

This directory contains setsp.exe, a PC executable for setting the stack address for a PlayStation .EXE properly. This is so that the demo disk boot program knows where to put your stack.

The syntax is:

```
setsp <my exe> <stack address>
```

```
eg  setsp dinosaur.exe 0x801ffff0
```

Sets the stack address in the XF_HDR of the executable dinosaur.exe to 16 bytes below the top of two megabytes. You don't have to have '0x', the program assumes hex (no one specifies stack addresses in decimal!). Setsp will also check to see where you have put the stack and give warnings if the stack is in a silly place - 0x0, for example.

Also in this directory is my handy dumpexe.exe program for PCs, which dumps the information from the first sector of a PSX .EXE file, so you can check to see where executables are going to get put in RAM and what their stack is. The syntax is:

```
dumpexe <my exe>
```

These program requires DOS4GW.EXE, the Rational Systems DOS extender. This is available widely (all you PC developers with Watcom) or from our BBS.

And that's all !

Allan.