
FILE:
Sampler.zip

DATE:
September 17, 1997

CONTENTS OVERVIEW:

This directory contains the specifications for the Sony Interactive Sampler CD, which is used for marketing promotion of titles in the North American territories.

It is based in large part on the Demodisc material in \psx\sample\scee\Demodisc, but is different.

Read the "\docs\demospec.txt" for detailed information on the specifications required of your demonstration programs.

CONTENTS IN DETAIL:

There are 5 directories that include the various files you will need to construct a demonstration of your program for use in a Sony Interactive Sampler. It is intentionally barebones for developers to paste in their own creations.

\launcher: This is a simple test harness, which will repeatedly load and launch your demonstration. Included is source and a readme.

\menu: This is a simple menu which list the possible child programs to run. This program also shows how to retrieve arguments from the launcher, and a known to be functional way to set up and close down the various subsystems

\startup: This directory contains the source and .obj file that replaces the startup code in libsn.lib, allowing your program to accept arguments, and to return control to the launcher. This version includes the libsn variables __heapbase et al.

\setsp: This directory contains 2 PC utilities for working with PlayStation .EXE files - dumpexe, which dumps the information from the XF_HDR info at the start of an EXE file, and setsp, which can be used to set the stack pointer in a PlayStation EXE file.

\example: This directory has two example programs which runs under launch.exe.

All of this specification, from launcher source to the documentation, is based largely on work by the guys at SCEE.

If you have problems or questions, contact:
Sony Computer Entertainment
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