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This document contains a table of all of the tools produced by SCE Inc for the Programmer Tools CD. These tools reside in the directories `\psx\bin`, `\pssn\bin`, `\gnu`, `\psxgraph\bin` and `\psxsound`.

- Read the "Overview of Files on CD" in the document [\doc\cat.pdf](#) to get a very generalized description of the software categories.
- Read the [table below](#) to find version numbers.
- The "Family Type" column is hyperlinked to the corresponding section in the "Overview of Files on CD" in the document [\doc\cat.pdf](#).

The table contains the version of files, where relevant. The version numbers may also have the following symbols appended to them:

- **NEW** Indicates a new file.
- **UPDATED** Indicates an updated file relative to the previous CD release.
- **DELETED** Indicates an obsolete file that has been removed, relative to the previous CD release.

The table does not include information for 3rd Party software. For more information, click on the following hyperlinks :


- [Metrowerks](#),
- [Alias-Wavefront](#),
- [3D Studio](#),
- [LightWave 4.0](#)
- [SGI](#).

Tool Index

File name	Version	Description	Family Type	Location
aiff2vag.exe	3.2 UPDATED	AIFF to VAG sound format conversion utility	Sound Tools	\psxsour

Alias_82.tgz	Beta	Alias-Wavefront 8.2 plug-in	Alias-Wavefront Plug-In	\3rdPart
aliaspsx.8.0.tar.gz	8	Alias-Wavefront converter from PlayStation formats (TMD, MIME, and others).	Alias-Wavefront Plug-In	\3rdPart
asmpsx.exe	UPDATED 2.45	R3000 assembler (SDevTC syntax) (32-bit version)	Compiler	\pssn\bir
asmpsxd.exe	UPDATED 2.45D	16-bit assembler.	Compiler	\pssn\bir
aspsx.exe	UPDATED 2.77	R3000 assembler (MIPS-compatible assembler) (32-bit version)	Compiler	\pssn\bir
aspsxd.exe	UPDATED 2.72D	16-bit assembler for C compiler output	Compiler	\pssn\bir
BLOAD25.EXE	0.92	Utility to load a raw bin file to target ram	SCE Tools: DTL-H2500	\psx\bin
bmp2tim.exe	2.2	Converts Windows image data (BMP) format to PlayStation TIM format.	2D Art Tool	\psxgrap
bv.exe	-	Utility to view more lines in an MS-DOS window	SDevTC Tools	\pssn\bir
cc1plpsx.exe	UPDATED SN16.3.7.0003	16-bit C++ Compiler main pass program.	Compiler	\gnu\dos
cc1plpsx.exe	UPDATED SN32.4.0.0007	32-bit C++ Compiler main pass program.	Compiler	\gnu
cc1psx.exe	UPDATED SN32.4.0.0007	32-bit compiler auxiliary file.	Compiler	\gnu
cc1psx.exe	UPDATED SN16.3.7.0003	16-bit compiler auxiliary file.	Compiler	\gnu\dos
ccpsx.exe	3.06.0015 UPDATED	bcompiler (32-bit version) front-end	Compiler	\gnu
ccpsxd.exe	B913.05.0009	16-bit compiler	Compiler	\gnu\dos
cdexec.cpe	-	Utility to start the program from the CD-ROM/Emulator	SDevTC Tools:CD	\pssn\bir
Cleanmem	-	Auxiliary file used to clear the flash memory of the DTL-H2500 PCI board	SCE Tools: DTL-H2500	\psx\bin
cpe2x.exe	1.5	Program to convrt *.cpe (normal output) to *.exe (PlayStation executable)	SCE Tools	\psx\bin
cpluspsx.exe	1.12	C++ Compiler	Compiler	\gnu
Cpppsx.exe	UPDATED SN16.3.7.0003	16-bit C preprocessor	Compiler	\gnu\dos
Cpppsx.exe	UPDATED SN32.4.0.0007	32-bit C preprocessor	Compiler	\gnu
cwsdpmi.exe	-	DMPI DOS extender. If running from DOS, put cwsdpmi.exe in your PATH.	SDevTC Tools	\pssn\bir
dbugpsx.exe	UPDATED 4.113	PlayStation Development debugger. For release note information, read the document /notes/dbugpsx.txt .	SDevTC Tools	\pssn\bir

