

[ [Welcome](#) | [What's New?](#) | [Installation](#) | [Technical Support](#) ]  
 [ [Overview of Tools on CD](#) | [Index of Tools on CD](#) | [Samples](#) ]



This CD contains a wealth of tools for the PlayStation graphic artist:

- 16-bit and 32-bit DLLs and statically linked [libraries](#) for communicating with the Graphic Artist Board.
- Tools for [MIME animation](#).
- All source for the tutorial in the 3D Graphics Tools manual, in the directory \psxgraph\tutorial.
- A wide variety of MS-DOS and Windows utilities, listed in the table below.

In addition, this CD contains software and instructions for the following 3rd party hardware and software:

- [Adobe PhotoShop](#)
- [Alias-Wavefront](#)
- [3D Studio](#)
- [LightWave 4.0](#)
- [SGI](#).

Full information and instructions on the running the tools is available in the *Technical Reference CDROM*. The listing below is an alphabetized list of all of the tools. You may need to refer to this table to get version numbers.

File name	Version	Description	Family Type	Location
aboard.exe	1.00e	Sets I/O address to access Graphic Artist Board DTL-H201A	<a href="#">ArtistBoard</a>	\psxgraph\bin
aiff2vag.exe	<b>UPDATED</b> 3.1	AIFF to VAG sound format conversion utility	<a href="#">Sound Tools</a>	\psxgraph\bin
Alias_82.tgz	<b>NEW</b> Beta	Alias-Wavefront 8.2 plug-in	<a href="#">Alias-Wavefront Plug-In</a>	\3rdParty\Alias\Be
aliaspsx.8.0.tar.gz	8	Alias-Wavefront converter from PlayStation formats (TMD, MIME, and others).	<a href="#">Alias-Wavefront Plug-In</a>	\3rdParty\Alias\Al

animatio.exe	1.1.5	Animation tool library DLL	<a href="#">Windows Art Tool</a>	\psxgraph\bin
between.dll	1.0.3	Animation tool library DLL	<a href="#">Windows Art Tool</a>	\psxgraph\bin
bmp2tim.exe	2.2	Converts Windows image data (BMP) format to PlayStation TIM format.	<a href="#">2D Art Tool</a>	\psxgraph\bin
dx2rsd.exe	2.81	Converts DXF file to PlayStation 3D Model file format (RSD).	<a href="#">3D Art Tool</a>	\psxgraph\bin
dx2rsdw.exe	1.10e	Windows application to convert DXF format file to PlayStation RSD format.	<a href="#">Windows Art Tool</a>	\psxgraph\bin
dx2rsdw.hlp	-	Windows Help file for dx2rsd.	<a href="#">Windows Art Tool</a>	\psxgraph\bin
gauge.vbx	-	Visual Basic file. (Movie Converter)	<a href="#">System Files</a>	\psxgraph\system
hmd.def	<b>NEW</b> 1.10	C language preprocessor format definition file for HMD	<a href="#">3D Art Tool</a>	\psxgraph\bin
labp	<b>NEW</b> 1.10	Labp is a simple assembler that is designed to create HMD data. In this version the bug in the version 1.00 has been fixed, and its function has been enhanced. For Win 32 MS-DOS prompts. Used with hmd.def.	<a href="#">HMD Tools</a>	\psxgraph\bin
lib3d.dll	1.1.2	Animation tool library DLL	<a href="#">Windows Art Tool</a>	\psxgraph\bin
libdata.dll	1.1.5	Animation tool library DLL	<a href="#">Windows Art Tool</a>	\psxgraph\bin
Lightwave Plug-Ins		Light-Wave plug-ins for Alpha, SGI, and Intel platforms.	<a href="#">LightWave Plug-Ins</a>	\3rdParty\LightWa
lw2rsd.exe	<b>NEW</b> Final Version	Light-Wave "lws" to enhanced RSD format converter. For more information, refer to <a href="#">/3rdParty/LightWav/Lws2rsd/readme.txt</a> .	<a href="#">LightWave Plug-Ins</a>	\psxgraph\bin
mc32.exe	<b>NEW</b> Beta 3.0	A 32-bit version of "MovConv.exe"		<a href="#">Movie Tools</a>
mcnvsgi2tar.z	-	Compressed tar file of movie-converter utilities for IRIX 5.3. Unsupported	<a href="#">SGI Utility</a>	\3rdParty\SGI\extr
meditor.exe	2.01ae	Materials Editor Tool.	<a href="#">ArtistBoard</a>	\psxgraph\bin
meditor.hlp	-	Windows help for Material Editor.	<a href="#">ArtistBoard</a>	\psxgraph\bin
meshconv.exe	<b>UPDATED</b> 1.1	For HMD use. Meshconv scans mesh structure in specified new-RSD file and creates extended-RSD file (.msh). In this version, the bug in the version 1.0 has been fixed, and IRIX version has been added. <b>Warning:</b> This application runs only under Win32.	<a href="#">HMD Tools</a>	\psxgraph\bin
mimefilt.exe	1.51	Program to convert MIME difference files.	<a href="#">MIME Utility</a>	\psxgraph\bin
mimesort.exe	2.1	TMD Vertex information sorting tool	<a href="#">3D Art Tool</a>	\psxgraph\bin
mimesort.exe	2.1	TMD Vertex information sorting tool	<a href="#">MIME Utility</a>	\psxgraph\bin

