

RenderWare Graphics

Examples

Supplement for PlayStation 2

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1. Introduction

The main document called "Examples" gives an overview of the Examples and Demos provided with all installations of RenderWare Graphics, dPVS and the FX Pack. Each of these applications is provided in the form of source code, and accompanying the source code files is at least one .txt file, which contains a fuller short description.

Some Examples require extra toolkits, plugins and modules to achieve their effects. These extra units are listed above the description of their Examples.

This document is in the same format as the main "Examples" document.

In some cases an Example is relevant for a subset of platforms. This document contains platform specific variations.

2. Examples

BACKBUFF

RtPNG

The Back-Buffer example illustrates how to create a DMA packet to blit the back-buffer to a raster.

MBLUR

The Motion Blur example blits the front buffer over the back buffer after rendering has been performed. This example relies on an effect of sub-rastering the camera raster. This operation returns the front (displayed) buffer, which achieves full motion blur. The example shows how to display the menu at the same time, without blur.

MPEG

The MPEG example illustrates how the RenderWare Graphics API calls `RpSkySuspend` and `RpSkyResume` can be used to playback MPEG cut scenes. The example is based on the Sony `mpegstr` example and uses the file `sample.pss`.

PDS

RpPDS

The example shows how to use the plugin to register and retrieve default PDS pipelines and custom PS2All pipelines.

PCLONE

RpPrtStd RpPTank RpPDS

The PClone example illustrates the use of the `RpPrtStd` plugin with a custom created PTank, supporting cloning, enabling 3d objects in particle plugins.

PPVU

The PowerPipe VU example illustrates how to use PowerPipe and the VU1 Engine Architecture to create a multi-pass texture effect based on a VU code node.

PPVU2

The second PowerPipe VU example shows how to implement a sprite engine using a custom pipeline which uses custom VU code. This example contains 2 VU pipelines that achieve the same result. A development version using VCL 1.23 and the original file for VCL are included. (See the White Paper *PS2 VCL Pipelines* for more information.)

PS2ALL

RtWorld

The PlayStation 2 All example shows how to construct a custom PS2All pipeline and shows how to optimize it on the basis of application-specific knowledge to yield maximum CPU rendering performance. It draws a grid of identical atomics under each of three rendering configurations. (See the White Paper *PS2 VCL Pipelines* for more information.)

TEXDICT

RwTexDictionary

The example TEXDICT creates an empty world and lets the user repeatedly load a world, from an `rwID_WORLD` binary stream chunk, that references many textures. The current texture dictionary is saved to a RenderWare stream file. It then loads the world again after reading this texture dictionary file and making it the current dictionary. It displays the timings to show how using texture dictionaries can reduce the time it takes to load textures.

VIDMODE

The Video Mode example allows the user to see each of the available video modes. The example starts-up in the default video mode.

VCLGENP

RpPDS

The VCL Generic Pipelines example demonstrates the VCL generic pipelines and the equivalent G3 pipelines. The example illustrates how to create special effects using VCL and shows the following standard features:

1. Skinning
2. Morph-target animation
3. UV-animation
4. Dual-pass rendering
5. Fogging

VCLPIPES

RpPDS

The VCL Pipelines example demonstrates using the VCL dot3 and specular pipelines. The specular pipelines require a fullscreen pass to add the specular lighting written to the alpha channel to the other color channels. The dot3 pipelines require fullscreen passes to finish the dot3 calculation.