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FILE:

Lib42E.ZIP

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DATE:

April 17, 1998

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CONTENTS OVERVIEW:

Lib4E2.zip contains library 4.2 headers and files that were released previously on the Web as Lib42J.zip. Six of the header files have now been translated into English, hence the "E" suffix. Please note that this zip does NOT include PATCH files for libds.lib, libpad.lib, and libmcrd.lib that were previously posted on the Web as "j42lds.zip", "j42lpd.zip", "libmcrd421.zip"

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INSTRUCTIONS:

If you have not installed any of the Library 4.2 files before, then use PKUNZIP or WinZip to extract the contents of the two directories, "\include" and "\lib" into the directories appropriate to your development environment. Then download the patches "j42lds.zip", "j42lpd.zip", "libmcrd421.zip" from the Web Site and unzip them to the "\include" and "\lib" directories.

Otherwise, if you already using an existing Library 4.2, then you should just use PKUNZIP or Winzip to extract the contents of the two directories into a temporary directory. Then copy the following files into the "\include" directory of your development environment:

- Autopad.h
- kernel.h
- libcd.h
- libds.h
- libgte.h
- libspu.h

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CONTENTS IN DETAIL:

This zip file contains the library 4.2 header and include files. It does not contain the latest patches for memcard

- Autopad.h
- kernel.h
- libcd.h
- libds.h
- libgte.h
- libspu.h

Read the following release note for more information about this library (this is the same as the Library Release 4.2 information that was released on the Web previously as Lib42J.zip).

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\$PSDocId: Document Release 1.0 for Run-time Library Release 4.2\$
January 1998

PlayStation(R) Programmer Tool
Runtime Library Release 4.2

Library Changes, New Additions, and Known Bugs
from Release 4.1

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Known Bugs and Cautions

-libpad.lib(controller library) has been added to support the Analog Controller(DUAL SHOCK). libpad.lib not only supports the Analog Controller(DUAL SHOCK), but also supports all other controllers including GUNCON and Multi tap. In order to use the functions of the Analog Controller(DUAL SHOCK) it is necessary to have libpad.lib. Therefore, for future controller control we recommend libpad.lib. Please note that libpad.lib cannot be used together with the current libgun.lib, libtap.lib and libpad.lib.

Furthermore, in libapi.lib, the SendPad() function has been deleted. Therefore, in order to use the vibration feature of the Analog Controller(SCPH-1180), libpad.lib will be needed. Please note that it is necessary to use the latest version for libapi.lib, libapi.h, libpad.lib and libpad.h.

Please refer to Runtime Library Overview and Reference manuals for details.

- Regarding polygon non-active/active sub-division, the HMD primitive driver function for libgs has restrictions. For the (maximum)number of sub-divisions, do not set a number which is not defined in GsUNIT_DIV1 - 5 of libgs.h or DIV2x2 - DIV32x32 of hmd.def. Please especially note that the number "0" will not work.

- bsearch function in the C Standard Library(libc/c2) does not work correctly. This malfunction is planned to be fixed in the next release.

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Kernel Library(libapi)

##Library Bug Fix

- When standard input/output functions such as firstfile function, open, read are executed on different devices, for some orders and combinations of executions, standard input/output functions such as open and read did not work properly. This malfunction has been corrected.
- When executing free3() after changing the size of an area allocated in malloc3() using realloc3(), the area was not completely freed. This malfunction has been corrected.

Functions Deleted

- Following the new addition of libpad.lib, SendPad() has been deleted.

C Standard Library(libc/c2)

##Library Bug Fix

- When memset() was used, there was a warning while compiling the software. This malfunction has been corrected by commenting out the memset() argument within memory.h.

Link Cable Library(libcomb)

##Functions Added and Header File Modified

- For all features currently implemented using the _comb_control functions, highly readable macro functions have been defined and added to libcomb.h.
Please refer to function references for details.

Extended CD-ROM Library(libds)

##Library Bug Fix

- After issuing primitive commands DslPlay,DslReadN, DslReadS, some parts of the internal status were not initialized even after calling DsFlush(). This malfunction has been corrected.

Basic Graphic Library (libgpu)

##Functions(macro) Added

- Macronized SetTexWindow(), setTexWindow() has been added to libgpu.h.

##Library Bug Fix

- Up till now, functions such as AddPrim,SetPolyF3 have been linked

as one object. These functions have been separated into individual objects as to avoid unnecessary links.

-The malfunction of GPU timeout occurring when using setLineG3/G4 has been corrected.

-The malfunction of GPU timeout occurring when executing BreakDraw()/ContinueDraw() has been corrected.

-The library has been modified so that the standard display area (position on the actual display) set in libgpu is to be displayed in the center of the screen of a regular TV set.

Extended Graphics Library (libgs)

----- ##Functions Added

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-Translucent primitive driver with no light calculation for HMD has been added.

-Dual-side primitive driver for HMD has been added.

-Pseudo environment map primitive driver Beta version has been added.

Please refer to •uAppendix A: Primitive Type List•vin hmd.doc for details of the new functions added.

##### ##Library Bug Fix

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-The malfunction that address errors occur when using the following GsSortObject5(J) low level functions has been corrected.

GsPrstF3GL(), GsPrstF3GLFG(), GsPrstF3GNL(),
GsPrstG3GL(), GsPrstG3GLFG(), GsPrstG3GNL()

-In HMD animation, when switching SID the current sequence ID did not transist. This malfunction has been corrected.

Basic Geometry Library(libgte)

----- ##Library Bug Fix

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-The malfunction that the return value for ApplyRotMatrix() returned an incorrect value has been corrected.

#### Memory Card Easy Access Library(libmcrd)

##### ----- ##Library Specification Changed

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-For the functions MemCardExist, MemCardAccept, MemCardReadData, MemCardWriteData, MemCardReadFile, and MemCardWriteFile, the retry process after communication errors has been improved.

Extended Sound Library(libsnd)

##Functions Added

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-The following functions have been added:

|                     |                                                                    |
|---------------------|--------------------------------------------------------------------|
| SsSeqPlayPtoP()     | Play a specific section for SEP/SEQ                                |
| SsSeqSkip()         | Increase the play pointer for SEP/SEQ                              |
| SsSetCurrentPoint() | Set data address retrieved from<br>SsGetCurrentPoint() for SEP/SEQ |

##Library Bug Fix

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-When a callback function is set by NRPN in a SEQ with a infinite loop and the value given to that callback function is over 19, at some point the system hung up.
This malfunction has been corrected.