

=====

FILE:

zbuffer.zip

=====

DATE:

January 30, 1998.

=====

SIZE:

414 KBytes

=====

CONTENTS :

Demonstrates how Z-buffering may be performed  
(in software) on PlayStation. The code is optimized, and is targeted at  
developers who may have already have such techniques  
in their code (eg PC ports). Contributed by S. Ashley at SCEE,  
January 1998.

=====

Copyright (C) 1998. Sony Computer Entertainment America Inc.