

Windows 95 Installation

Double-click on the "setup95.exe" program in the root directory of the CD-ROM. Then follow the on-screen instructions to install the tools you need.

Windows 3.1 Installation

Using the File Manager, copy the contents of the \psxgraph directory to your hard-drive, preferably in something like c:\ps\psxgraph. Alternatively, you can open an MS-DOS prompt and type the following command:

```
xcopy /s d:\psxgraph c:\ps\psxgraph.
```

Some of the Windows-based programs can only be executed by clicking on their icons. Windows 3.1 does not automatically associate them with their icons; you must do this manually. Refer to the table and instructions below to associate the programs with their icons.

Application	Description Field	Suggested Command Line Field
Aboard.exe	Aboard Utility	c:\ps\psxgraph\bin\aboard.exe
Animatio.exe	Animation Tool	c:\ps\psxgraph\bin\animatio.exe
Dxf2rsdw.exe	DXF2RSDW	c:\ps\psxgraph\bin\dxf2rsdw.exe
meditor.exe	Materials Editor	c:\ps\psxgraph\bin\meditor.exe
mimewave.exe	MIMewave Editor	c:\ps\psxgraph\bin\mimewave.exe
sprite.exe	Sprite Editor	c:\ps\psxgraph\bin\sprite.exe
timutil.exe	TIM Utility	c:\ps\psxgraph\bin\timutil.exe
movconv.exe	Movie Converter	c:\ps\psxgraph\bin\movconv.exe
movpack.exe	Movie Pack	c:\ps\psxgraph\bin\movpack.exe

For each **Application** in the table above, do the following:

1. Select the name of the **Application** you want to install, such as "aboard.exe".
2. In the Windows 3.1 Program Manager, select the menu item "**File:New**" button.
3. Select **Program Item**; press **OK**
4. A Program Item Properties dialog will pop up. Fill in the "Description field" with the contents of the **Description Field** above, such as "Aboard Utility".
5. Use the Browse, to identify the name of the executable to be placed in the "Command Line" field, such as "c:\ps\psxgraph\bin\aboard.exe" in the table above.
6. Click Ok.

For more information on associating programs with icons, consult a good Windows manual. And if you actually are programming under Windows 3.1, please send us email at DevTech_Support@interactive.sony.com. We need to know if there are any Windows 3.1 developers out there!



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

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