

PlayStation(R) Programmer Tool
Runtime Library Release 4.3

Tool Changes and New Additions, and Known Bugs
from Release 4.2

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The file names for SGI files are written the way they will appear after decompressing sgiconv.taz.

Known Bugs and Cautions

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1. rsd2hmd.exe 1.5 Converter from new RSD to HMD
x86: /psxgraph/bin/rsd2hmd.exe
SGI: /3rd party/sgi/graphics/rsd2hmd
- The quadrangle polygon with lighting and texture will be converted to the polygon without lighting.
This bug will be corrected at the next version.
 - The code of POLY_FT3, POLY_FT4, POLY_GT3 and POLY_GT4 will not be converted correctly.
This bug will be corrected at the next version.

Existing Tools Improved, Changed and Corrected

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1. hmd.def 1.20 Constants and Macros for labp
x86: /psxgraph/bin/hmd.def
SGI: /3rd party/sgi/graphics/hmd.def
- The macros for MTX has been deleted.
 - The macros for ROT_XYZ - ROT_ZYX have been added.
 - The macros for CTG_EQUIP has been added.
2. mkmime.exe 1.11 MIME HMD creator
x86: /psxgraph/bin/mkmime.exe
SGI: /3rd party/sgi/graphics/mkmime
- When executing with no argument, it may cause abnormal termination. This bug has been corrected.
3. tim2bmp.exe 1.2 Converter from TIM to BMP
x86: /psxgraph/bin/tim2bmp.exe
- When converting the data that the length of filename without extension is over 8 characters, the output filename will have no extension. This bug has been corrected.
4. xhmd.exe 1.16 HMD Reverse Assembler
x86: /psxart/x86/graphics/xhmd.exe
SGI: /psxart/sgi/graphics/xhmd
- Six variations of rotation order for animation has been supported.
 - The image primitive header with no CLUT can have the value 1

for the size of header, but it will cause error. This bug has been corrected.

5. smf2seq.exe 2.3 sequence data convertor
x86: /psxart/x86/sound/smf2seq.exe

- The malfunction that the SEQ terminator bytes (FF 2F 00) are written twice, has been fixed.