DECICONS.EXE	-	Console program that allows you to download files to DTL-H2500 PCI card.	SCE Tools: DTL-H2500	\psx\bin
DECICONS.HIS	-	An internal file that is kept by decicons.	SCE Tools: DTL-H2500	\psx\bin
delay.com	-	Program for putting a delay in batch files.	SDevTC Tools	\pssn\bir
dexbios.com	1.27	PSSN bios driver for the DTL-H2000 and DTL-H2700 boards. This version fixes a problem with "printf's" on the DTL-H2700 board.	SDevTC Tools	\pssn\bir
Dmpsx.exe	UPDATED 3.04	Program to compile GTE inline macros (see \psx\sample\graphics\dmpsx).	SCE Tools	\psx\bin
dos4gw.exe	1.97	DOS extender	SDevTC Tools	\pssn\bir
dumpcpe.exe	2.01	Utility to dump contents of a *.cpe file.	SDevTC Tools	\pssn\bir
dumpexe.exe	1.0	Utility to dump contents of a *.exe file	SDevTC Tools	\pssn\bir
dumpobj.exe	2.0	Utility to dump contents of a *.obj file.	SDevTC Tools	\pssn\bir
dumpsym.exe	UPDATED 2.02	Utility to dump contents of a *.sym file	SDevTC Tools	\pssn\bir
dx2f2rsd.exe	2.81	Converts DXF file to PlayStation 3D Model file format (RSD).	3D Art Tool	\psx\grap
Emu387	-	File to emulate the floating-point coprocessor (in the event that you don't have	SDevTC Tools	\pssn\bir
flash.bat	UPDATED 1	SCE utility to initialize H2500 for use with the H25BIOS.COM driver	SCE Tools: DTL-H2500	\psx\bin\
flashb8.bat	-	SCE beta utility to initialize DTL-H2500 for use with the H25DRV.EXE program.	SCE Tools: DTL-H2500	\psx\bin\
FLOAD.EXE	UPDATED 1.1	SCE utility for loading to the DTL-H2500	SCE Tools: DTL-H2500	\psx\bin\
FQUIT.EXE	UPDATED 1	SCE utility for ceasing loading to the DTL-H2500	SCE Tools: DTL-H2500	\psx\bin\
FRESET.EXE	UPDATED 1	SCE utility for resetting the DTL-H2500	SCE Tools: DTL-H2500	\psx\bin\
H25.INI	-	H2500 initialization file	SCE Tools: DTL-H2500	\psx\bin
H2500.img	5/27/97	Internal file (holds memory image of the flash bios of the H2500 board)	SCE Tools: DTL-H2500	\psx\bin\
H2500.img	1.2 (corresponds to resetps 1.08)	Internal file (holds memory image of the flash bios of the H2500 board), compatible with SN System's software.	SDevTC Tools	\pssn\bir
H2500B8.IMG	-	Beta memory image of flash bios of the H2500 board. Used by flashb8.bat.	SCE Tools: DTL-H2500	\psx\bin\
H25bios.com	1.44	SDevTC TSR BIOS for the H2500 PCI card	SDevTC Tools: DTL-H2500	\pssn\bir
H25DRV.EXE	1.6	SCE driver for H2500 board	SCE Tools: DTL-H2500	\psx\bin

