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This document lists just about everything that's changed since the last release of the CD-ROM (version 2.1):

- **CD version number.** The CD version number is currently 2.2.
- **Library version number.** The current library version is 4.3. For a list of known bugs and changes, refer to [\psx\change.txt](#).
- **Read the Overview and the Index.** Look for the "**NEW**" label in the following :
 - Read [\doc\cat.pdf](#) for an overview of all of the files on the CD (this was formerly known as the "CATagories" document).
 - Read [\doc\content.pdf](#) for an index of all the tools sorted by name.

In addition, tools that were updated (relative to the previous CD release) are marked by the "**UPDATED**" label. Obsolete tools are marked by the "**DELETED**" label.

- **NEW Sound tools directory.** The sound tools area has been moved out of PSXGraph and into it's own directory [\PSXSound](#). It has also been greatly expanded. Many new tools and utilities are available for both Mac and PC Formats.
- **DTL-H2500 installation.** If you are installing the **DTL-H2500** PCI card on your PC, please note that flash memory routines for the DTL-H2500 have been placed in different directories, due to a change in the naming conventions of the memory image files. Read the document [\psx\bin\DTLH2500\readme.txt](#) for more information.
- **No more PSYQ tools.** Tools formerly known as part of the Psy-Q Development System are now reclassified as "SDevTC Tools". SDevTC is an abbreviation of Sony **D**evelopment **T**ool **C**hain. We are gradually changing the documentation to reflect this change. For developers who still use the MS-DOS compilers, note that the environment variable **PSYQ_PATH** has been changed to **SN_PATH** , and the file **psyq.ini** is now **sn.ini**, as a direct result of this change.
- **CodeWarrior for PlayStation.** The flash utilities, Win95 drivers, and WinNT drivers are now located in the new [\DECI](#) directory. Codewarriors will want to explore that directory as well as [\3rdParty\Metrower](#) for new library files and archives.
- **Printf's from your blue debug PlayStation.** Want to use your blue PlayStation debugger as a debugging station? If you have a serial cable (DTL-H3050) , you can! Follow the instructions in [\psx\utility\pcdown\readme.txt](#).

- **Sample changes.** Some samples have been changed or updated, and there are many **NEW** eye-popping samples. Refer to the document [\psx\sample.txt](#) for more information. Most of the samples have been precompiled on this CD in order for you to run the CD-ROM on your development system's CD-ROM drive (not on your blue debugging station however). Read the section [Running the Samples from the CD](#) in the document \doc\allsamp.pdf.
- **Setup utility.** This CD contains a "setup.exe" in the root directory. This is a browser that helps you install software and read documents. By default, this program should start automatically on machines that have Windows 95 with auto-run enabled.



We appreciate your comments and suggestions about our HTML documentation project. Contact us at DevTech_Support@playstation.sony.com

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