

This directory contains the startup object file.

This object file replaces the startup code in libsn.lib. If you have linked your executable with startup.obj, your program will no longer be able to be launched as a normal playstation executable, but must instead be launched from a separate program.

The startup code in startup.obj differs from the code in libsn.lib in the following ways:

1. startup.obj does not reinitialize the heap.
2. startup.obj does a nop when you fall out of main, whereas libsn does a break \$1
3. startup.obj does not set up a new stack pointer.

Like libsn, startup.obj provides the hand variables \_ramsize, \_stacksize (for artificially setting the sizes of these things), and \_\_heapbase, \_\_heapsize, etc etc for telling where various segments of your program are.

Have fun launching!