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domes: almost of all implemented polygons and shared-polygons

<description>

This data contains almost of all implemented polygons and shared-polygons that will be used ordinarily.
(CLP, ADV and DIV of driver bit (DRV), and TILE, PST, MIP and MESH of primitive type (PRIM_TYPE) is not used in this data)

To show shared-polygons, this data performs an animation.
Please use anim/animview in HMD sample program directory to run.

This data is constructed as 3x3x4 three dimensional matrix.

On the front view, domes are placed the following:

a11:BOT LGT	a12:LGT	a13:STP LGT
a21:BOT	a22:Normal	a23:STP
a31:BOT STP	a32:FOG	a33:BOT STP LGT

Along Z axes, domes are placed in order of Flat, Gouraud, Flat Textured and Gouraud Textured.

Each dome is constructed with both of triangles and quadrangles.
The center of dome is shared-polygons.

The center part of two domes that are placed a21 and a31, will not be shown. These data are both-sided shared-polygons with light-calculation. For this type of shared-polygon, it is not possible to calculate brightness of back side with current HMD format. Data format for this type is defined but library does not support this type. You will see some error messages on your console when you run "animview", however, these are not true errors. Please ignore these messages.

The following is a list that describes primitive types of each element of the 3D matrix.

a11:
DEV_ID(SCE)|CTG(CTG_POLY)|DRV(BOT|LGT)|PRIM_TYPE(QUAD|LMD);
DEV_ID(SCE)|CTG(CTG_POLY)|DRV(BOT|LGT)|PRIM_TYPE(QUAD|LMD|IIP);
DEV_ID(SCE)|CTG(CTG_POLY)|DRV(BOT|LGT)|PRIM_TYPE(QUAD|LMD|IIP|TME);
DEV_ID(SCE)|CTG(CTG_POLY)|DRV(BOT|LGT)|PRIM_TYPE(QUAD|LMD|TME);
DEV_ID(SCE)|CTG(CTG_POLY)|DRV(BOT|LGT)|PRIM_TYPE(TRI|LMD);
DEV_ID(SCE)|CTG(CTG_POLY)|DRV(BOT|LGT)|PRIM_TYPE(TRI|LMD|IIP);
DEV_ID(SCE)|CTG(CTG_POLY)|DRV(BOT|LGT)|PRIM_TYPE(TRI|LMD|IIP|TME);
DEV_ID(SCE)|CTG(CTG_POLY)|DRV(BOT|LGT)|PRIM_TYPE(TRI|LMD|TME);
DEV_ID(SCE)|CTG(CTG_SHARED)|DRV(BOT|LGT)|PRIM_TYPE(QUAD|LMD|IIP);
DEV_ID(SCE)|CTG(CTG_SHARED)|DRV(BOT|LGT)|PRIM_TYPE(QUAD|LMD|IIP|TME);
DEV_ID(SCE)|CTG(CTG_SHARED)|DRV(BOT|LGT)|PRIM_TYPE(TRI|LMD|IIP);
DEV_ID(SCE)|CTG(CTG_SHARED)|DRV(BOT|LGT)|PRIM_TYPE(TRI|LMD|IIP|TME);

a12:
DEV_ID(SCE)|CTG(CTG_POLY)|DRV(LGT)|PRIM_TYPE(QUAD|LMD);
DEV_ID(SCE)|CTG(CTG_POLY)|DRV(LGT)|PRIM_TYPE(QUAD|LMD|IIP);


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DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP) | PRIM_TYPE(QUAD | IIP);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP) | PRIM_TYPE(QUAD | IIP | TME);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP) | PRIM_TYPE(TRI | IIP);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP) | PRIM_TYPE(TRI | IIP | TME);

a31:
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT) | PRIM_TYPE(QUAD);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT) | PRIM_TYPE(QUAD | IIP);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT) | PRIM_TYPE(QUAD | IIP | TME);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT) | PRIM_TYPE(QUAD | TME);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT) | PRIM_TYPE(TRI);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT) | PRIM_TYPE(TRI | IIP);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT) | PRIM_TYPE(TRI | IIP | TME);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT) | PRIM_TYPE(TRI | TME);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP | BOT) | PRIM_TYPE(QUAD | IIP);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP | BOT) | PRIM_TYPE(QUAD | IIP | TME);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP | BOT) | PRIM_TYPE(TRI | IIP);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP | BOT) | PRIM_TYPE(TRI | IIP | TME);

a32:
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(FOG) | PRIM_TYPE(QUAD);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(FOG) | PRIM_TYPE(QUAD | IIP);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(FOG) | PRIM_TYPE(QUAD | IIP | TME);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(FOG) | PRIM_TYPE(QUAD | TME);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(FOG) | PRIM_TYPE(TRI);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(FOG) | PRIM_TYPE(TRI | IIP);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(FOG) | PRIM_TYPE(TRI | IIP | TME);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(FOG) | PRIM_TYPE(TRI | TME);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(FOG) | PRIM_TYPE(QUAD | IIP);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(FOG) | PRIM_TYPE(QUAD | IIP | TME);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(FOG) | PRIM_TYPE(TRI | IIP);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(FOG) | PRIM_TYPE(TRI | IIP | TME);

a33:
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT | LGT) | PRIM_TYPE(QUAD | LMD);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT | LGT) | PRIM_TYPE(QUAD | LMD | IIP);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT | LGT) | PRIM_TYPE(QUAD | LMD | IIP | TME);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT | LGT) | PRIM_TYPE(QUAD | LMD | TME);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT | LGT) | PRIM_TYPE(TRI | LMD);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT | LGT) | PRIM_TYPE(TRI | LMD | IIP);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT | LGT) | PRIM_TYPE(TRI | LMD | IIP | TME);
DEV_ID(SCE) | CTG(CTG_POLY) | DRV(STP | BOT | LGT) | PRIM_TYPE(TRI | LMD | TME);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP | BOT | LGT) | PRIM_TYPE(QUAD | LMD | IIP);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP | BOT | LGT) | PRIM_TYPE(QUAD | LMD | IIP | TME);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP | BOT | LGT) | PRIM_TYPE(TRI | LMD | IIP);
DEV_ID(SCE) | CTG(CTG_SHARED) | DRV(STP | BOT | LGT) | PRIM_TYPE(TRI | LMD | IIP | TME);

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The following steps created this data:

1. An animated data is created with LightWave 3D.
(This data is in "lw3d" directory)
2. A LAB file is generated by "Animation Saver for PlayStation" version 1.1.2 developed and distributed by D-Storm Inc.
(The setting file for this conversion is "lw3d/domes.set")
3. This version of the Animation Saver does not generate textured-triangles without light calculation correctly.
Because, primitive driver for this type was not working when the Animation Saver was developed by D-Storm Inc.
To get correct LAB, text editor is used.
4. Poly_0004, Poly_0006, Poly_0020, Poly_0022, Poly_0036, Poly_0038, Poly_0132 and Poly_0134 contain "TRI|LMD|TME" polygon data.

- R, G, B and CODE are added at the top of each packet datum in these data. (In "domes.lab", these lines are commented "added")
5. To add fog effect for the element a32 of the 3D matrix, driver bits of PolyPrim_0112 through PolyPrim_0127 and SharedPolyPrim_0070 through SharedPolyPrim_0079 are changed to "FOG".
 6. In conclusion, HMD file "domes.hmd" is generated by HMD assembler (labp).