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T H E " U N - O F F I C I A L "

PLAYSTATION DEVELOPMENT FAQ

LIBGS 8

CONFERENCE

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Release v1.2

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HISTORY:

07/18/95 - Initial release

07/28/95 - Update 8-1 to 8-2

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## **[1.] Library GS (LIBGS)**

### **[1.1. ]: What are the size requirements of the work buffer?**

The size of the work buffer is

size(unit is long) = (((ScreenW/CellW+1)\*(ScreenH/CellH+1+1)\*6+4)\*2+2)

ScreenH : The number of the vertical pixels on the screen (240/480)

ScreenW : The number of the horizontal pixels on the screen  
(256/320/384/512/640)

CellH : Height of the cell(the number of pixels)

CellW : Width of the cell(the number of pixels)

### **[1.2. ]: What are the advantages and disadvantages compared to GsSortBG?**

As compared with the GsSortFastBG(), this function reduces the load on the CPU. However, it has the following limitation.

- BG rotation/scale-up/scale-down are not permitted.
- Cell size is fixed. (GsSortFastBG16 is 16\*16,  
GsSortFastBG32 is 32\*32)
- Color mode of a texture pattern is only 4-bit/8-bit mode.
- Any map size is available.
- Scrolling is permitted. (by 1 pixel unit) [8-2]:
- Only full screen is permitted.

### **[1.3. ]: Why does the GsSortFlipSprite() function not work properly even when setting 'bit 23' of attribute of GsSPRITE member?**

GsSPRITE members 'mx' and 'my' seem not to be set. When the coordinates designated by (x, y) refers to the upper-left corner of a sprite, (mx, my) will be (0, 0). Also, in the related functions, the following of the structure members will be valid.

GsSortSprite GsSortFlipSprite GsSortFastSprite

### **[1.4. ]: Why is a program sometimes suspended during the GsSortObject2() function processing?**

The program area and data area may be overlapped. Check up to where the packet area is consumed by the GsGetWorkBase() function.

**[1.5. ]: What is the difference between the GsSetProjection() function and the**

**SetGeomOffset() function?**

The GsSetProjection() sets 3D projection, and the SetGeomOffset() sets 2D offsets.

**[1.6. ]: How can a double-sided polygon be displayed with GsDOBJ5?**

Unfortunately, the double-sided polygon is not available in GsDOBJ5. Solve this problem, for example, by preparing 2 polygons, back-facing and front-facing polygons.

**[1.7. ]: How can the reverse playback of TOD data be performed with the GsSetTodFrame2() function?**

Since TOD doesn't contain any pointer tables, only the following ways are left for the reverse playback.

- \* After executing the GsSetTodFrame2() function once with no settings, recording the pointer table from the return value and using it.

- \* Creating the original routine to record the pointer table from TOD. In consideration of the CPU load, the second way will be better, (depending on the condition, though).

**[1.8. ]: How should Z-sort be performed in order to register a polygon by model units to display?**

When sorting by model units, a OT must be prepared for each model, and the OT's must be sorted by the GsSortOt() function. Refer to the sample in "\psx\sample\graphics\tmdview\tmdview5\tuto2.c"