

PLAYSTATION TECHNICAL NOTE

=====  
Date: 11/12/96  
Ref: Basenote Number: 31  
Author: SCE R&D/Operations Depts.

Subject: Regarding problems with some memory cards

ABSTRACT

-----  
The existence of some memory cards which did not operate normally in cases where the memory card was accessed when the controller was not in an operative state has been confirmed in the libraries prior to Ver. 3.5. Please make sure when accessing the memory card that the controller is also in an operative state.

Please pay particular attention when there are functions such as memory card data reading during game activation and auto-save/load.

Since these problems have been corrected in the libraries from Ver. 3.6 onwards please use those as much as possible.

Furthermore, please note that handling methods, when using a multi-tap or gun, are slightly different.

RECOMMENDED PROCEDURES

-----  
Example 1

```
PadInit(); /*Initialize before memory card */  
InitCARD(1); /*Argument is '1'*/  
StartCARD();
```

Access to memory card /\*Controller is not stopped \*/

Example 2 When using libapi.lib

```
InitPAD(...);  
StartPAD();  
InitCARD(1);
```

Access to memory card /\*Controller is not stopped\*/

When using a multi-tap or gun, the InitCARD() argument must always be set to '0'.

Example 3

```
InitTAP(...); /*Initialize before memory card*/  
    (or InitGUN(...));  
StartTAP();  
    (or StartGUN(...));  
InitCARD(0); /*Argument is '0'*/  
StartCARD();
```

Access to memory card /\*Multi-tap/gun is not stopped\*/