PLAYSTATION(R)3 Programmer Tool Runtime Library 102.002
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Changes of the Reference Tool SDK package are as follows.

 - Release 102.002 Changes

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Changes in Release 102.002
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Cell OS Lv-2

- After sys_ppu_thread_set_priority() was executed, the behavior of
  a thread whose priority had been changed became strange in some cases.
  This problem has been fixed.

System Software

- With the game disc content information and the game data content
  information, when the file size of the animated image icon that had
  been set exceeded 2MB, the animated image icon was not displayed on
  the system software and a still image icon was displayed.
  This problem has been fixed.

- When the PS button was pressed for a while when activating a title,
  the dialog displayed by the system became uncontrollable and could not
  be progressed after that in some cases. This problem has been fixed.

System Utilities

<Save Data Utility>
- In the environment of ProDG, the sample program
  (cell/samples/sysutil/savedata) could not be built.
  This problem has been fixed.

- When save was performed several thousands of times, the save after
  that was not performed correctly in some cases. This problem has
  been improved.

- When the HDD free space was 0KB, a failure occurred when overwriting
  a file with a file whose size is exactly the same as the original file
  in some cases. This problem has been fixed.

- Instead of the icon of save data to be displayed when saving and
  loading, the icon of Parental Control Restricted Content was displayed
  in some cases. This problem has been fixed. (It has been changed
  so that there is no influence of the level of Parental Control that is
  set on the system software when displaying an icon.)

<On-Screen Keyboard Utility>
- With an on-screen keyboard dialog, CELL_SYSUTIL_OSKDIALOG_FINISHED is
  notified to status of the status notification callback function when
  the user performs input completion or cancel operation. However, if
  cellOskDialogAbort() was called before the callback was executed,
  a hang-up occurred in some cases. This problem has been fixed.

<Web Browser Utility>
- With a dialog of JavaScript Alert, when the message was more than
  one line, only one line was displayed. This problem has been fixed.

NP Score Ranking Utility

- With sceNpScoreGetGameData()/sceNpScoreGetGameDataAsync(), the attached
  data uploaded by oneself was always obtained. This problem has been
  fixed.

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libnet

- The following problem has been fixed.
  - Even if the MSG_DONTWAIT flag of a send function (send() etc.) is
    specified, it is not validated.
    When using the MSG_DONTWAIT feature, please specify the non-blocking
    socket with the socket option.

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CODEC
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<libdmux>
- When cellDmuxClose() was called while demuxer was being executed,
  the control did not return in most cases. This problem has been fixed.


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libsnd3
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- When cellSnd3Exit() was executed, the error (CELL_SND3_ERROR_NOTINIT)
  was always returned. This problem has been fixed.

- The mutex generated with cellSnd3Init() was not destroyed with
  cellSnd3Exit(). This problem has been fixed.
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