mimewave.cpe	Sep.	MimeWave previewer program	<a href="#">MIME Utility</a>	\psxgraph\bin
mimewave.exe	1.0e	MIME Wave Form Editor	<a href="#">MIME Utility</a>	\psxgraph\bin
mimewave.hlp	Sept	Windows help for Mime wave form editor	<a href="#">MIME Utility</a>	\psxgraph\bin
mkmime.exe	<b>NEW</b> 1.10	Mkmine is a Win32 MS-DOS prompt command to create HMD data that contains MIME. In this version the bug in the version 1.00 has been fixed.	<a href="#">MIME Utility</a>	\psxgraph\bin
mktod.exe	1.4	Reads project files and creates layout files.	<a href="#">3D Studio Plug-In</a>	\psxgraph\bin
mkvab.exe	2	Utility to build sound source bank	<a href="#">Sound Tools</a>	\psxgraph\bin
movconv.exe	<b>UPDATED</b> 2.2e	Compress movie data into PlayStation movie data format. Compress sound data into CD-ROM XA ADPCM format. Convert movie data among some movie formats.	<a href="#">Movie Tools</a>	\psxgraph\bin
movconv.hlp	<b>DELETED</b>	Windows help file for Movie Converter. This has been deleted.	<a href="#">Movie Tools</a>	\psxgraph\bin
movconv.scr	<b>UPDATED</b>	Sample script for Movie Converter	<a href="#">Movie Tools</a>	\psxgraph\bin
movpack.exe	<b>UPDATED</b> 1.6e	Interleave multiple xa data. Interleave multiple str data.	<a href="#">Movie Tools</a>	\psxgraph\bin
movpack.hlp	<b>DELETED</b>	Windows help file for Movie Pack	<a href="#">Movie Tools</a>	\psxgraph\bin
movpack.scr	<b>UPDATED</b>	Sample script for Movie Packer	<a href="#">Movie Tools</a>	\psxgraph\bin
patch.bat	-	Patch batch file	<a href="#">3D Studio Plug-In</a>	\psxgraph\bin
patchw.exe	-	DTL-H2000 patch program (non Japanese version)	<a href="#">3D Studio Plug-In</a>	\psxgraph\bin
pci_snd.exe	<b>NEW</b> 1.0 Beta	PCI_SND is 'Windows' PC program which previews VAB sound files on the PCI Sound Artist under Windows 95.	<a href="#">beta</a>	\beta\pci_snd
pict2tim.exe	3.1	Converts MAC image data (PICT) to a PlayStation image data file (TIM).	<a href="#">2D Art Tool</a>	\psxgraph\bin
psbload.exe	-	Communication program between DTL-H2000 and PC	<a href="#">3D Studio Plug-In</a>	\3rdParty\3DS
psboard.ini	-	DTL-H2000 port address configuration file.	<a href="#">3D Studio Plug-In</a>	\3rdParty\3DS
psrun.exe	-	Communication program between DTL-H2000 and PC (run program)	<a href="#">3D Studio Plug-In</a>	\3rdParty\3DS
rgb2tim.exe	2.1	Converts RGB image data to a corresponding PlayStation image data file (TIM).	<a href="#">2D Art Tool</a>	\psxgraph\bin
rsd2dxf.exe	1	Converts RSD file to DXF format	<a href="#">3D Art Tool</a>	\psxgraph\bin
rsd2hmd.exe	<b>UPDATED</b> 1.3	Converts RSD format files to HMD format. Rsd2hmd converts RSD format into HMD format. In this version, the bug in the version 1.1 has been fixed, <b>Warning:</b> This application runs only	<a href="#">HMD Tools</a>	\psxgraph\bin

