

To licensees

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R&D

Sony Computer Entertainment Inc.

Libmath version 4.3.1(bug-fixed version)

Libmath.lib and libmath.a will be released. The following malfunctions have been fixed in this version.

[Symptom]

The following malfunctions had not been fixed in version 4.3 although the change note(libchg\_j.txt) said they were fixed.

- 1.If you tried to convert (int)0x80000000 to a floating or double type, an infinite loop was entered.
- 2.If you tried to convert (floating or double)-0.0 to an int, 0x80000000 was returned.

[Remedy]

The fixed version is released as version 4.3.1.

[Contents of this package]

libmath.lib ver.4.3.1  
libmath.a ver.4.3.1 (for NEWS/CodeWarrior)  
libmath.h  
readme.txt This file