

PLAYSTATION TECHNICAL NOTE

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Ref:
Author: SCE, Inc. R&D/Business Affairs
Subject: Bug notes: Sector Drop Out Problem during CD Read

ABSTRACT

We would like to inform you of special programming notes in regard to CD access.

During CD data read by issuing CdRead(), CdRead2() or CdlReadN/CdlReadS commands, issuing the commands below may result in one sector of data dropping out:

- CdlNop
- CdlGetlocL
- CdlGetlocP
- CdlSetloc

PROBLEM DETAILS

When the drop out occurs, the data that can be obtained by CdReady() or DataReady callback is that of the NEXT sector, not the one expected.

The reason for this problem is that issuing other commands during CD read overloads the CD subsystem, which finishes reading the next sector before completion of the previous command process. This problem occurs more frequently when several other commands are issued during the read.

To avoid the drop out problem, please make sure not to issue other commands during the data read.

CdRead() from the Streaming Library (Library Version 3.5 or later) monitors sector continuity from sub-header location information. In case of drop out, CdReadSync is designed to return an error code of -1 (read failed).