hmd.def	1.1	C language preprocessor format definition file for HMD	3D Art Tool	\psxgrap
Kanji.com	-	Kanji Utility	SDevTC Tools	\pssn\bir
kernel.bin	- Moved -	Old internal file used by older version of pflash.bat.	SDevTC Tools: DTL-H2500	\pssn\wi
kromdat.bin	- Moved -	Old internal file used by older version of pflash.bat.	SDevTC Tools: DTL-H2500	\pssn\wi
kromdat.bin	- Moved -	Old internal file used by older version of pflash.bat.	SDevTC Tools: DTL-H2500	\pssn\wi
kromgdat.bin	- Moved -	Old internal file used by older version of pflash.bat.	SDevTC Tools: DTL-H2500	\pssn\wi
labp	 1.12	Labp is a simple assembler that is designed to create HMD data. In this version the bug in the version 1.00 has been fixed, and its function has been enhanced. For Win 32 MS-DOS prompts. Used with hmd.def.	HMD Tools	\psxgrap
libspu MAC	~	libspu for PC is composed of a library and device driver for creating an	Sound Tools	\psxsour
libspu PC	~	libspu for PC is composed of a library and device driver for creating an	Sound Tools	\psxsour
licensea.dat	-	original tool using DTL-H800 board on PC/AT.	CD Generation Tools	\cdgen\l
licensea.dat	-	License file for Japanese territories required to make commerical PlayStation CD's.	CD Generation Tools	\cdgen\l
licensee.dat	-	License file for European territories required to make commerical PlayStation CD's.	CD Generation Tools	\cdgen\l
Lightwave Plug-Ins		Light-Wave plug-ins for Alpha, SGI, and Intel platforms.	LightWave Plug-Ins	\3rdPart
lw2rsd.exe	Final Version	Light-Wave "lws" to enhanced RSD format converter. For more information, refer to /3rdParty/LightWav/Lws2rsd/readme.txt .	LightWave Plug-Ins	\psxgrap
mc32.exe	3.0	A 32-bit version of "MovConv.exe" which can run on Windows 95 and Windows NT (but not Windows 3.1)."	Movie Tools	\psxgrap
mcheck.exe	1	Master disc checker program for Windows 3.1	CD Generation Tools	\cdgen\n
mcheck.exe	1.21	Master disc checker program for Windows 95. May work on Windows 3.1.	CD Generation Tools	\cdgen\n
mcnvsgi2tar.z	-	Compressed tar file of movie-converter utilities for IRIX 5.3. Unsupported	SGI Utility	\3rdPart
		For HMD use. Meshconv scans mesh structure in specified new-RSD file and		




meshconv.exe	UPDATED 1.1	creates extended-RSD file (.msh). In this version, the bug in the version 1.0 has been fixed, and IRIX version has been added. Warning: This application runs only under Win32.	HMD Tools	\psxgrap
mess1.com	1.04 UPDATED	Message handler TSR (for debugger mess1.com output)	SDevTC Tools	\pssn\bir
mess3.com	3.01	Message handler TSR (for RS232 output)	SDevTC Tools	\pssn\bir
mimefilt.exe	1.51	Program to convert MIME difference files.	MIME Utility	\psxgrap
mimesort.exe	2.1	TMD Vertex information sorting tool	3D Art Tool	\psxgrap
mkmime.exe	UPDATED 1.11	Mkmine is a Win32 MS-DOS prompt command to create HMD data that contains MIME. In this version the bug in the version 1.00 has been fixed.	MIME Utility	\psxgrap
mktod.exe	1.4	Reads project files and creates layout files.	3D Studio Plug-In	\psxgrap
mkvab.exe	2.0	Utility to build sound source bank	Sound Tools	\psxsour
movconv.exe	DELETED 2.2e	Compress movie data into PlayStation movie data format. Compress sound data into CD-ROM XA ADPCM format. Convert movie data among some movie formats. 16 bit.	Movie Tools	\psxgrap
movconv.hlp	DELETED	Windows help file for Movie Converter. This has been deleted.	Movie Tools	\psxgrap
movconv.scr	DELETED	Sample script for Movie Converter	Movie Tools	\psxgrap
movpack.exe	1.6e	Interleave multiple xa data. Interleave multiple str data.	Movie Tools	\psxgrap
movpack.hlp	DELETED	Windows help file for Movie Pack	Movie Tools	\psxgrap
movpack.scr		Sample script for Movie Packer	Movie Tools	\psxgrap
newdex.cpe		Kernel patch module.	SDevTC Tools	\pssn\bir
noprint.bat		Batch file to execute noprint. <i>The execution section of patchw has been deleted in this new version.</i>	Batch Files	\psx\bin
noprint.cpe		Suppress print message	Batch Files	\psx\bin
pa32.exe	UPDATED 2.05	Performance Analyzer for use with DTL-H2700 board. To learn how to install the DTL-H2700, refer to \PA\doc\startup.doc	DTL-H2700	\PA\bin
patch.bat	-	Patch batch file	3D Studio Plug-In	\psxgrap
patchj.bat	DELETED	Batch file to execute patchj.cpe. Obsolete.	Obsolete Tools	\psx\bin
patchj.cpe	DELETED	Japan Developer's version of ROM patch. Obsolete.	Obsolete Tools	\psx\bin

