

[SCE CONFIDENTIAL DOCUMENT]

PLAYSTATION(R)3 Programmer Tool Toolchain 102.002

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The following are the new features and fixed bugs of PLAYSTATION(R)3
Programmer Tool Toolchain package.

- Additions of new features and changes in Release 102.002
- Bugs fixed in Release 102.002

New Additions and Changes in Release 102.002

GCC/GDB

none

Bugs Fixed in Release 102.002

GCC

<PPU/SPU>

- The path name including the blank characters was not recognized by ppu-lv2-ar and spu-lv2-ar. This problem has been fixed.

<PPU>

- When ppu-lv2-objcopy was used in the Windows environment, an incorrect size of object was generated. This problem has been fixed.
- When the PPU program that called a function via a function pointer or a virtual function was compiled with -O3 option, the PPU compiler generated an invalid code. This problem has been fixed.

<SPU>

- The bug when initializing a qword type variable has been fixed. For details of this bug, see the Technical Note 200610-14.
<https://ps3.scedev.net/technotes/view/337/1>
- When compiling a SPU program, the following message was output to the console and failed to establish the link.
This problem has been fixed.

test.elf: final close failed: No space left on device
collect2: ld returned 1 exit status
- When the template feature was used with the SPU compiler, an invalid object was created. This problem has been fixed.

GDB

<Windows>

- Since there was a problem in the compiler of 090.002 or later, it was not possible to debug an SPU executable file that was built in the Windows environment, with the Windows version bedbg. This has been a problem of the Windows version compiler but this problem has been fixed.