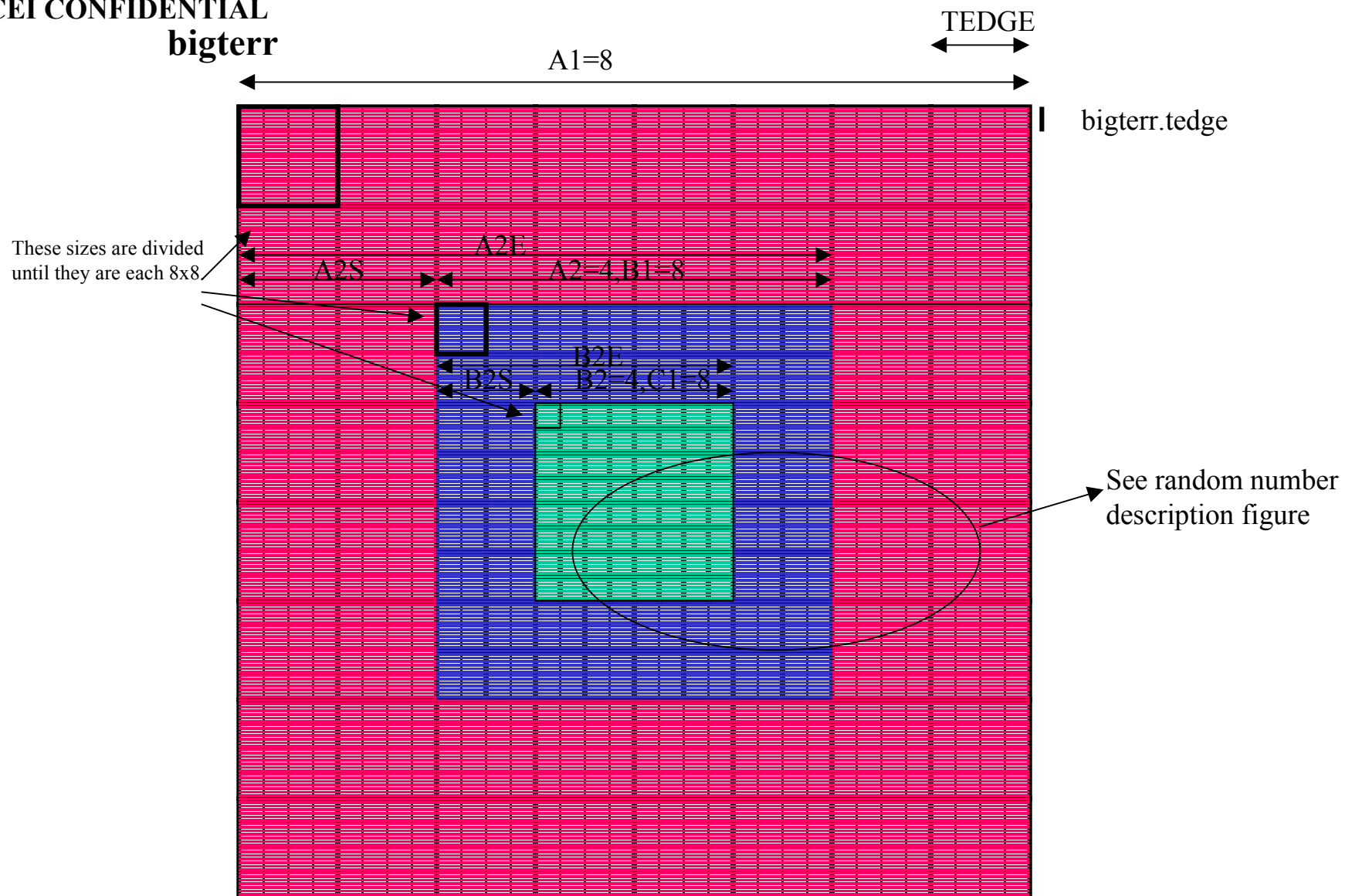