patchj.exe	DELETED	DTL-H2000 patch program (Japanese version)	Obsolete Tools	\psx\bin
patchw.bat	DELETED	Batch file to execute patchw. Obsolete.	Obsolete Tools	\psx\bin
patchw.cpe	DELETED	US/Europe version of ROM patch. Obsolete.	Obsolete Tools	\psx\bin
patchw.exe	DELETED	DTL-H2000 patch program (non Japanese version)	3D Studio Plug-In	\psxgrap
pci_snd.exe	1.0 Beta	PCI_SND is 'Windows' PC program which previews VAB sound files on the PCI Sound Artist under Windows 95.	Beta	\psxsour
PFLASH.BAT	4/5/96	Program for initializing the H2500 board for use with the older versions of the SN Windows Debugger	SDevTC Tools: DTL-H2500	\pssn\wi
PFLASH.BAT	7/1/97	Program for initializing the H2500 board for use with the h25BIOS.com program	SDevTC Tools: DTL-H2500	\pssn\bir
pict2tim.exe	3.1	Converts MAC image data (PICT) to a PlayStation image data file (TIM).	2D Art Tool	\psxgrap
pkver.exe	DELETED	Replaced by printver.exe	SCE Tools	\psx\bin
pload25.exe	-	Memory loader for the DTL-H2500 board.	SCE Tools: DTL-H2500	\psx\bin
pload25.exe	-		SCE Tools: DTL-H2000	\psx\bin
pqaload.com	-	Utility to load a COFF file to target RAM	SCE Tools: DTL-H2000	\psx\bin
pqbload.com	5/27/97	Utility to load a raw bin file to target RAM.	SCE Tools: DTL-H2000	\psx\bin
pqgopsx.com	-	Execution utility (execution from the specified address)	SCE Tools: DTL-H2000	\psx\bin
prefsect.exe	1.02	Utility to rename sections in aSDevTC object file by prefixing the names. Read \pssn\bin\prefsect.txt for more info.	SDevTC Tools	\pssn\bir
printver.exe	1.0	Finds out the release (version) information from a .lib file(s).	SCE Tools	\psx\bin
psbload.exe	-	Communication program between DTL-H2000 and PC	3D Studio Plug-In	\3rdPart
psbload.exe	-	Communication program between DTL-H2000 and PC (data transfer)	SCE Tools: DTL-H2000	\psx\bin
psboard.ini	-	DTL-H2000 port address configuration file.	3D Studio Plug-In	\3rdPart
psreset.exe	-	Communication program between DTL-H2000 and PC (reset DTL-H2000)	SCE Tools: DTL-H2000	\psx\bin
psreset.exe	-	Communication program between DTL-H2000 and PC (reset DTL-H2000)	SDevTC Tools	\pssn\bir
psrun.exe	-	Communication program between DTL-H2000 and PC (run program)	SCE Tools: DTL-H2000	\psx\bin

