

PlayStation Technical Reference CD

CD Release 2.3 September 1998

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3. 開発者
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About This CD

Installing Acrobat Reader

You can use this Catalog and other Acrobat documents more efficiently if Acrobat is installed on your hard drive. For installation details, [click here](#).

Installing PowerPoint Viewer

You can view recent Developer Conference presentations that have movies and narration by using the 32 bit PowerPoint Viewer installed on this CD. If you have a 16 bit system, [click here](#) for the 16 bit Viewer installation details.

Using this Catalog

This Catalog provides direct access to all available PlayStation technical documents.

Using this Catalog and Adobe Acrobat Reader, you can:

- 1 Display the Acrobat version of any document on this CD.**
To do this, just click the relevant document title highlighted in [blue](#).
- 2 Search the entire CD for any occurrences of a text string in any document.**
To do this, use the Search button on the cover of this document or on the Acrobat toolbar. **Note:** Be sure to set the Acrobat Reader Preferences for optimal performance. For details, [click here](#).
- 3 Print any page(s) of a document exactly as it appears in the Acrobat Reader window.**
If you have questions about using the Acrobat Reader see the on-line Help for further details.

Contacting Developer Support

Developer Support
Sony Computer Entertainment America
919 E. Hillsdale Blvd.
Foster City, CA 94404
E-mail: devtech_support@playstation.sony.com
Website: <http://www.scea.sony.com/dev>
FAX: 650 655 5511
Hotline: 650 655 8181

Developer Support
Sony Computer Entertainment Europe
Waverley House
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E-mail: dev_support@playstation.co.uk
Website: <https://www-s.playstation.co.uk>
FAX: +44 (0) 171 390 4324
Hotline: +44 (0) 171 447 1680

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BBS/Conferences

BBS Directory

[Overview of BBS Directory](#)

[SCEA BBS](#)

[SCEE BBS](#)

[SCEJ BBS](#)

[SCEA Dev Support Web-Site Message Base](#)

[readme.pdf](#)

[sce_a_bbs.pdf](#)

[sce_e_bbs.pdf](#)

[sce_j_bbs.pdf](#)

[webmsg.pdf](#)

Conferences Directory

Updated!

[Overview of Conferences Directory](#)

[readme.pdf](#)

SCEA Developers Conference, March '96

[Advanced CD](#)

[Advanced GPU](#)

[Advanced GTE](#)

[Art Pathways](#)

[GS](#)

[Sound](#)

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[artpath.pdf](#)

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RWSB0000~0401R

SCEE Developers Conference, April '96

CD Mastering
CD Overview
Introduction
Memory Card
Optimizing
Sound

cdmaster.pdf
cd_ovw.pdf
intro.pdf
memcard.pdf
optimize.pdf
sound.pdf

New!

SCEE Developers Conference, July '98 (in PowerPoint format)

Note that the HMD Overview includes narration and movies.

PDA Preview
Win'95/NT Hosted CD-Emulator
Pro-DG
Advanced PlayStation Audio '98
XM Player
H2700 Masterclass
HMD Overview

4_PDA.ppt
7A_CD_EM.ppt
7B_Prodg.ppt
Audio98.ppt
XMPlay.ppt
H2700.ppt
HMD_jr.ppt

The following papers (in PDF format) are part of the Conference materials.

Paper: Getting FMV Right
Paper: Using .XA

Fmv_tips.pdf
xa_sound.pdf

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Developer References

Developer Reference Series Directory

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[readme.pdf](#)

Programmer Tools

Updated! [CD Emulator](#)
Updated! [CD-ROM Generator](#)
Updated! [Data Conversion](#)
Updated! [DTL-H2000 Manual](#)
Updated! [DTL-H2500/H2700 Manual](#)
Updated! [File Formats](#)
New! [Inline Programming Reference](#)
New! [Performance Analyzer Technical Reference](#)
New! [Performance Analyzer User Guide](#)
Updated! [PlayStation Hardware](#)
[PlayStation Operating System](#)
Updated! [SDevTC Manual](#)
Updated! [Run-time Library 4.3 Overview](#)
Updated! [Run-time Library 4.3 Reference](#)

