

This directory contains launcher, a simple launch program based on the one for the full demo disk. There is a makefile for making launch.exe, the source for launch, in case you need to make temporary changes (temporary, mind) and an example cti file showing how to lay out an example program on the emulator to be loaded by and run by launch. Incidentally, launch uses bs.lib, a specially built subset of the full libraries. bs.lib is copyright SCEE.

What does launch do ?

Basically, it boots the machine and then loads and runs the executable at the location specified in source. Currently, this location is sector 24. You will likely need to modify this location to match your situation.

If your code is all ok, and all is well, the dev system should printf to the host:

```
<Some stuff about the bs heap, data locations and so on>  
<Followed by the stuff from PadInit()>  
<and lastly:>
```

```
Launcher: Set loc for seek  
Launcher: Program go.
```

At this point, launch has seeked to your program and is loading it. Immediately after this, your program will be run. If something goes wrong, launch will timeout and reboot the machine. This will probably cause repeated reboots, but you never know. Now your game should be running.

The executable will be loaded according to the XF\_HDR data at the start of the .EXE, ie it should have correct info in it or all will be lost; the program is loaded to the address specified in the t\_addr field, and the bss is cleared.

If you have problems, etc, contact:

Sony Computer Entertainment