

May 1998

PlayStation(R) Programmer Tool  
Runtime Library Release 4.3

Tool Changes and New Additions, and Known Bugs  
from Release 4.2

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The file names for SGI files are written the way they will appear after decompressing sgiconv.taz.

Known Bugs and Cautions

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1. rsd2hmd.exe 1.5 Converter from new RSD to HMD  
x86: /psxgraph/bin/rsd2hmd.exe  
SGI: /3rd party/sgi/graphics/rsd2hmd  
    - The quadrangle polygon with lighting and texture will be converted to the polygon without lighting.  
This bug will be corrected at the next version.
    - The code of POLY\_FT3, POLY\_FT4, POLY\_GT3 and POLY\_GT4 will not be converted correctly.  
This bug will be corrected at the next version.

Existing Tools Improved, Changed and Corrected

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1. hmd.def 1.20 Constants and Macros for labp  
x86: /psxgraph/bin/hmd.def  
SGI: /3rd party/sgi/graphics/hmd.def  
    - The macros for MTX has been deleted.
    - The macros for ROT\_XYZ - ROT\_ZYX have been added.
    - The macros for CTG\_EQUIP has been added.
  2. mkmime.exe 1.11 MIMe HMD creator  
x86: /psxgraph/bin/mkmime.exe  
SGI: /3rd party/sgi/graphics/mkmime  
    - When executing with no argument, it may cause abnormal termination. This bug has been corrected.
  3. tim2bmp.exe 1.2 Converter from TIM to BMP  
x86: /psxgraph/bin/tim2bmp.exe  
    - When converting the data that the length of filename without extension is over 8 characters, the output filename will have no extension. This bug has been corrected.
  4. xhmd.exe 1.16 HMD Reverse Assembler  
x86: /psxart/x86/graphics/xhmd.exe  
SGI: /psxart/sgi/graphics/xhmd  
    - Six variations of rotation order for animation has been supported.
    - The image primitive header with no CLUT can have the value 1

for the size of header, but it will cause error. This bug has been corrected.

5. smf2seq.exe 2.3 sequence data convertor  
x86: /psxart/x86/sound/smf2seq.exe

- The malfunction that the SEQ terminator bytes (FF 2F 00) are written twice, has been fixed.