing environment
- – Reset CD system
- – Install Pad Reading routine
- – Create and Initial game data structures
- – etc.

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A Simple Game

❖ Load game data
  – Load data from PC directly to main ram
  – Transfer sound data to sound ram
  – Transfer Texture data to video ram

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A Simple Game

❖ Main loop
- – Read pads
- – do game logic
- – draw polys to create screen

A *Simple Game*

❖ Sound
  – Simple samples
  – Reverb

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A *Simple Game*

❖ Graphics
  – 320*240 16bit double buffered
  – PolyFT4 (flat shaded, textured, four sided polygons)
  – Background loaded from main ram each frame to save vram
  – Switch buffers on Vsync()
  – Built in Font

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A *Simple Game*

❖ 3D on PlayStation
- – Dedicated 3D Co-processor (GTE)
- – 3D to 2D coordinate conversion
- – Z Sorting
- – Real time lighting/Depth cueing

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Conclusion

❖ PlayStation is powerful

❖ PlayStation development is easy

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The end.........

❖ Good Luck with your Products
❖ Question Time

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