

The SN Systems Support Library for SDevTC

libs.n.h Prototypes for SDevTC support library
libs.n.lib SDevTC support library

REVISION HISTORY

v2.03 dated 24.3.98

SNMAIN now refers to __SN_GP_BASE rather than sect(.sdata) to get the initial GP value. Make sure you have Psylink 2.73 or higher for this.

v2.02 dated 18.2.98

__sn_cpp_constructors / __sn_cpp_destructors deleted (unsafe)

v2.01 dated 12.2.98

SNMAIN no longer contains ctors/dtors iteration - moved to ctors.obj
ctors.obj contains __sn_cpp_structors, __sn_cpp_constructors, and
__sn_cpp_destructors for your C++ initialisation convenience.
purev.obj deleted (functionality duplicated in libsngcc.lib)

v2.00 dated 27.3.97

SNMAIN updated to call global destructors before breaking back to debugger
libs.n.h now has C++ linkage enabled

LIBSN dated 20-Sep-95

Updated to include Psy-Q replacement for library FlushCache routine.

The library version of flushcache has one minor bug in that
requires interrupts to be off before it is called.
This version which has been added to LIBSN.LIB is a replacement
function which does not have this problem. It is also considerably
faster.

Note that this version is declared in the new LIBSN.H:-

```
void     SNFlushCache(void);       /* fixed version of FlushCache() */
```

it has a different name to distinguish it from the version in the
other Playstation libraries.