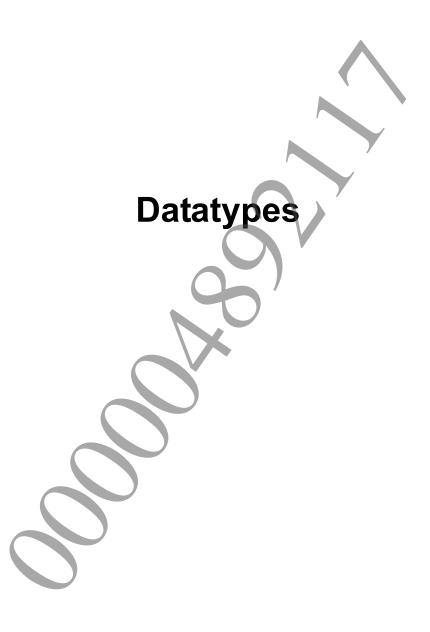


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SceGxtHeader

A header for a GXT file.

Definition

```
#include <gxt.h>
typedef struct SceGxtHeader {
        uint32_t tag;
        uint32_t version;
        uint32 t numTextures;
        uint32 t dataOffset;
        uint32 t dataSize;
        uint32 t numP4Palettes;
        uint32 t numP8Palettes;
        uint32 t pad;
} SceGxtHeader;
```

Members

tag The GXT identifier. version The version number. numTextures The number of textures. dataOffset The offset to the texture data. dataSize The total size of the texture data. numP4Palettes The number of 16 entry palettes. numP8Palettes The number of 256 entry palettes pad Padding.

Description

A header for a GXT file. This structure should be located right at the start of the GXT file.



SceGxtTextureFlags

A set of flags that describe a texture.

Definition

Enumeration Values

Macro		Description
SCE_GXT_TEXTURE_FLAG_HAS_BORDER_DATA	0x0000001U	The texture contains border data.

Description

A set of flags that describe a texture.



SceGxtTextureInfo

Contains information about each texture in the GXT file.

Definition

```
#include <gxt.h>
typedef struct SceGxtTextureInfo {
    uint32_t dataOffset;
    uint32_t paletteIndex;
    uint32_t flags;
    uint32_t flags;
    uint32_t type;
    uint32_t format;
    uint16_t width;
    uint16_t height;
    uint8_t mipCount;
    uint8_t pad[3];
} SceGxtTextureInfo;
```

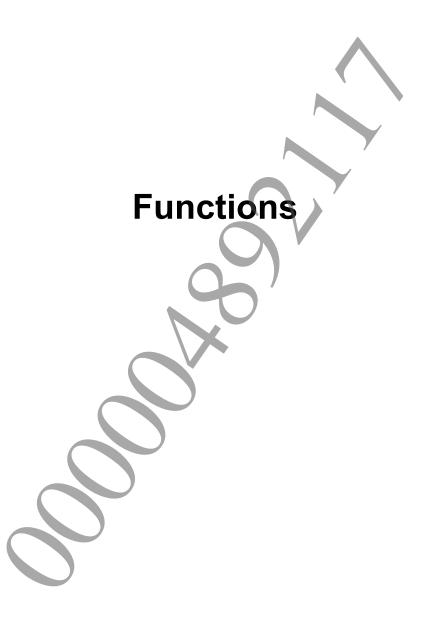
Members

dataOffset The offset to the texture data. dataSize The size of the texture data. paletteIndex The index of the palette. flags Texture flags (SceGxtTextureF) type The texture type (SceGxmTextureType). format The texture format (SceGxmTextureFormat). width The texture width. height The texture height. mipCount The number of mipmaps pad Padding.

Description

Contains information about each texture in the GXT file. An array of these structures should immediately follow the initial SceGxtHeader in the GXT file.

Please refer to the *libgxm Reference* for a description of SceGxmTextureType and SceGxmTextureFormat.



sceGxtCheckData

Checks if a pointer looks like a GXT file.

Definition

Arguments

gxt

A pointer to the GXT data.

Return Values

Value	Description
SCE_OK	The data structure passes GXT header validation.
SCE_GXT_ERROR_INVALID_VALUE	The operation failed because the header magic number was
	invalid or the version numbers are not compatible.
SCE_GXT_ERROR_INVALID_POINTER	The operation failed due to an invalid input pointer.

Description

Checks if a pointer looks like a GXT file.



sceGxtGetDataAddress

Gets the start address of the texture data within a GXT file.

Definition

Arguments

gxt

A pointer to the GXT data.

Return Values

A pointer to the start of the texture data.

Description

Gets the start address of the texture data within a GXT file.



sceGxtGetDataSize

Gets the size of the texture data within a GXT file.

Definition

Arguments

gxt

A pointer to the GXT data.

Return Values

The size of the texture data in bytes.

Description

Gets the size of the texture data within a GXT file.



sceGxtGetHeaderSize

Gets the header size of a GXT file.

Definition

Arguments

gxt

A pointer to the GXT data.

Return Values

The size of the header in bytes.

Description

Gets the header size of a GXT file.



sceGxtGetTextureCount

Gets the number of textures in a GXT file.

Definition

Arguments

gxt

A pointer to the GXT data.

Return Values

The number of textures.

Description

Gets the number of textures in a GXT file.



sceGxtInitTexture

Initializes the texture control words for a given texture within a GXT file.

Definition

```
#include <gxt.h>
inline SceGxtErrorCode sceGxtInitTexture(
        SceGxmTexture *texture,
        const void *gxt,
        const void *textureData,
        uint32 t textureIndex
);
```

Arguments

texture A pointer to the texture to be initialized.

A pointer to the GXT data. gxt

textureData A pointer to the start of the texture data.

The index of the texture. textureIndex

Return Values

Value	Description
SCE_OK	The operation was successful.
SCE_GXT_ERROR_INVALID_ALIGNMENT	The operation failed due to an invalid buffer alignment.
SCE_GXT_ERROR_INVALID_VALUE	The operation failed due to an invalid input parameter.
SCE_GXT_ERROR_INVALID_POINTER	The operation failed due to an invalid input pointer.

Description

Initializes the texture control words for a given texture within a GXT file.



sceGxtSetPalette

Sets the palette for the given texture.

Definition

Arguments

texture A pointer to the texture.

gxt A pointer to the GXT data.

textureData A pointer to the start of the texture data.

paletteIndex The index of the palette.

Return Values

Value	Description
SCE_OK	The operation was successful.
SCE_GXT_ERROR_INVALID_ALIGNMENT	The operation failed due to an invalid buffer alignment.
SCE_GXT_ERROR_INVALID_VALUE	The operation failed due to an invalid input parameter.
SCE GXT ERROR INVALID POINTER	The operation failed due to an invalid input pointer.

Description

Sets the palette for the given texture.



sceGxtTextureHasBorderData

Checks if the specified texture has border data.

Definition

Arguments

gxt A pointer to the GXT data. textureIndex The index of the texture.

Return Values

A value of true if the texture has border data. If not, false is returned.

Description

Checks if the specified texture has border data.

