1 Preparation of SDK100 Environment

Update of the Software for the Communication Processor

In SDK100, the software for the communication processor of the Reference Tool must be updated with the reftool_cp_096.bin file included in the CP update package (PS3_CP_Update-094*).

If the update is correctly performed, the version of the Administration Tool is displayed as 0.9.6.

After updating the communication processor, please update the Flash Memory of the target system.

If a version other than 0.9.6 is displayed, please update again.

Note:

- When updating, please do not press the "Setting" button twice.
- During an update, please do not turn the power off.
- Even if the update is completed, the screen of the Administration Tool will not be updated automatically (there is no notification of the completion of the update). During the update, the POWER LED of the Reference Tool flashes. Therefore, when it stops flashing and becomes steady, it means that the update is completed.

Update of the Flash Memory

To make use of SDK100, the Flash Memory should be updated using the logical console server and ebootrom. Refer to "Reference Tool Software Setup Guide" for more information on the update procedure and update the Flash Memory.

Note that the updater for the Flash Memory that uses the "System Update" of the system software is not provided in this version. (Only the updater will be provided in the next release.)

Note on the Update

When an output is made to D-SUB using setmonitor.self of SDK096 or earlier, and then "System Update" is performed from the system software, video may not be output.

When you want to update it to SDK096 or later while an output is being made to D-SUB, you need to select "D-Sub Output" from "Video Output Setting" in the system software of SDK091 or later, then perform update. Note that if you have already lost video output after updating to SDK096 onwards without using "Video Output Setting", execute setmonitor.self contained in SDK096 or later and set "Connector Type" explicitly.

2 System Utilities (libsysutil)

Game Data Utility

Specification Change

- The file mode of the system file (PARAM.SFO) to be created with the game data utility has been changed from 600 to 666.

3 SPU ELF Binary Translator(replace_hbr.pl)

New Feature

- Provides a binary translator which replaces the critical hint-for-branch instruction. The detail information is provided as "Technical Notes: A hint-for-branch instruction may cause SPU hang.(https://ps3.scedev.net/technotes/view/328)".
    - cell/host-linux/bin/replace_hbr.pl
    - cell/host-win32/bin/replace_hbr.pl

4 PSGL

New Feature

- The following functions have been added for getting or setteing the number of registers to be used in the shader program.

  cgGLGetRegisterCount()

  cgGLSetRegisterCount()

- The following functions have been added.

  psglGetLastFlipTime()　Returns time of the actual frame flip.

  psglSetFlipHandler()　　Register callback function for when a flip is executed.