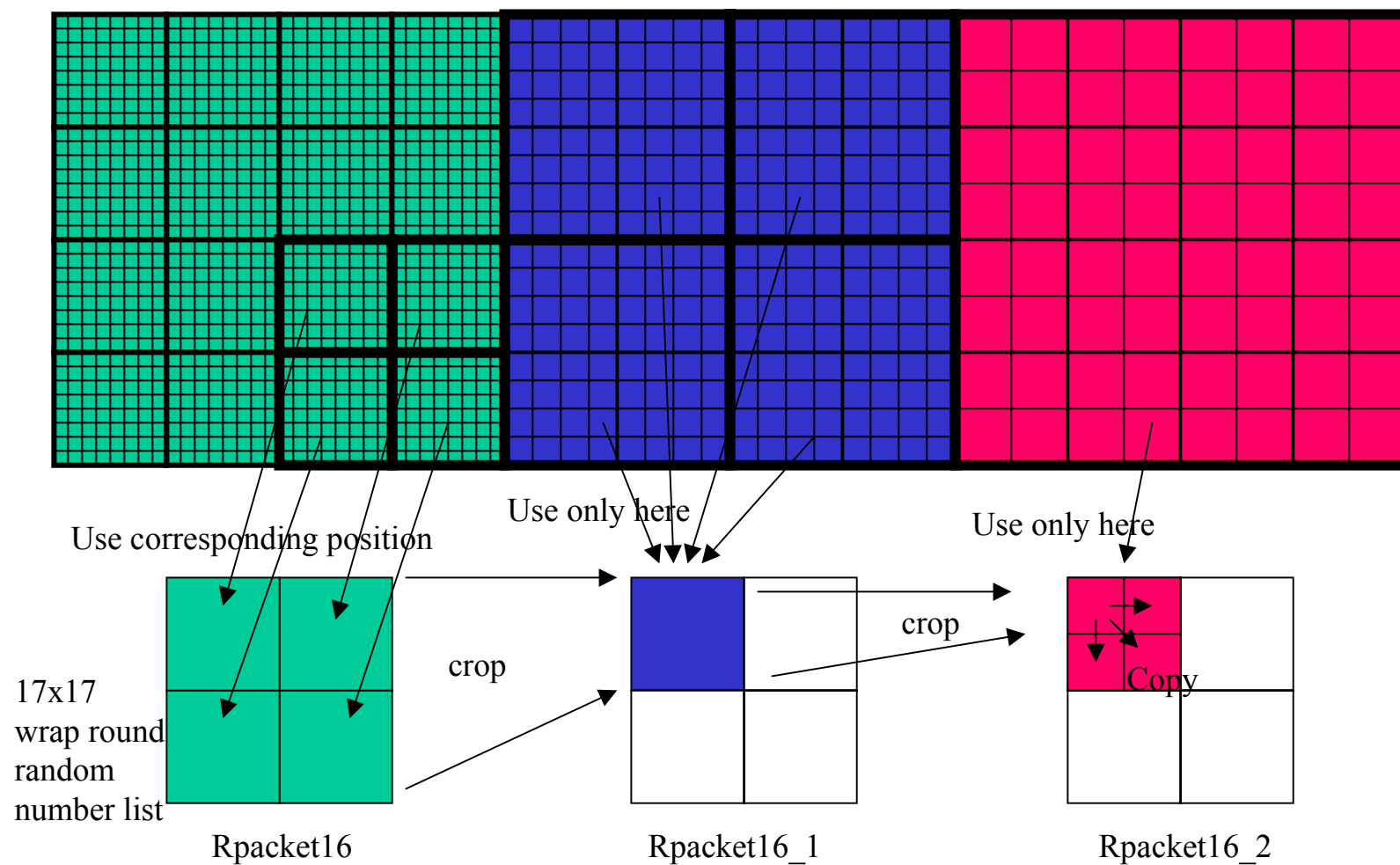


