

1. Overview

This is the 32bit library used to access the PlayStation artist board from a Windows application.

This version is compatible with Microsoft Visual C++ 4.XX onwards. You can use these to make your own graphic tools applications - your own custom "TIMUTIL" for instance.

2. libgpu

Although most of the functions are common with the libgpu version 3.6 programmer tools, there are several differences:

- Kanji fonts cannot be used
- Structure size is different
- Use the structure OT for the ordering table
- The VSync return value is meaningless
- An artist board port address setting function (SetPortId) and connection detection function (AssertAboard) have been added.

3. libetc

A function for emulating the PlayStation controller on the PC keyboard has been provided in libetc.

The libetc released with the programmer tools CD differs from libetc on the following points:

- Interrupt and callback related functions cannot be used
- The meaning of PadInit arguments are different
- When the argument is set to 1, initialization will take place at the default key assign.
(The default contents are entered at the end of libetc.h)
- Keys are not allocated with other values.
- In order to use PadRead messages must be processed by means of PadReadProc.
- An artist board port address acquisition function (GetPortId) has been added.

Also, the libetc library is not always needed in order to access the artist board.

4. Necessary files

libgte.h Needed for structure definition. Must be included before libgpu.h.

libgpu.h libgpu header file

libetc.h libetc header file

libgpu32.lib Library of libGPU related functions

libetc32.lib Library of PAD related functions

Include the following two files in other application projects:

iolapper.h

iolapper.c

5. Installation Method

Place the following in an appropriate directory (make sure the directory is in your include path):

```
libgpu.h  
libgte.h  
libetc.h
```

Place the following in a suitable directory and link with the main program (make sure the directory is in your library path).

```
libgpu32.lib  
libetc32.lib
```

When DLL is being used, set the artist board port address in advance using the aboard.exe artist tool. Acquisition of the port address using the libetc32.lib GetPortId() function is then possible.

4. Sample program

The PlayStation sample program has been ported to a Windows program for the artist board.

Compile it using Visual C++ 4.XX and link with libgpu32.lib and libetc32.lib.

```
WinBalls32  
winballs.c  
balltex.h  
iolapper.h  
iolapper.c
```

The number of balls in the completed program will increase or decrease with the `E', `C' , `-' or `_' keys.

The program will terminate when either the `G' or `Esc' key is pressed.