		under a Win32 MS-DOS prompt.		
rsdcat.exe	<b>UPDATED</b> 1.06	Links multiple RSD files into one	<a href="#">3D Art Tool</a>	\psxgraph\bin
rsdform.exe	1.81	Changes and moves 3D modeling data	<a href="#">3D Art Tool</a>	\psxgraph\bin
rsdlink.exe	3.72	Converts 3D model data (RSD) to 3D model format (TMD)	<a href="#">3D Art Tool</a>	\psxgraph\bin
rsdtool	<b>NEW</b> Beta 0.8	RSD manipulation and texture mapping tool from SCEE.	<a href="#">3D Art Tool</a>	\beta\RSDTool
rsdup.exe	<b>NEW</b> 1.0	Rsdup converts the former RSD format into the new RSD format that corresponds to the HMD format.	<a href="#">HMD Tools</a>	\psxgraph\bin
seq2sep.exe	-	Conversion utility for SEQ to SEP	<a href="#">Sound Tools</a>	\psxgraph\bin
sgitar.z	-	Port of many of the graphics utilities in \psxgraph\bin to work on SGI IRIX OS.	<a href="#">SGI Utility</a>	\3rdParty\SGI
Sky32v3c.dll	<b>UPDATED</b>	32-bit DLL for the TIMTOOL (1.x)	<a href="#">2D Art Tool</a>	\psxgraph\bin
sky32v3c.dll	<b>UPDATED</b>	32-bit DLL for the TimTool (1.x)	<a href="#">Windows Art Tool</a>	\psxgraph\bin
smf2seq.exe	2	Conversion utility for SMF to SEQ	<a href="#">Sound Tools</a>	\psxgraph\bin
sndtool.cpe	<b>NEW</b> 1.0 Beta	SNDTOOL is a program which previews VAB sound files on the PlayStation Development Kit. It supports both mouse and PAD controllers.	<a href="#">Beta Software</a>	\beta\sndtool
sprite.exe	1.7e	Windows Sprite Editor tool	<a href="#">Windows Art Tool</a>	\psxgraph\bin
threed.vbx	-	Visual Basic file. (meditor & Movie Converter)	<a href="#">System Files</a>	\psxgraph\system
tim2bmp.exe	1.1	Converter from TIM to BMP	<a href="#">2D Art Tool</a>	\psxgraph\bin
timhelp.hlp	<b>UPDATED</b>	Window help file for TimTool.	<a href="#">2D Art Tool</a>	\psxgraph\bin
timhelp.hlp	<b>UPDATED</b>	Windows help file for TimTool.	<a href="#">Windows Art Tool</a>	\psxgraph\bin
timpos.exe	1.1	Changes the VRAM coordinates of a TIM file's image data and CLUT.	<a href="#">2D Art Tool</a>	\psxgraph\bin
timposw.exe	1.1	Interactive Windows program for changing the VRAM address of images and color tables (similar to the "TIM layout" feature of the "timutil.exe" application).	<a href="#">2D Art Tool</a>	\psxgraph\bin
timposw.hlp	-	Windows Help file.	<a href="#">2D Art Tool</a>	\psxgraph\bin
timtool.exe	<b>UPDATED</b> 2.0a	A tool that allows the placement of Playstation TIM files within the Playstation Frame Buffer, and supports conversion of the following formats: Windows BMP, JPEG, TIFF, PCX, and PNG.	<a href="#">Windows Art Tool</a>	\psxgraph\bin
		A tool that allows the placement of		

