

PLAYSTATION TECHNICAL NOTE

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Subject: DR_ENV usage warning for Library releases prior to 3.7

ABSTRACT

The following provides a workaround for preventing drawing stalls when using DR_ENV.

There is a slight possibility that the drawing stalls when using a primitive DR_ENV of DRAWENV.isbg = 1(Background Clear Flag=ON) when connected to OT. This problem is caused due to the critical timing upon clearing a drawing area.

WORKAROUND

Connect OT with DRAWENV.isbg = 0. When you need to clear a drawing area, connect (AddPrim) corresponding TILE primitive after DR_ENV.

A fix for the problem is planned to be included in library, version 3.7. Until 3.7 becomes available, please use the measures above.