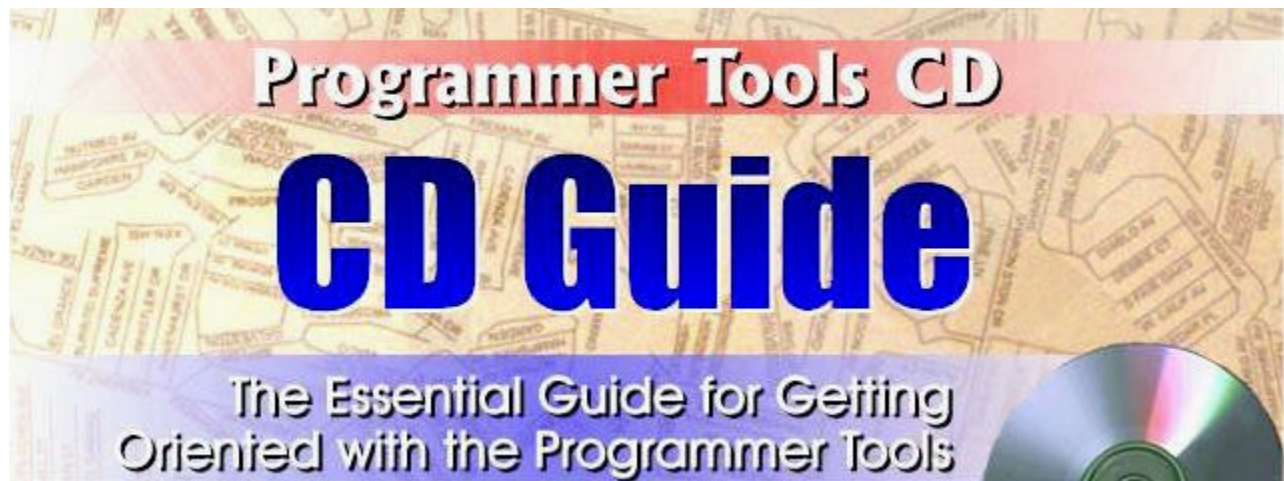

[[Welcome](#) | [What's New?](#) | [Installation](#) | [Technical Support](#)]
[[Samples](#) | [Overview of Tools on CD](#) | [Index of Tools on CD](#)]



What's On This CD?

Welcome to the **Programmer Tools CDROM 2.2** and to the world of **PlayStation** game programming! With this version of the CD, you'll find a wealth of files that include compilers, software tools, hardware installation manuals, 3rd party plug-ins, tutorials, sample code, and precompiled sample code, for creating award winning -- and lucrative -- games. This HTML page is designed to be run from the CD, so please make sure the Programmer Tools CDROM is in the drive. This CD Guide contains over 50 pages of useful information for both beginners and advanced users of the PlayStation development systems.

Warning: Read this document from the CD: This document is designed to be read directly from the Programmer Tools CD, since some of the hyperlinks are hardcoded with directory paths that may differ from your computer's environment. So please point your browser to this document on the CD, not to a copy on your hard-drive. You can also read PDF versions of this file on this CD and on the *Technical Reference CD*.

Note: *The Programmer Tools CD Guide is only meant to be used to help you install the software and get a general orientation for finding files on the CD, but it is **not** the primary source for documentation. Use the Technical Reference CD for all of your documentation needs. The small amount of documentation that exists on the Programmer Tools CD is duplicated and is searchable on the Technical Reference CD.*

Within this CD you'll find the following:

- **Software for PlayStation game development.** It's all here -- from compilers and linkers, to graphics tools and file formatting converters. For an index to all of the software on this CD, read [\doc\content.pdf](#). To read more about the types of software on this CD (and where to find them), read the document [\doc\cat.pdf](#).