[cdemul.pdf](#)
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[dtlh2000.pdf](#)
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[filefmt.pdf](#)
[inlineref.pdf](#)
[tech205.pdf](#)
[user205.pdf](#)
[hardware.pdf](#)
[os.pdf](#)
[sdevtc.pdf](#)
[libovr.pdf](#)
[libref.pdf](#)

Graphic Artist Tools

[3D Graphics Tools](#)
[Sprite Editor](#)

[3dgraph.pdf](#)
[sprite.pdf](#)

Sound Artist Tools

[Sound Artist Tool](#)

[sound20.pdf](#)

FAQ/Forms

FAQ Directory

Updated!

Overview of FAQ Directory
Art Tools
CD
Development Tools
Documentation
CD Emulation
GPU
GS Library
GTE Library
LibPad/Analog Controller
Operating System
Psy-Q
SIO
Sound

New!

Forms Directory

Overview of Forms Directory

SCEE

Debugging Station Problems Checklist
Hardware Problems Checklist

SCEA

Debugging Station Problems Checklist
Hardware Problems Checklist

readme.pdf
art5.pdf
cd4.pdf
dev1.pdf
doc11.pdf
emul_faq.pdf
gpu6.pdf
gs8.pdf
gte7.pdf
libpdfaq.pdf
os2.pdf
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sio9.pdf
snd3.pdf

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faultdb.pdf
faultrep.pdf

faultdb.pdf
faultrep.pdf

Graphic Artist Tools CD

Graphic Artist Tools CD Directory

Overview and Welcome

Updated!

Graphic Artist CD: Welcome

[readme.pdf](#)

3rd Party Tools

3rd Party Directory: Overview

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3D Studio Note re TOD Plug-In

[3dsinfo.pdf](#)

TOD Plug-In Release Note

[release.pdf](#)

TOD Plug-In Release Note

[3dstod_e.pdf](#)

Adobe Directory Overview

[readme.pdf](#)

PhotoShop 2.5/3.0 TIM Plug-In

[readme.pdf](#)

PhotoShop 4.0 TIM Plug-In

[timfmt.pdf](#)

PhotoShop 4.0 Export Plug-In

[timexpe.pdf](#)

Alias Wavefront (IRIX 5.3) Release Note

[irix53.pdf](#)

Plug-In 8.0 Installation Note

[install.pdf](#)

Plug-In 8.0 User's Manual

[psx_doc.pdf](#)

Beta Plug-In for Alias 8.2

[readme.pdf](#)

LightWave Plug-In Installation Note

[readme.pdf](#)

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Lws2rsd Instructions

[readme.pdf](#)

PlayStation Animation Saver (to HMD)

[readme.pdf](#)

SGI: Data Converters for SGI Platforms

[readme.pdf](#)

Tool Changes and Known Bugs

[artchg.pdf](#)

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New!

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5. 4.0.0.0

6. 4.0.0.0

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8. 4.0.0.0

9. 4.0.0.0

10. 4.0.0.0

11. 4.0.0.0

12. 4.0.0.0

PSX Graphics

Updated!

New!

New!

New!

PSXGraph Directory Overview
Tool Changes and Additions
Beta Directory Overview
Bin Directory Overview
Graphic Artist Card:16-bit DLL
32-bit SLL
MimeWave Previewer

readme.pdf
artchg.pdf
readme.pdf
readme.pdf
readme.pdf
readme.pdf
readme.pdf

PSX Sound

Updated!

Updated!

PSXSound Directory Overview
PC Directory Overview
VAG Encode Library
Sound Tool Library

readme.pdf
readme.pdf
encvag_e.pdf
spupc_e.pdf

Setup

New!

Environment Variable Setup

finish.pdf

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Programmer Tools CD

Programmer Tools CD Directory

Overview and Welcome

Updated!

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[readme.pdf](#)

3rd Party Tools

[3rd Party Directory Overview](#)

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[Plug-In User's Manual](#)

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[PlayStation Animation Saver \(to HMD\)](#)

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[readme.pdf](#)

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[artchg.pdf](#)

New!