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bigterr

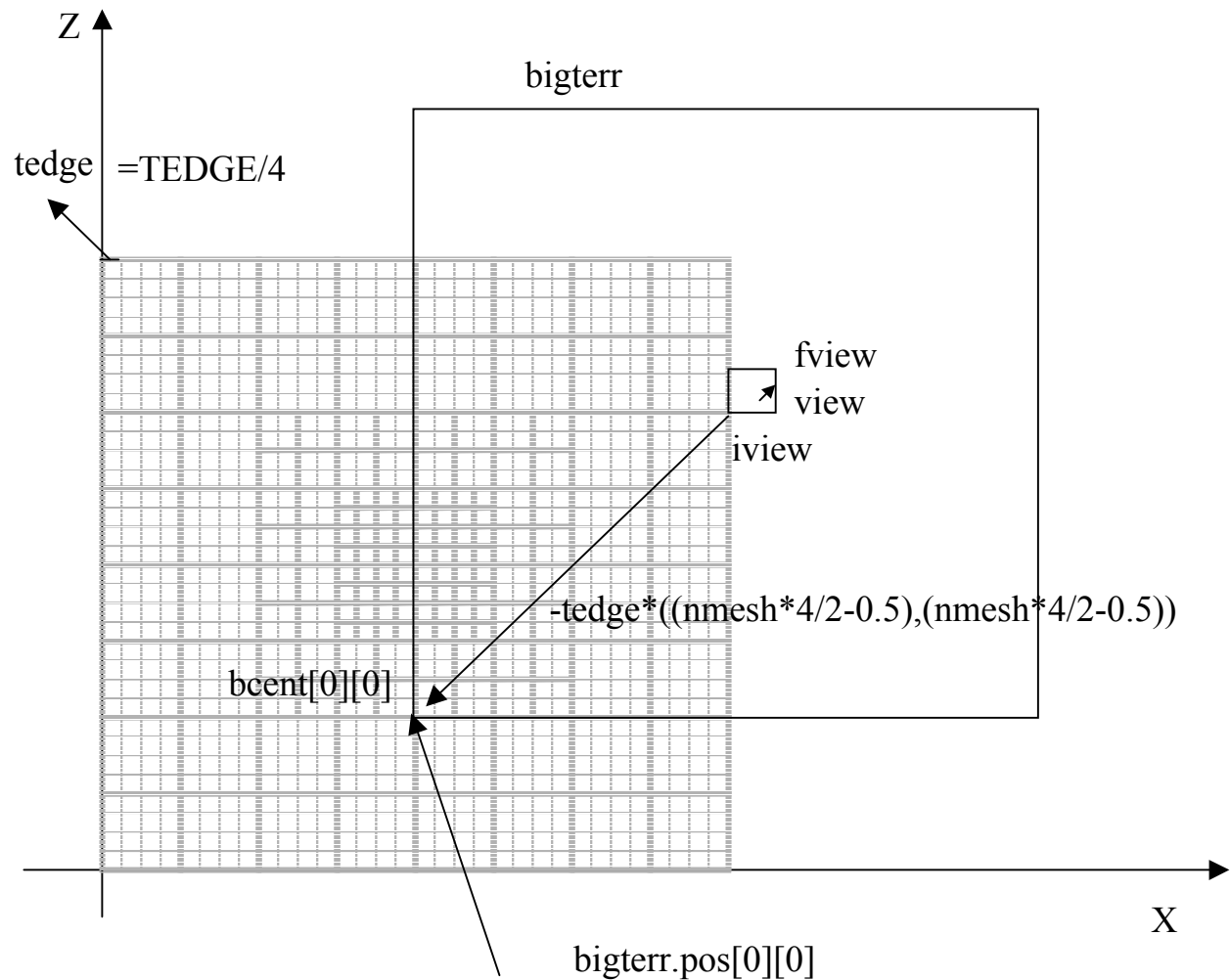


Creating and using 3 kinds of random number lists



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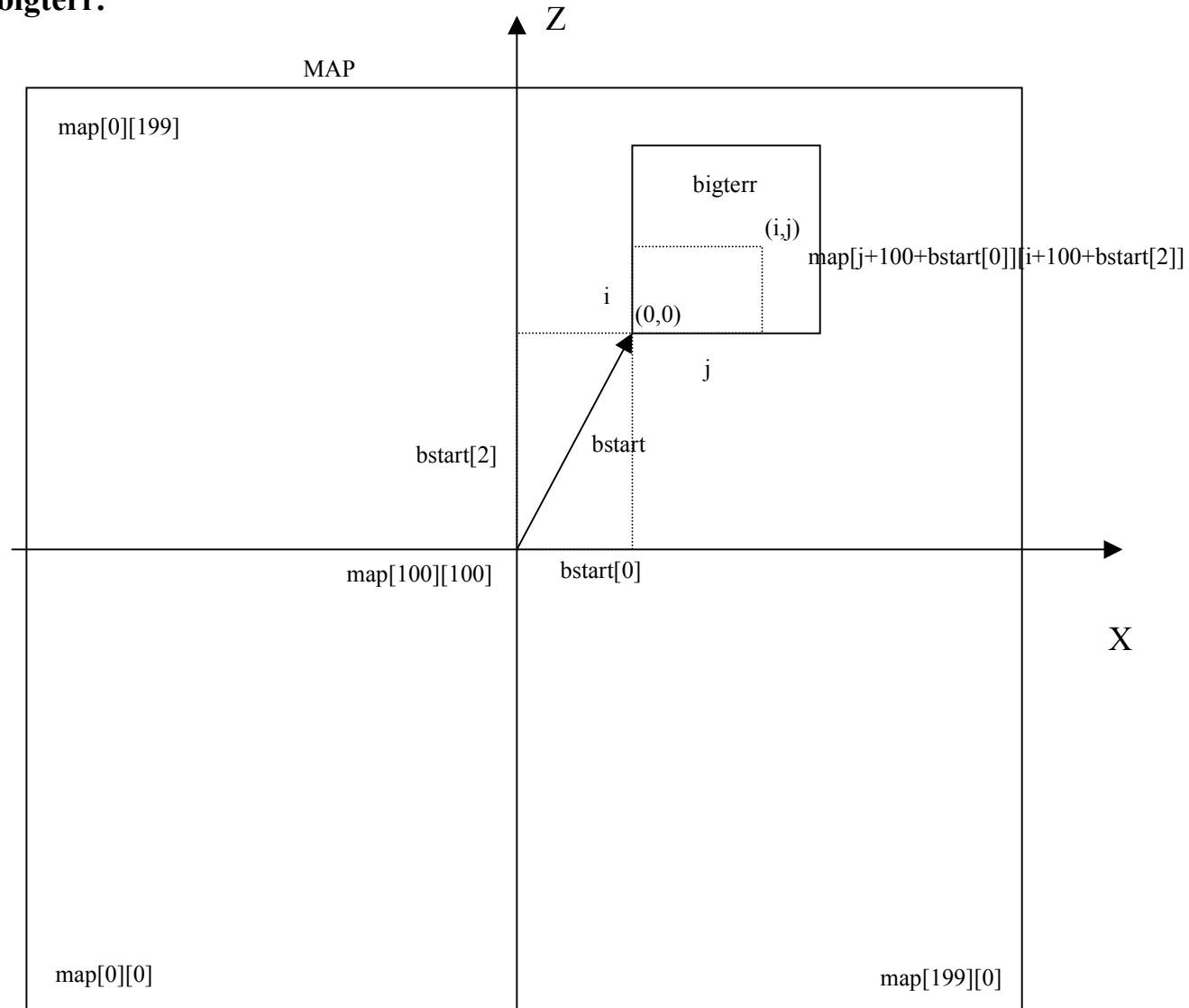
terrain_by_view(): XZ coordinates of bigterr are determined from view



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Use the XZ location of bigterr to decide from where in map to take data, and determine MAP with Y of bigterr. MAP is assumed to be at the origin, however, dimension is obtained in a reverse manner from bigterr.



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VU memory usage

4 ... 7	LIGHT_COLOR
12...15	LIGHT_LOCAL
17	MAX_COLOR
18	RGB_FIX
30...33	PRIM_LOCAL
44...45	FOGAB
47	ADCBIT
48...51	GS_CLIP
62	SDIV
63	TEDGE
64	WATER_LEVEL
65	ONE_SECOND
66	ONE_FORTH
67...75	ZPOS
76...92	SZPOS
96	NMESH
98	TRIANGLE
100...388	RANDOM_TABLE
400...569	INBUF0
570...739	INBUF1
740...881	OUTBUF0
882...1023	OUTBUF1

Light source color matrix

Light source direction matrix

Max color value (255.0, 255.0, 255.0, 255.0)

Max color value (200.0, 200.0, 200.0, 128.0)

PRIM/LOCAL matrix

Fog constant (FA,FB)

XYZF3 specification for ADCbit(0x8000)

GS clip constant

Subdivision start count

Smallest subdivision edge length

Low water level (low geographical features are corrected to this height)

1/2, 1/4 ((for taking 2 averages or 4 averages))

x9 table (for addressing a 9x9 array)

X17 table (for addressing a 17 x 17 array)

The same division levels are composed of NEMSH x NMESH (for knowing whether they are mesh boundaries)

Whether to display triangles (if 0, only lines)

Random table (17 x 17)

Input Data Buffer 0

Input Data Buffer 1

Defined by BASE=400, OFFSET=170

VU program knows 400 or 570 by XTOP

Output Data Buffer 0

Output Data Buffer 1

Defined by VU program

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generate_STQ_packet(): Generate input packets for VUMEM Input Buffer
generate_POS_packet()