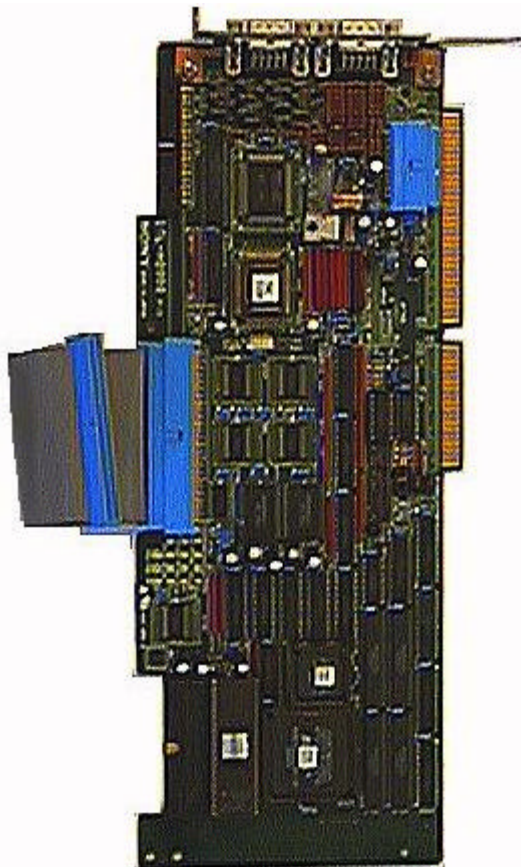
- **Sample code.** Over 140 samples can be found in the directory [\psx\sample](#). To learn how to run the samples, and for a brief description of each sample, refer to the document [\doc\allsamp.pdf](#). For notes on changes made to the samples from the previous CD release, refer to [\psx\sample.txt](#)

• **Library Updates** . The current version of the library on this CD is 4.3, and can be found in the directory [\psx\lib](#) and [\psx\include](#). A list of known bugs, changes, and additions from the previous version of the library (4.1) can be found in the document [\psx\change.txt](#). If you use **Metrowerks' CodeWarrior** for development, you'll find the CodeWarrior formatted libraries in [\3rdParty\Metrowerks](#). Read the document [\3rdParty\Metrowerks\readme.txt](#) for more information. Note that, starting with Library 4.3, you can determine the version number of your ".lib" files by running the program "printver.exe" on them. Refer to the document [\psx\bin\printver.txt](#) for more information.

• **3rd Party Software** If you are working with 3rd Party software, you'll find information and relevant files for

- [Metrowerks](#),
- [Power Animator](#) from Alias-Wavefront ,
- [3D Studio](#) from Kinetix,
- [LightWave](#) from Newtek, and
- [Silicon Graphics](#).

• **Hardware drivers.** Software and documentation exists for the following (*if your browser has trouble reading the indicated documents, read the section [Internet Explorer and PDF](#)*):



- the **DTL-H2000 ISA card**, which is an older PlayStation development board that consists of two ISA boards and will run with the "dexbios" driver. Look in the directory [\psx\bin\DTLH2000](#), and at the installation document [\psx\bin\DTLH2000\install.pdf](#).
- the **DTL-H2500 PCI card** , which is a newer PlayStation development board that consists of a single PCI board, and will run with the "h25bios" driver. There is a list of compatibility problems and fixes in the document [\psx\bin\DTLH2500\install.pdf](#). For more information, refer to the directory [\psx\bin\DTLH2500](#), and the installation document [\psx\bin\DTLH2500\install.pdf](#).
- the **DTL-H2700 ISA card (the Performance Analyzer)** , which consists of one ISA board sandwiched with two ISA cards that, effectively, will take up the space of three ISA cards. It runs under the "dexbios" driver. In conjunction with the Performance Analyzer software "Pa32.exe" (in the directory [\PA](#)), this special board will allow you to analyze the bus and the activity of the GPU and GTE to allow you to optimize your programs to their best performance possible. For more information, look in the directory [\PA\HTML\install.htm](#).



All of these documents are duplicated (and searchable) on the [Technical Reference CD](#). *Note that the CD Emulator software is sold separately with the CD Emulator ISA card.*



Warning: Please Install Adobe Acrobat Some of the hyper-text links in our HTML documents point to Adobe Acrobat ".pdf" files. Therefore, you should have an Adobe Acrobat reader available on your system. If not, please follow the instructions [\doc\hadobe.pdf](#). For other information, read the document [\acrobat\16bit\readme.txt](#) or [\acrobat\32bit\readme.txt](#).

All HTML documents in this package are best viewed with **HTML 3.0or later** compatible viewers. The latest browsers are available for free from [Netscape](#) (look for the *Netscape Navigator*) and [Microsoft](#) (look for the *Internet Explorer*).

Internet Explorer and PDF file problems

Some versions of Microsoft's Internet Explorer (prior to version 3.02) may have difficulty in showing the ".pdf" files. To see the PDF's, make sure you install Adobe Acrobat and do the following with Adobe Acrobat:

1. Choose File > Open, then click Browse.
2. Choose All Files from the Files Of Type pop-up menu.
3. Choose the Programmer Tools CD's drive letter, then select the document that is indicated by the hyperlinked name.
4. Click Open. Now you should be able to read the PDF file.

