

## PLAYSTATION TECHNICAL NOTE

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Subject: Methods for reducing data access and loading time from the  
CD-ROM subsystem.

### ABSTRACT

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The following provides methods for reducing the data access and loading times from the PlayStation CD-ROM subsystem.

Many quick-loading games implement the methods described.

From the experience of technical support activity in R&D division in SCE Tokyo, it can be assumed that the loading time will be less than 10 seconds by applying method(s) below.

### METHODS FOR REDUCING DATA ACCESS AND LOADING TIME

#### 1. Reduction of data access time

- a) Perform background reading.  
Make assumption of the data area to be read in and start background reading before actual data usage.
- b) Process all necessary CdSearchFile() at the beginning.  
Process all CdSearchFile() calls at the beginning and create a table that holds the information obtained.

CdSearchFile() function is used to obtain file location and size information. Calling this function upon each file read will result in long loading time.

#### 2. Reduction of data loading time

- a) Minimize the number of seek commands.  
In case of reading two or more files, put them contiguously on the disc and read them with only a single seek command.
- b) Compress Data.  
The amount of the data that should be read from CD can be reduced by compressing the data.
- c) Read in double-speed and do not stop rotation.  
Needless to say, read data in double-speed and NEVER stop rotation (never issue a STOP command).