

Directory: \PSX\SAMPLE

This directory contains all samples produced by SCE (Japan), SCEE (Europe) and SCEA (America). The most basic samples are in the "tuto" subdirectories (short for tutorial). They are not accompanied by an actual tutorial, but they can be understood using the concepts discussed in the "Library Overview" manual of the Technical Reference CDROM.

\CD	-Contains samples that demonstrate streaming music and video data from the CD.
\CMPLR	-Contains a scratch pad sample.
\CONTRIB	-Contains information about contributing your own samples
\CONTROL*	-Contains samples that demonstrate code for controllers, such as the mouse, multitap, and the light gun.
\DS	-Contains samples that mirror those in \PSX\SAMPLE\CD\TUTO, but use LIBDS functions instead.
\ETC	-This directory has been eliminated. The contents have been placed in the directories marked by a "*" in this list.
\GRAPHICS	-Contains dozens of samples for creating 2D and 3D graphics, including sprites, textured polygons, and hierarchical animation. Demonstrates the low level LIBGTE and LIBPU functions as well as the higher level LIBGS.
\KANJI	-Demonstrates how to use the Kanji routines.
\MATH	-Demonstrates higher level math functions.
\MEMCARD*	-Demonstrates how to use the memory card.
\MODULE	-Demonstrates how programs can launch other programs on the PlayStation.
\OLD	-Legacy code provided only for reference.
\PRESS	-Demonstrates MDEG image compRESSion routines.
\SCEA	-Samples contributed by developers and tech supporters in North America.
\SCEE	-Samples contributed by developers and tech supporters in Europe.
\SERIAL*	-Contains samples that use the combat cable and the DTL-H3050.
\SOUND	-Sound samples demonstrating LIBSND and LIBSPU.
\THREAD*	-Sample demonstrating how to use threads.

("*" indicates that some of the contents of these directories were formerly in the directory "\ETC", which has now been eliminated to avoid confusion with LIBETC.)

Almost all samples (except those in \SCEE and \SCEA) have been precompiled for use with the utility "cdmenu.bat" in the directory \psx\utility\menu. This utility allows you to browse through all of the samples with the Programmer Tools CD inserted into the DTL-H2010 or the DTL-H2510 (your development board's CD-ROM drives).

The contents of this CD are comprehensively discussed in the HTML document "readme.htm" in the root directory of the Programmer Tools CD. You should point your HTML 3.0 compatible Web browser at

the document on the CD. Because the hyperlinks refer to documents on the CD, make sure the CD is in the drive.

You can download the latest Web browsers at www.netscape.com (for the Netscape Navigator) and at www.microsoft.com (for the Internet Explorer).

If you do not have access to the Web, pdf versions of these documents are available in the directory "doc" on the CD. Read the "readme.txt" there for more information on its contents.

Adobe Acrobat, which can read pdf files, is available on the Technical Reference CD.

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