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DATE:  
April 24, 1998

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CONTENTS OVERVIEW:  
Sample code and file compression utilities  
from SCEE's Mike Kavallierou (Mike\_Kavallierou@playstation.sony.com)  
(and Colin Hugues) demonstrating different CD loading techniques.

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SIZE:  
1.8 MByte.

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INSTRUCTIONS:

Use PKUNZIP or WinZip to extract the contents of this ZIP file  
to a directory on your hard-drive. Then read the "readme.txt"  
that accompanies each sample. For any questions, write to Mike  
at his email address "Mike\_Kavallierou@playstation.sony.com".

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CONTENTS IN DETAIL  
(written by Mike Kavallierou):

Author: Mike Kavallierou

Example Code showing various different CD loading techniques.

NOTES                    This is the first version of this sample code so there's  
                         just bound to be the odd error. If you find any  
                         problems / see anything stupid or alternatively wish to  
                         either comment on the code or request other samples you  
                         feel are lacking from the current set of sample code (as  
                         if) mail me at work - Mike\_Kavallierou@playstation.sony.com

                         You will need to change the various filenames for your  
                         own in all the examples as I have not included any of  
                         the files I reference in any of the loading demos except  
                         for example 6 where both quotes.dat and test.txt are  
                         included

                         Create zip file with the following command:  
                         pkzip -p -r cd.zip \*.\*

REVISION HISTORY  
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CHANGED	PROGRAMMER	REASON
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05/01/98	Mike Kav	Initial Revision / Release
20/01/98	Mike Kav	Example 6 added

Directory Structure  
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CompTool - Compression Tools and source code used for these examples

Example1 - Normal data file loading, however some extra functions.  
 Functions to cache file positions and create a  
 pos.h file for use instead of CdSearchFile in the final  
 build.  
 Tracker function to provide a file on PC containing the  
 order of files accessed to enable restructuring of the  
 CD file layout to an optimal one.

Example2 - Modified Example1 showing compressed data file loading,  
 uses the RSB compression after file has been loaded  
 in.

Example3 - Modified Example1 showing compressed data file loading,  
 uses the RS compression after file has been loaded  
 in.

Example4 - Modified Example1 showing compressed data file loading,  
 uses the RSB compression during file loading. This  
 code is unfinished and therefore not tidied up

Example5 - Modified Example1 showing normal loading, the cd.h,cd.c files  
 have been replaced with a new set of functions that  
 use a callback system to load the data making it  
 easier to hook in a loading animated graphic.

Example6 - Code for loading data on a per sector basis, data can be read  
 into a 2k buffer which is filled with new data each  
 time more data is required or alternatively a number  
 of sectors can be read into a buffer in one go

test - Test file images containing .TIM's and the compressed versions  
 of the files used in the tests for the example code

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