\$PSDocId: Document Release 1.0 for Runtime Library Release 4.0\$

## 2nd October 1996

## Texture Window Stuff

Copyright (C) 1994-1996, Sony Computer Entertainment All right reserved

Here is a sample program to illustrate using the memory card as a dongle. Although the dongle 'encryption'method used is crude, it can be replaced easily with a more complicated method.

```
Keys:
  Main Menu
    up
                previous option
               next option select option
    down
    cross
  Entering Dongle Info
         choose above edit box
             choose below edit box
move to previous character
move to next character
    down
    left
    right
                move to next character
    triangle previous menu
square increase character value
circle decrease character value
L1 increase character value X 6
             decrease character value X 6
previous dongle info (from PC file)
next dongle info (from PC file)
    R1
    L2
    R2
    start
                create dongle file
  Memory Card Options
    triangle previous menu
    up
                choose previous file
                choose next file
    down
    square
                delete file
    circle
                view file contents
  View File Contents
    triangle previous menu
                 scroll up 128 bytes
    up
                scroll down 128 bytes
    down
    left
                scroll up 1024 bytes
                scroll down 1024 bytes
    ______
  program
                  contents
    ______
main the dongle creation program
```

\_\_-