New!

CD Generator

[CDGen Directory Overview](#)

2. [Master Disk Check \(mcheck.exe\) Overview](#)

3. [Master Disk Check \(mcheck.exe\) Installation](#)

3. [MemCard Manager Subdirectory Overview](#)

[readme.pdf](#)

[mcheck.pdf](#)

[readme.pdf](#)

[memcard.pdf](#)

Updated!
New!

DECI Drivers

DECI Directory Overview
DECI Driver Installation
Firmware for Use with DTL-H2500
Firmware for Use with DTL-H2700

readme.pdf
setup.pdf
readme.pdf
readme.pdf

DOS Compilers

DOS Directory Overview
Guide to 16-Bit Compiler Installation

readme.pdf
readme.pdf

GNU

GNU Directory Overview
GNU Compiler User's Manual
CCPSX Introduction
GNU License
GNU Bug Note
Release Note

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gnu.pdf
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Performance Analyzer

New!

Performance Analyzer Directory Overview
Version 2.05 Installation Guide
PA Technical Manual
PA Users Manual
SDevTC Firmware Kit Release Notes
PA Sample Directory Overview

readme.pdf
setup.pdf
PAtech.pdf
PAuser.pdf
readme.pdf
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New!

SN Development System

New!

PSSN Directory Overview
CD Emulator Release Notes v. 1.02
GenCTI User's Guide
prefsect.exe User's Guide
DTL-H2000 patchx.cpe Fix

readme.pdf
readme.pdf
gencti.pdf
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snpatch.pdf

Standard Library Information
Symmunge Utility Notes
Windebug Directory Overview
SN Debugger Guide

New!

PSX

Updated! PSX Directory Overview
Updated! Old_libs Directory Overview
New! Run-time Library 4.3 Release Note
New! Run-time Library Version Utility (printver.exe)
Updated! Sample Changes and Additions
Sample Data Directory Overview
Sample Directories Listing
Sample Directory Overview
Utility Directory Overview

readsn.pdf
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readme.pdf

readme.pdf
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change.pdf
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PSX Graphics

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New! Bin Directory Overview

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readme.pdf

PSX Sound

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Updated! PC Directory Overview
VAG Encode Library
Sound Tool Library

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spupc_e.pdf

Setup

New! SDevTC Environment Setup

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XData

New! XA Directory Overview

readme.pdf

Technical Notes

Technical Notes Directory

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Technical Notes

New!

[Analog Controller](#)
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New!

Manuals And White Papers

DTL-H2700 Performance Analyzer White Paper
MDEC Decompression Note
Ordering Table
Sound Artist Tools Release 2.1.1 Readme

perfpapr.pdf
mdecnote.pdf
ordtbl.pdf
sounread.pdf

SCEA/SCEE Test And Developer Support

SCEA Test Group: Quality Assurance Guidelines Checklist
SCEA Test Group: Passing the Technical Check
SCEA Test Group: Pre-Technical Approval Checklist
SCEE Dev Support Services Guide
SCEE Dev Support Services Overview
SCEE Developer News
SCEE PAL Guidelines

cheklist.pdf
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pretech.pdf
scees_dev.pdf
ds_servc.pdf
sceenews.pdf
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mtrc13.pdf

Updated! **Technical Requirements Checklist**

Training

Training Directory

Updated!

[Overview of Training Directory](#)

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Winter 95

[Advanced Animation](#)
[Advanced Graphics](#)
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Fall 96

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New! Summer 97

Analog Controller Issues
Debugging Overlays
DTL H2700
Environment Mapping
High Level Memory Card Library
Inline Assembly
LIBDS CD Library
Lighting Using GTE
Linking Libraries with Overlays
My Gold Disk Doesn't Work
Passing QA ... The First Time
PlayStation Audio
PlayStation IDE
PlayStation Movie Compression and Playback
PlayStation Musicians' Festival
Programming Sound
Reliable Load Execs
Speeding Up Polygon Division
Using the Global Pointer in Overlays

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