PLAYSTATION(R)3 Programmer Tool Runtime Library 100.002
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Changes of the Reference Tool SDK package are as follows.

  - Release 100.002 Changes

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Changes in Release 100.002

PSGL

- With psglExit(), crashes occurred in some cases. This problem has
  been fixed.

- When an array with an initial value was defined within the vertex
  shader, the correct value was not set for that array. This problem
  has been fixed.

- When CG_CURRENT was specified for the argument value_type of
  cgGetParameterValues(), it was not possible to get the parameter value
  correctly. This problem has been fixed.

NP Basic Utility

- The upper limit of the size of the attached data was 4KB, instead of
  32KB. This problem has been fixed.

NP Score Ranking Utility

- With the following functions, when the score information that includes
  the user score (with which 17-byte or more SceNpOnlineName is set) was
  obtained, SCE_NP_COMMUNITY_ERROR_BAD_RESPONSE was returned.
  This problem has been fixed.

 - sceNpScoreGetRankingByNpId()
 - sceNpScoreGetRankingByNpIdAsync()
 - sceNpScoreGetRankingByRange()
 - sceNpScoreGetRankingByRangeAsync()

- With the score ranking APIs, before the server service started, after
  the server service ended, and during the maintenance, the following
  matching errors were returned. This problem has been fixed.

  SCE_NP_COMMUNITY_SERVER_ERROR_MATCHING_BEFORE_SERVICE
  SCE_NP_COMMUNITY_SERVER_ERROR_MATCHING_END_OF_SERVICE
  SCE_NP_COMMUNITY_SERVER_ERROR_MATCHING_MAINTENANCE

  Correctly, the following errors are returned.

  SCE_NP_COMMUNITY_SERVER_ERROR_RANKING_BEFORE_SERVICE
  SCE_NP_COMMUNITY_SERVER_ERROR_RANKING_END_OF_SERVICE
  SCE_NP_COMMUNITY_SERVER_ERROR_RANKING_MAINTENANCE

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libaudio

- samples/sound/audio/playaudio
  The following problem has been fixed.

  From SDK091.005 onwards, an incorrect attribute has been specified
  in the sample playaudio.
  This bug causes that the sample audio becomes unable to be output
  from HDMI/optical/AV MULTI outputs, if any USB device or Bluetooth(R)
  device is enabled.

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libgcm

- If cellGcmSetDrawArray() was called just after
  cellGcmSetVertexDataArray(), RSX(TM) hung up in some cases.
  This problem has been fixed.