

1 Preparation of SDK101 Environment

Update of the Software for the Communication Processor

In SDK101, 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

In order to update the Flash Memory of the target system to SDK101, the "System Update" feature provided with the System Software of SDK100 is used.

For the detailed updating procedure, please refer to "Reference Tool Software Setup Guide".

Note on the Update (1)

The update will be performed by executing the "System Update" feature from the System Software of SDK085 after placing the update data (PS3UPDAT.PUP) that is included in SDK101 under the "/PS3/UPDATE" directory of Memory Stick PRO™ or Memory Stick PRO Duo™.

However, since it is not possible to update directly from SDK085 to SDK101, the update will stop in the middle of the update.

If you have updated from SDK085 to SDK101 by mistake, please update from SDK093 to SDK101 after writing the ebootrom of SDK100 to the Flash Memory.

Note on the Update (2)

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 Software (GUI)

New Features

- A feature of faking that the HDD free space is 0KB has been added.
Settings -> System Settings -> Fake [Free Space: 0KB]
- With the save data management, a feature of copying save data has been added.

3 System Utilities (libsutil)

Save Data Utility

Specification Change

- The sizes of the memory containers necessary for each API have been changed as follows:

	SDK100	SDK101
cellSaveDataFixedSave()	5	4
cellSaveDataFixedLoad()	5	4
cellSaveDataListSave()	8	5
cellSaveDataListLoad()	8	5
cellSaveDataDelete()	8	5

There is no change with the container sizes of cellSaveDataAutoSave() and cellSaveDataAutoLoad().

Sample Change

- According to the changes of the memory container sizes of each API, the cell/samples/sysutil/savedata sample has been changed.

4 Network

libnet

Specification Change

- The default value of the timeout time of name resolution functions has been changed from 5 seconds to 1 second, and the default value of the number of times to retry has been changed from 4 times to 5 times.

For details, please refer to the section of `sys_net_set_resolver_configurations()` of the reference manual.

5 PLAYSTATION®Network

Common

Specification Change

- A change has been made so that the error value `SCE_NP_ERROR_INSUFFICIENT_BUFFER` is returned when the value of the argument `poolsize` of `sceNpInit()` is less than 128*1024(KB).

NP Manager Utility

Specification Change

- With the following functions, a change has been made so that the expiration date of the ticket is checked.
If the ticket has been expired, the error value `SCE_NP_ERROR_EXPIRED_TICKET` is returned.
`sceNpManagerGetTicketParam()`
`sceNpManagerGetEntitlementIdList()`
`sceNpManagerGetEntitlementById()`

6 codec

libsail

New Feature

- An event ID for notifying the disc eject information, CELL_SAIL_EVENT_MEDIA_STATE_CHANGED, has been added.

Sample Change

- With the sample, a new even ID (CELL_SAIL_EVENT_MEDIA_STATE_CHANGED) has been added.

7 libresc

New Feature

- With the PAL frame rate conversion mode to be specified with the member `palTemporalMode` of the structure `CellRescInitConfig`, `CELL_RESC_PAL_60_INTERPOLATE_30_DROP` has been added.

8 GTF (cell/samples/gtf)

dds2gtf.exe

New Features

- The following options have been added:
 - 64: Option for aligning the linear texture pitch to 64byte
 - a: Option for setting the linear texture pitch to an arbitrary value
If the value is smaller than the texture pitch, that value will be ignored and the texture pitch will be used.
- The conversion of the following texture formats has been supported:
CELL_GCM_TEXTURE_COMPRESSED_B8R8_G8R8
CELL_GCM_TEXTURE_COMPRESSED_R8B8_R8G8
- The conversion of ARGB4444 and ARGB1555 swizzle formats has been supported.

Specification Change

- A change has been made so that the version information that is displayed when dds2gtf.exe is activated is not displayed.

GTFviewer

New Features

- The display of the following texture formats has been supported:
CELL_GCM_TEXTURE_COMPRESSED_B8R8_G8R8
CELL_GCM_TEXTURE_COMPRESSED_R8B8_R8G8
- A shader for converting from YUV to RGB has been added.

9 MultiStream

New Feature

- As a bit rate that can be played by an ATRAC3™ file, 96KHz has been added.

Sample Changes

- Visual Studio Solution file has been added.
cell/samples/sound/multistream/samples.sln
- The ProDG project file of the following samples could not be built. This problem has been fixed.
samples/sound/multistream/simple_createdsp_fd
samples/sound/multistream/simple_createdsp_ft

10 Sample Programs

New Addition

- **samples/gcm/MSAA**

This sample demonstrates how to perform Multisample Antialias.