timtool.exe	<b>UPDATED</b> 2.0a	PlayStation TIM files within the PlayStation Frame Buffer, and supports conversion of the following formats: Windows BMP, JPEG, TIFF, PCX, and PNG.	<a href="#">2D Art Tool</a>	\psxgraph\bin
timutil.exe	1.36	Windows utility that converts among TIM, Windows BMP, Macintosh PICT, and general-purpose RGB. Allows placement of TIM files on PlayStation VRAM. Exports images through the Graphic Artist Board to a television screen.	<a href="#">2D Art Tool</a>	\psxgraph\bin
timview.exe	1.2	TIM viewer. Now only released on the Graphic Artist Tools CDROM.	<a href="#">2D Art Tool</a>	\psxgraph\bin
tmd2pmd.exe	1.14	Converts TMD file to a PMD format	<a href="#">2D Art Tool</a>	\psxgraph\bin
tmd2pmd.exe	1.14	Converts TMD file to a PMD format	<a href="#">2D Art Tool</a>	\psxgraph\bin
tmdinfo.exe	1.25	Displays contents of the 3D model data TMD file	<a href="#">3D Art Tool</a>	\psxgraph\bin
tmdsort.exe	1.25	Sorts 3D model data file (TMD) by packet type.	<a href="#">3D Art Tool</a>	\psxgraph\bin
tod_i.kxp	4.0f	Plug-in program for the Autodesk 3D Studio (3DS).you can save 3DS object or animation data in PlayStation format (RST,TOD) while using 3DS. You can also preview animation while using 3DS by sending animation data to PlayStation board (DTL-H2000).	<a href="#">3D Studio Plug-In</a>	\3rdParty\3DS
todexp.dll	1.0.2	DLL for TOD export	<a href="#">Windows Art Tool</a>	\psxgraph\bin
todv.bat	-	TOD previewer batch file (no patch)	<a href="#">3D Studio Plug-In</a>	\psxgraph\bin
todview5.exe	-	TOD previewer.	<a href="#">3D Studio Plug-In</a>	\3rdParty\3DS
todview5.exe	-	TOD previewer.	<a href="#">3D Studio Plug-In</a>	\psxgraph\bin
todvj.bat	-	TOD previewer batch file (Japanese version)	<a href="#">3D Studio Plug-In</a>	\3rdParty\3DS
todvj.bat	-	TOD previewer batch file (Japanese version)	<a href="#">3D Studio Plug-In</a>	\psxgraph\bin
todvw.bat	-	TOD previewer batch file (non Japanese version)	<a href="#">3D Studio Plug-In</a>	\3rdParty\3DS
todvw.bat	-	TOD previewer batch file (non Japanese version)	<a href="#">3D Studio Plug-In</a>	\psxgraph\bin
vabsplit.exe	2	Utility to split VAB into an attribute and wave data section.	<a href="#">Sound Tools</a>	\psxgraph\bin
vabtool.exe	<b>NEW</b> 1.0 beta	This is a windows program to construct/edit VAB files	<a href="#">Beta Software</a>	\beta\vabtool
		This is a windows program that allows		



vag_Play	<b>NEW</b> 1.0 beta	you to preview programs in a VAB file on the PC using a standard 16bit PC sound card.	<a href="#">Beta Software</a>	\beta\vabtool
ver11tar.Z	-	Contains a library for accessing the MDEC encoding routines. A sample file is included. Unsupported.	<a href="#">SGI Utility</a>	\3rdParty\SGI\extr
vh2spu.exe	<b>NEW</b> 1.0 beta	Transforms vabheader (.VH) file into 2 files: an ".SPU" file (contains keyon data for libspu ) and an ".OFF" file(contains waveform data start address offsets)	<a href="#">Beta Software</a>	\beta\vh2spu
wav2vag.exe	<b>NEW</b> 1.0 beta	This is a simple program which strips off the header from Windows format '.wav' files and then shells the Aiff2Vag program with the correct options. It requires 16bit mono It runs as a DOS program with command line parameters..	<a href="#">Beta Software</a>	\beta\vabtool
wavlink.exe	June	Converts waveform ".wvf" files output by MIMWave into corresponding binary data for execution on the PlayStation.	<a href="#">MIME Utility</a>	\psxgraph\bin
xhmd	<b>NEW</b> 1.10	Xhmd is a HMD dis-assembler. In this version, the bug in the version 1.00 has been fixed, and the output format. specifications have been changed.	<a href="#">HMD Tools</a>	\psxgraph\bin



**We appreciate your comments and suggestions about our HTML documentation project.** Contact us at [DevTech\\_Support@interactive.sony.com](mailto:DevTech_Support@interactive.sony.com)

Copyright © 1997 Sony Computer Entertainment America Inc. All Rights Reserved.

PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners and/or their licensors.