

PLAYSTATION TECHNICAL NOTE

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Date:
Ref:
Author: R&D

Subject: Shift-JIS Codes

ABSTRACT

As described below, the specification regarding the memory card file header is changed.

The main point is to prohibit the use of ASCII codes. This is because only up to 16 characters can be used for text (title) name designation with ASCII codes, and confusion must be avoided when displaying a text name in the memory card during game play.

We know it is bothersome to designate a text name with Shift-JIS codes under the development environment in Europe/U.S.. However, we would like you to understand this situation. We attach a utility for converting ASCII codes to Shift-JIS codes below.

DETAILS

Memory Card File Header Specification Change
December 5, 1995
R&D Division
SCE

The specification on a title name ("text name" in the Reference) in the description of the memory card file has been changed again because of a problem of title name designation with ASCII characters. To avoid confusion, only the fixed specification is attached below. Note the following explanation when displaying the name.

[Fixed Specification]

PlayStation Programmer Tool Library Reference Vol. 1
(Library Overview) Page 205
The note below "Table 13-6-2: Memory Card File Header"

*1: Non-kanji and primary standard kanji only, fullsize 32 characters.

Fullsize: Shift-JIS code only, 32 characters (64 bytes). If the number of characters is less 32, the character string must be finished with a null character (0x00), or unused space within the 32 characters must be padded with blanks(0X8140). The use of ASCII codes is prohibited.

Note: In the current Library Overview (Version 4.1), the above table is Table 7 in Chapter 5.