

README file for Alias 8.0, Playstation Development System Translator.

This update file contains an unencrypted compressed tar file containing the PSX translator, source code, and demo PC viewer program.

The major changes from the version of 7.5.1 are:

- 1) adding controls for STP bit in TIM files
- 2) adding control for freezing texture in VRAM, so it's not moved
- 3) the RSD .mat file has an option for which UV coordinates to use in VRAM space
- 4) the "autoplace" button is disabled

There is an html file, PSX\_doc.html, which describes the installation, use, and current known limitations.

Quick Version to Install:

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Once the files are untar'd there will be the following files:

Install.README	this file
SO	compressed tar file of the Translator
doc/	directory containing the html version of the documentation

Assuming that the downloaded file is placed into the user's HOME directory:

```
md SonyBBS
cd SonyBBS
tar xvf ~/AliasPSX.tar
```

```
su -l root
```

```
setenv ALIAS_LOCATION /usr/aw/alias
```

```
$ALIAS_LOCATION/ODS/Games/bin/InstallGame -e -f ~/SonyBBS -s SO
```

```
exit
```

If you would need to install into a local directory, you can add in the "-t directory" command line option to write to a directory tree. Make sure that the local directory exists before running the InstallGame script, or it will return an error message of not being able to write to the given directory. The given directory's name should be a fully qualified name (no relative paths please).