

This archive contains the Playstation Translator for use with Alias V8.2

This version of the translator is classified as a beta release.

The documentation for the Playstation Translator is included with the V8.2 release of Alias. See the Alias V8.2 Addendum book.

#### Contents:

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ReadMe.lst	this file
SO	compressed tar file with the actual translator and source

#### Notes:

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- 1) The RSD files as generated by this version of the translator are the same as for previous versions.

Running the Sony utility "rsdlink" on the RSD files will not generate the same TMD file that the translator outputs directly.

The output paths have been considered separate, and no attempt was made to ensure that they would match. Changing this is being looked into for a future version of the translator.

- 2) The TOD file output for the TRS components will work with the Sony supplied TOD demo viewer, a change from the release notes in the documentation.

The file SO is a compressed tar file that the "InstallGame" script will decompress and install into the Alias tree.

Assuming that the SO file is copied into the users HOME directory, and that Alias has been installed normally such that there is a symbolic link from /usr/aw/alias, one would use the following commands to install the files.

- 1) become root

```
su (enter password if needed)
```

- 2) ensure that ALIAS\_LOCATION is set up

```
setenv ALIAS_LOCATION /usr/aw/alias
```

- 3) run the "InstallGame" script

```
/usr/aw/alias/ODS/Games/bin/InstallGame -e -f $HOME -s SO
```

The SO file should then be uncompressed and untar'd into the default Alias location tree for use with the mgame plugin.

See the Alias V8.2 Addendum book (page 128) for additional installation notes.