

\$PSDocId: Document Release 1.0 for Run-time Library Release 4.3\$

HMD-ENV/DATA: Texture data for pseudo environment mapping 10-Nov-1997

Copyright(C) 1997 Sony Computer Entertainment Inc.
All Rights Reserved.

<description>

Sample textures for pseudo environment mapping.

<Texture data>

ENV1D1.TIM	for 1D mapping (16bit)
ENV2D11.TIM	for 2D mapping (reflection 16bit)
ENV2D12.TIM	for 2D mapping (refraction 16bit)
ENV2D21.TIM	for 2D mapping (reflection 16bit)
ENV2D22.TIM	for 2D mapping (refraction 16bit)
ENV2D31.TIM	for 2D mapping (reflection 8bit)
ENV2D32.TIM	for 2D mapping (refraction 8bit)
ENV2D41.TIM	for 2D mapping (reflection 16bit)
ENV2D51.TIM	for 2D mapping (reflection 16bit)