

ABSTRACT: PROGRAMMER TOOLS DTL-S2002 CD

11/26/96

Introduction:

This document contains information on how to install the contents of the CD and a listing of the directories.

Installation:

If you are new to PlayStation programming, and are installing either the DTL-H2000 or DTL-H2500, then read either the "2000.doc" or the "2500.doc" included on this CD-ROM. If you do not have a Word-compatible reader, then you can install Adobe Acrobat from the Technical Reference CD, and read the "2000.pdf" or the "2500.pdf" manuals.

If you are just upgrading your PlayStation development software, you can drag the files and folders directly from the CD-ROM as usual. WARNING: BE SURE TO COPY THE [cdrom]:\GNU FOLDER CONTENTS TO THE [cdrom]:\psyq\bin DIRECTORY.

If you are running Windows 3.1, follow the instructions in the "2000.doc" or the "2500.doc", in the sections on Installing Software. Again, be sure to copy the contents of the [cd-rom]:\gnu directory into the [cd-rom]:\psyq\bin directory.

However, if you have Windows 95, you can also run the "install.bat" program located in the root directory of the Programmer Tools CD-ROM. The installation will create a batch file, \psx\bin\psexec.bat, which will set up your environment variables. Based on the packages select, "Install.bat" will create the folders "psx", "psxgraph", and "psyq" under the root directory that you choose(default is "ps\"). For instance, by default, if you allow the installation to put folders in to the "C:\ps" directory, then files will be placed in the

C:\ps\psx
C:\ps\psxgraph
C:\ps\psyq

folders.

CD-ROM Contents

This CD contains PlayStation Development Library 3.6 and the latest software tools and utilities. The documentation has been moved to the Technical Reference CD (DTL-S2003), where you will find Adobe Acrobat and all of the documentation. Included on that CD are PowerPoint slides from past SCEA and SCEE seminars, and a comprehensive text-search engine that can locate every document on every topic you can think of.

Please read the file "psx\sample.txt", located on the Programmer Tools CD-ROM, for a full listing of the samples and brief descriptions of what they do.

The changes to the library from version 3.5 to 3.6.1 are documented in the file "psx\change.txt" on the Programmer Tools CD-ROM.

Documentation

The Technical Reference CD contains the full set of reference documentation for the PlayStation libraries, including the Run-Time Library Reference, the Library Overviews, hardware manuals, FAQs, and Tech Notes. Adobe Acrobat is also included in the Technical Reference CD, and features a comprehensive search engine which will allow you to search every topic imaginable.

----- New to PlayStation programming?

If you didn't install the hardware, and you are new to PlayStation programming, you should read the Word documents "2000.doc" or "2500.doc" (or their PDF equivalents) to learn how to run the example programs. In addition, read the excellent introduction written by members of SCEE (Europe) in the Technical Reference CD, under "technote\devguide.pdf". Read the "sample.txt" file in the Programmer Tools CD in the \psx\ directory for instructions on running the sample programs.

----- Version Numbers

If you are contacting technical support with a question about one of the programs included in this distribution, please include the version number of the executable in your query. (Be aware that not all executables have version numbers.) Version numbers of binary executables can be found in one of four ways:

1. For MS-DOS command-line programs, type the name of the program. For example, type

 <parent-dir>\psyq\bin\testmess.com

and a version number will appear for testmess.com.
2. For binary executables appearing in the "Psyq" folder, do the following:
 - a. Type
 cd <parent-dir>\psyq\bin
 - b. Type
 version
 - c. An output of version numbers will appear.
3. For Windows applications, run the program. Then select the menu item "Help: About..." The splash screen that subsequently follows should contain the version number.
4. All version numbers of the executables can be found in the following documents:

 <parent-dir>\psx\readme.txt
 <parent-dir>\psyq\readme.txt

CD-ROM CONTENTS - HIGHLIGHTS

=====

==>.\3rdParty Includes plug-ins for Alias\Wavefront and Lightwave 3D.
Also includes Metrowerks CodeWarrior for PlayStation
supplementary files.

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

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

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

todvj.bat ... TOD previewer batch file (Japanese version)
todvw.bat ... TOD previewer batch file (non-Japanese version)
todview5.exe ... TOD previewer

==>3rdparty\Aliaswav

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

==>.\3rdParty\Lightwav

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

==>.\3rdParty\Metrowerks

This directory contains ECOFF libraries
for Metrowerks users. Refer to the
readme.(txt/pdf) for more details.