psrun.exe	-	Communication program between DTL-H2000 and PC (run program)	3D Studio Plug-In	\3rdPart
psxcons.exe	4/30/96	Console program for DTL-H2000 board.	SCE Tools: DTL-H2000	\psx\bin
psxcons.exe	-	Console program for DTL-H2000 board.	SCE Tools: DTL-H2000	\psx\bin
psylib.exe	UPDATED 2.09	32-bit SDevTC Librarian utility	SDevTC Tools	\pssn\bir
psylibd.exe	2.07	16-bit SDevTC Librarian utility	SDevTC Tools	\pssn\bir
psylink.exe	UPDATED 2.73	32-bit SDevTC Linker	SDevTC Tools	\pssn\bir
psylinkd.exe	2.60D	16-bit SDevTC Linker	SDevTC Tools	\pssn\bir
psylink2.exe	2.05 NEW	32 bit SDevTC linker - long file name compatible		\pssn\bir
psymake.exe	1.14	SDevTC Make utility	SDevTC Tools	\pssn\bir
psyq.cm	DELETED	Brief macros (compiled)	Obsolete Tools	\pssn\bir
Realloc.exe	-	Modifies the address of the PCI board .	SCE Tools: DTL-H2500	\psx\bin
RESET25N.EXE	0.92	An NTSC version of "resetsps" that should be used with h25DRV.exe.	SCE Tools: DTL-H2500	\psx\bin
RESET25P.EXE	0.92	A PAL version of "resetsps" that should be used with h25DRV.exe	SCE Tools: DTL-H2500	\psx\bin
resetsps.exe	1.08	Utility to reset DTL-H2000 board and the DTL-H2500 board. Fixes the printf problem.	SDevTC Tools	\pssn\bir
rgb2tim.exe	2.1	.Converts RGB image data to a corresponding PlayStation image data file (TIM).	2D Art Tool	\psxgrap
rp.bat	-	Batch file for resetsps and patch.	Batch Files	\pssn\bir
rsd2dxf.exe	1.0	Converts RSD file to DXF format	3D Art Tool	\psxgrap
rsd2hmd.exe	1.3	Converts RSD format files to HMD format. Rsd2hmd converts RSD format into HMD format. In this version, the bug in the version 1.1 has been fixed, Warning: This application runs only under a Win32 MS-DOS prompt.	HMD Tools	\psxgrap
rsdcats.exe	1.06	Links multiple RSD files into one	3D Art Tool	\psxgrap
rsdform.exe	1.81	Changes and moves 3D modeling data	3D Art Tool	\psxgrap
rsdlink.exe	3.72	Converts 3D model data (RSD) to 3D model format (TMD)	3D Art Tool	\psxgrap
rsdtool	Beta 0.8	RSD manipulation and texture mapping tool from SCE.	3D Art Tool	\psxgrap
rsdup.exe	1.0	Rsdup converts the former RSD format into the new RSD format that corresponds to the HMD format.	HMD Tools	\psxgrap
run.exe	2.36	PSSN executable for downloading program/runner.	SDevTC Tools	\pssn\bir

RUN25.EXE	0.92	Runs your programs. Should be used only with H25DRV.EXE	SCE Tools: DTL-H2500	\psx\bin
runcdex.bat	-	Batch file for cdexec	Batch Files	\pssn\bir
runselcd.bat	-	Batch file for selcd	Batch Files	\pssn\bir
runselem.bat	-	Batch file for selemu	Batch Files	\pssn\bir
selcd.cpe	-	Command switch to select use of CD-R (DTL-2010).	SDevTC Tools:CD	\pssn\bir
selemu.cpe	-	Command switch to the CD emulator drive.	SDevTC Tools:CD	\pssn\bir
seq2sep.exe	~1.0	Conversion utility for SEQ to SEP	Sound Tools	\psxsour
sgitar.z	-	Port of many of the graphics utilities in \psxgraph\bin to work on SGI IRIX OS.	SGI Utility	\3rdParty
Sky32v3c.dll		32-bit DLL for the TIMTOOL (1.x)	2D Art Tool	\psxgrap
smf2seq.exe	UPDATED 2.3	Conversion utility for SMF to SEQ	Sound Tools	\psxsour
SN.BIN	75	Internal stub used by pflash.bat.. New version lets light guns work properly.	SDevTC Tools: DTL-H2500	\pssn\bir
SN.CB		Brief macros source	Brief (TM) Editor	\pssn\bir
SN.CM		Brief macros (compiled)	Brief (TM) Editor	\pssn\bir
SN.INI		SN initializaton file, containing all libraries to which you must link. <i>New version includes Library 4.3+C122 libraries</i>	SDevTC Tools	\pssn\bir
sndtool.cpe	1.0 Beta	SNDTOOL is a program which previews VAB sound files on the PlayStation Development Kit. It supports both mouse and PAD controllers.	Beta Software	\psxsour
snpatch.cpe	-	SN ROM patch utility, which must be used by DTL-H2000 users.	SDevTC Tools	\pssn\bir
symmunge.exe	1.3	Symbol file compaction utility	SDevTC Tools	\pssn\bir
TESTMESS.C	-	Simple message-stream console program source.	SDevTC Tools	\pssn\bir
testmess.com	-	PC message test program. Allows "printf" output to appear in console window.	SDevTC Tools	\pssn\bir
TESTMESS.COM	-	Simple message-stream console program..	SDevTC Tools	\pssn\bir
TESTMESS.CPE	-	Simple message-stream console program "cpe" file.	SDevTC Tools	\pssn\bir
TESTMESS.SYM	-	Simple message-stream console program symbol-table file..	SDevTC Tools	\pssn\bir
tim2bmp.exe	1.1	Converter from TIM to BMP	2D Art Tool	\psxgrap
timhelp.hlp		Window help file for TimTool.	2D Art Tool	\psxgrap
timpos.exe	1.1	Changes the VRAM coordinates of a TIM file's image data and CLUT.	2D Art Tool	\psxgrap