If you still have problems, problems could include a damaged PDF viewer or a full browser cache. In any event, read the document [\acrobat\16bit\readme.txt](#) or [\acrobat\32bit\readme.txt](#) or just contact [Technical Support](#).

Netscape Navigator and PDF file problems.

If you click on a PDF file link, and Adobe Acrobat doesn't launch, you may need to re-configure your system to use Acrobat. The following instructions are for Netscape Navigator 3.0, but they may apply to later versions of Navigator. First check to see what Plug-Ins are already available:

1. Choose "Help > About Plug-Ins".
2. Search for Adobe Acrobat. If it doesn't exist, you'll need to install it using the steps given below. If it does exist, make sure the file listed as the "File Name" itself exists.
3. If it doesn't exist, click on the menu item "Options > General Preferences".
4. Select the "Helpers" tab.
5. Select "Create New Type...".
6. For "Mime Type", type "Adobe/pdf". For "Sub Type", type "PDF". For "File Extensions", type "PDF".
7. For the "Action" field, choose the "Action" field and click on the "Browse" button. Click down the directory structure to the appropriate Acrobat Reader which you installed -- for example, a default installation may have placed the reader in "c:\Acroread\Acroread.exe".
8. Click on "OK".

Again, if you still have problems, problems could include a damaged PDF viewer or a full browser cache. For more help read the document [\acrobat\16bit\readme.txt](#) or [\acrobat\32bit\readme.txt](#) or just

contact [Technical Support](#).

How do I install the software?



- If you have Windows 95, you can simply run "setup.exe" in the root directory of the CD. Just double-click on its icon within the Windows 95 explorer. If you choose to install the compilers, the "setup.exe" will create a file called "PS_PATHS.BAT" in the root of the destination directory. "PS_PATHS.BAT" is a handy utility for setting up your environment variables which are *required* by the SDevTC compilers.
- You can install the files **manually** by following these installation instructions [\doc\install.pdf](#).
- Remember, *all* documentation is on the Technical Reference CD.

For installation instructions of drivers for the DTL-H2000, DTL-H2500, or the DTL-H2700 boards, refer to the directories [\psx\bin\DTLH2000](#) , [\psx\bin\DTLH2500](#), and [\psx\bin\DTLH2700](#).

Technical Support, Web Sites, and Addresses

If you're having problems, we highly recommend that you first search the Technical Reference CD -- it's the same tool we use at Technical Support when we attack a problem. Chances are that somebody has had your problem before, and it's been solved and documented on the Technical Reference CD. Licensed developers can reach technical support for your region at the following addresses and telephone numbers. For more information and for a set of bug report forms, refer to the Technical Reference CD.



SN Systems. *Writers of the compilers for the standard PlayStation development kits, as well as developers of the CD-Emulator and their own Windows debuggers for all of the development boards. All licensees of SCEA and SCEE are welcome to email bug reports or ask questions about the compilers. They are super friendly, and as many developers will attest, super helpful.*

E-mail: support@snsys.com.

Web Site: <http://www.snsys.com>.

Sony Computer Entertainment America Inc. *SCEA is available to licensees who have signed an agreement with Sony Computer Entertainment America Inc.*

E-mail: DevTech_Support@playstation.sony.com

Web Site: <http://www.scea.sony.com/dev>

Developer Support Hotline: 650-655-8181, Monday through Friday, 8am to 5pm, Pacific Standard Time.

Mail: Sony Computer Entertainment America Inc., 919 East Hillsdale Blvd., 2nd Floor, Foster City CA 94404

Sony Computer Entertainment Europe. *SCEE is available to those licensees who have signed an agreement with Sony Computer Entertainment Europe.*

E-mail: dev_support@interactive.sony.com

Web Site: <https://www-s.playstation.co.uk>

Developer Support Hotline: +44 (0) 171 390 1680

Mail: Waverley House 7-12 Noel Street London W1V 4HH

The *Technical Reference CD*. The companion CD, the *Technical Reference CD* included in your software kit, is an indispensable tool which you will use over and over again. It is **the** definitive resource for programmers. It contains every document, technical note, and manual written for this release of the PlayStation software and hardware, in pre-indexed Adobe Acrobat format, including dumps of the BBS's from SCE in Japan, SCEA in America, and SCEE in Europe, as well as this HTML document. With its powerful search engine, you can quickly locate the information you need. The Adobe Acrobat Reader is already included on the Technical Reference CD. Just click on the installation icon to set it up on your Macintosh or PC. For more information, read [\doc\hadobe.pdf](#).



We appreciate your comments and suggestions about our HTML documentation project. Contact us at DevTech_Support@playstation.sony.com

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