==>.\3rdParty\SGI

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

New files are as follows:

mvcnvSGI2tar.z
ver11.Z
rlnk_tar.z 3.7.2

- .\BETA Beta versions of applications currently in progress.
- .\CDGEN\LCSNSFILE License files that need to be put on PlayStation
CDROMs in order to run on commercial PlayStations
(non-debugging units)
 - Licensea.dat - North America license file
 - Licensee.dat - European license file
 - Licensej.dat - Japanese license file
- .\DA Digital audio tracks for use with the samples in
the "\psx\sample\cd" directory. The Programmer Tools CD
must be placed in the DTL-H2010 or the DTL-H2510
CD-ROM drives that are used with the PlayStation development
boards (DTL-H2000 or DTL-H2500).
- .\DATA Streaming data for use with the sample in
the "\psx\sample\cd" directory. The Programmer Tools CD
must be placed in the DTL-H2010 or the DTL-H2510
CD-ROM drives that are used with the PlayStation development
boards (DTL-H2000 or DTL-H2500).
- .\EXECMENU Modules for use in the "\psx\sample\cd" directory.
The Programmer Tools CD must be placed in the DTL-H2010 or the DTL-H2510
CD-ROM drives that are used with the PlayStation development
boards (DTL-H2000 or DTL-H2500).
- .\GNU GNU libraries and materials, provided by Psy-Q.
These files should be put in the directory "\psyq", but
if, and only if, you choose to abide by the GNU
license found in "GNU.txt".
- .\OLD_LIBS Previous release of Library 3.5.
- .\OVERMENU Modules for use in the "\psx\sample\cd" directory.
The Programmer Tools CD must be placed in the DTL-H2010 or the DTL-H2510
CD-ROM drives that are used with the PlayStation development
boards (DTL-H2000 or DTL-H2500).
- .\PSX Development libraries and file conversion utilities.
Contains the "lib" and "include" directories for compiling
code, "sample" which contains sample code, and "bin", which
contains device drivers for the DTL-H2000 and DTL-H2500 boards.
- .\PSX\CHANGE.TXT Summary of the changes between Library 3.5 (the previous
CD release) and Library 3.6 (the current CD release)
- .\PSX\README.TXT Summary of the contents of the sub-directories within
the "\psx" directory.
- .\PSX\SAMPLE.TXT Summary of all of the sample programs in the "\psx\sample" directory
.
Also includes a tutorial on how to run the sample programs.
- .\PSXGRAPH File conversion utilities related to graphics and sound.

.\PSYQ PSY-Q development libraries. Requires the contents of
 the ".\GNU" directory -- read about ".\GNU" above
 for more details.

.\SETUP Contains executables for installation, only for
 Windows 95 users.

2000.doc Installation materials for DTL-H2000 (ISA board) users.
 Contains examples about how to run samples.

2000.pdf Installation materials for DTL-H2000 (ISA board) users. (Adobe Acrobat for
mat)

 Contains examples about how to run samples.

2500.doc Installation materials for DTL-H2500 (PCI board) users.
 Contains examples about how to run samples.

2500.pdf Installation materials for DTL-H2500 (PCI board) users. (Adobe Acrobat for
mat)

 Contains examples about how to run samples.

GNU.pdf GNU-public license. (Read ".\GNU" above for more details)

GNU.txt GNU-public license. (Read ".\GNU" above for more details)

Install.bat Runs "setup.exe" for installing CDROM contents, using
 InstallShield. Only useful for Windows 95.

License.pdf SCEA/SCEE license for using the contents of this CD-ROM.

License.txt SCEA/SCEE license for using the contents of this CD-ROM.

Readme.txt This document.

Readme.pdf This document (in Acrobat format).

setup.bat Runs "setup.exe" for installing CDROM contents, using
 InstallShield. Only useful for Windows 95.

=====

Copyright (C) 1994 - 1996 Sony Computer Entertainment Inc.
All Rights Reserved.

PlayStation and PlayStation logos are trademarks of Sony Computer
Entertainment Inc. All other trademarks are property of their
respective owners and/or their licensors.

SONY COMPUTER ENTERTAINMENT AMERICA
919 East Hillsdale Blvd, 2nd Floor
Foster City CA 94404
415-655-8000
E-mail: DevTech_Support@interactive.sony.com
WWW: <http://www.scea.sony.com/dev>
Developer Support BBS: 415-655-8119
Developer Support Hotline: 415-655-8181

SONY COMPUTER ENTERTAINMENT EUROPE
Waverley House
7-12 Noel Street
London W1V 4HH
E-mail: dev_support@interactive.sony.com
WWW: <http://www.scee.sony.co.uk>
FAX: +44 (0) 171 390 4324
Developer Support Hotline: +44 (0) 171 390 1680

=====