tmdtool.exe	2.0a	A tool that allows the placement of PlayStation TIM files within the PlayStation Frame Buffer, and supports conversion of the following formats: Windows BMP, JPEG, TIFF, PCX, and PNG.	2D Art Tool	\psxgrap
tmd2pmd.exe	1.14	Converts TMD file to a PMD format	2D Art Tool	\psxgrap
tmdinfo.exe	1.25	Displays contents of the 3D model data TMD file	3D Art Tool	\psxgrap
tmdsort.exe	1.25	Sorts 3D model data file (TMD) by packet type.	3D Art Tool	\psxgrap
tod_i.kxp	4.0f	Plug-in program for the Autodesk 3D Studio (3DS).you can save 3DS object or animation data in PlayStation format (RST ,TOD) while using 3DS. You can also preview animation while using 3DS by sending animation data to PlayStation board (DTL-H2000).	3D Studio Plug-In	\3rdPart
todv.bat	-	TOD previewer batch file (no patch)	3D Studio Plug-In	\psxgrap
todview5.exe	-	TOD previewer.	3D Studio Plug-In	\3rdPart
todview5.exe	-	TOD previewer.	3D Studio Plug-In	\psxgrap
todvj.bat	-	TOD previewer batch file (Japanese version)	3D Studio Plug-In	\3rdPart
todvj.bat	-	TOD previewer batch file (Japanese version)	3D Studio Plug-In	\psxgrap
todvw.bat	-	TOD previewer batch file (non Japanese version)	3D Studio Plug-In	\3rdPart
todvw.bat	-	TOD previewer batch file (non Japanese version)	3D Studio Plug-In	\psxgrap
vabsplit.exe	2.0	Utility to split VAB into an attribute and wave data section.	Sound Tools	\psxsour
vabtool.exe	UPDATED 2.0a beta	This is a windows program to construct/edit VAB files	Beta Software	\psxsour
vag_Play	UPDATED 2.0a beta	This is a windows program that allows you to preview programs in a VAB file on the PC using a standard 16bit PC sound card.	Beta Software	\psxsour
ver11tar.Z	-	Contains a library for accessing the MDEC encoding routines. A sample file is included. Unsupported.	SGI Utility	\3rdPart
version.com	-	Utility to view the version number of an *.exe file.	SDevTC Tools	\psn\bir
		Transforms vabheader (.VH) file into 2		

vh2spu.exe	1.0 beta	files: an ".SPU" file (contains keyon data for libspu) and an ".OFF" file(contains waveform data start address offsets)	Beta Software	\psxsour
wav2vag.exe	 2.0a beta	This is a simple program which strips off the header from Windows format '.wav' files and then shells the Aiff2Vag program with the correct options. It requires 16bit mono It runs as a DOS program with command line parameters..	Beta Software	\psxsour
xaplay.exe	 1.0a beta	This program will play back a multi-channel XA audio file on a Windows PC.	Beta Software	\psxsour
xhmd	 1.16	Xhmd is a HMD dis-assembler. In this version, the bug in the version 1.00 has been fixed, and the output format. specifications have been changed.	HMD Tools	\psxgrap



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