

Changes of the Reference Tool SDK package are as follows.

- Release 101.001 Changes

Changes in Release 101.001

BD Emulator (HDD)

- The following problem has been fixed.
 - When the system software or bedbg is used to operate the BD emulator, it may not operate correctly.

System Utilities

<Save Data Utility>

- When the power OFF operation was performed while calling the utility, a hang-up occurred in some cases depending on the timing. This problem has been fixed.
- When the power OFF operation was performed while saving, two corrupted data were created. This problem has been fixed.
- With the message screen "Do you want to save this data?", some of the characters were not displayed correctly in some cases. This problem has been fixed.
- With the sample, if shifted to the delete flow immediately, the displayed "Title", "Subtitle", and "Details" were not the ones of the focused save data. This problem has been fixed.
- With the sample, when the power OFF operation was performed just after a program had been started, there was a possibility of endless wait. Therefore, the initial value of the following variable has been fixed.

Wrong:

```
static int is_running = TRUE;
```

Correct:

```
static int is_running = FALSE;
```

<System Cache Utility>

- The cache area access speed has been increased.

NP Score Ranking Utility

- When an online name with a half width '<', '>', '&', '''', or '"' was used, 0x8002a401(SCE_NP_COMMUNITY_SERVER_ERROR_BAD_REQUEST) was returned from sceNpScoreRecordScore() and sceNpScoreRecordScoreAsync(). This problem has been fixed.

NP Matching Utility

- When creating a room, for example, with the NP matching utility, it was displayed as "An error has occurred. (0x8002a74a)", and the room could not be created in some cases. This problem has been fixed.

libmixer

- The following problem has been fixed.
 - When a mixer is generated under a specific configuration, an error (NO_MEMORY) may occur and the generation fails. For details, see the Technical Note 200610-02.
<https://ps3.scedev.net/technotes/view/325>

libaudio

- In an environment in which "Dolby Digital 5.1 ch." was set as available with the system software, if "Dolby(TM) Digital interactive encoding" was activated by the audio setting utility (libsystool), sound events were not issued and buffer pointers were not updated with libaudio in some rare cases. This problem has been fixed.

MultiStream

- With ATRAC 96Khz playback, SPU clashed in some cases. This problem has been fixed.

GTF

- With the dds2gtf command, the problem of when converting swizzle has been fixed.

libsail

- When start and stop were called continuously, there was no response in some cases. This problem has been fixed.
- The upper section of an image was not displayed correctly. This problem has been fixed.
- When using vpost, the chroma was not correct. This problem has been fixed.
- When a disc was ejected while playing it, it could not be played again even if it was inserted again. This problem has been fixed.
- When seeking, the previous image was displayed for a moment. This problem has been fixed.
- The event CELL_SAIL_EVENT_SESSION_STARTED was not notified. This problem has been fixed.
- The following problem has been fixed.
 - When seeking of stream data is performed while H.264(AVC) is being played, only the sound is played without movie.
- The following problem has been fixed.
 - With cellSailPlayerInitialize(), if the maximum audio number or the maximum video number is set to two or more, the playback does not start in some cases. This can be avoided by setting CELL_SAIL_PLAYER_PRESET_AS_IS for the preset setting. (However, the AV synchronization will become invalid.)
- The following problem has been fixed.
 - When a stream whose audio is LPCM is played, there will be noise. This can be avoided by changing it to AC3 or the like.
- The following problem has been fixed.
 - If cellSailPlayerStop() is performed, just after a playback is started or when stopped at the end of a stream, a response is not returned in some cases.

PSGL

- Zcull setting was disabled within glClear(). This bug has been fixed. This fix may improve the performance slightly.
- The memory allocated with cgCreateProgram() was not released with cgDestroyProgram(). This problem has been fixed.
- When CG_BINARY was specified for the argument program_type of cgCreateProgram() and you tried to load the shader created with cgnv2elf, it could not be correctly loaded in some cases. This problem has been fixed.
- The operation of cgCreateProgramFromFile() was extremely slow.

This problem has been fixed.

- A change has been made so as to embed the version into the `cgv2elf` command.