

CCS2POS <in-file> <outfile>
<infile> - .CCS file output from CD-GEN software
<outfile> - .H file to compile in your code

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This is a utility that takes a .CCS file (as saved from CD-Gen software) as input, and outputs a header file, with all the files defined as macros and their values having their absolute sector address on the CD.

This method of locating files on the CD is intended to be a faster alternative for CdSearchFile(). Using a header file, with hard-coded locations reduces the seek times because only one seek is required. See the Developer Conference '96 slides on the CD Overview : Part One talk for more details.

It is advisable to have your main executable file as the last file in track one. This allows the size of this executable to vary, without changing any of the locations of the preceding files.

In this utility, the filenames are used without the path. Therefore, all files will need to have a unique filename. Later versions of this utility may include full paths - but don't count on it. The full stop preceding the extension cannot be used in a macro definition and therefore are replaced with an underscore. For example, the location for the file LEV1_MOD.DAT;1 will be referenced by the macro LEV1_MOD_DAT. As you may have noticed, the ";1" has also been omitted from the macro.

Once the header file has been created, recompile the code and build the emulator image or burn the CD and away you go!!!.