

This directory contains packages of software for developing PlayStation games. It is a superset of the directory "\psxgraph" on the Programmer Tools CD. It contains

bin.	Graphic utility applications.
develop.	Graphic Artist Board DLL's and statically linked libraries.
doc.	Help documents for "Animatio.exe".
src.	Sample source code.
system.	DLL's and VBX's for graphic applicatons.
tutorial.	Sample data that should be read in conjunction with the tutorial in the "3D Graphics Tools" manual.

This information, as well as all other information on this CD, is duplicated and is searchable on the companion Technical Reference CD. Open the file "catalog.pdf" on the Technical Reference CD for more details.

For a quick HTML introduction to the contents of this CD, click on "readme.htm" in the root directory of the Graphic Artst CD. Your Web browser should be HTML 3.0 compliant (able to process tables).

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