

PSXControl

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  Acknowledgments
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  -$\\div$!.
  History & Future!
·!$\\div$-

```

```

- -$\\div$ "The biggest trick the devil ever pulled was convincing everybody" $\\ ←
  div$- -
- -$\\div$ "          that he doesn't exist.          " $\\ ←
  div$- -
- -$\\div$ Verbal Kint (The Usual Suspects) $\\div$- -

```

1.2 Disclaimer

```

- - --$\\div${·   PSXControl v1.0   ·}$\\div$-- - -
          ·                ·
          DISCLAIMER          ·

```

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 - * SIOCONS is a trademark of Sony Computer Entertainment Inc.
 - * Macintosh is a trademark of Apple Inc.

1.3 Distribution

- - --\$\div\${· PSXControl v1.0 ·}\$\div\$ ←
-- - -

· DISTRIBUTION ·

This package is NOT FREEWARE, it is emailware. If you really like it, and use it, then you are morally obliged to send the authors an email telling us you are using it. To contact us, refer to the

authors
section.

If you don't send us an email, the seven plagues of Egypt will fall upon thee. Thou shall die a horrible and painful death and thou ashes will be pissed on by those thou has not honoured. Evil will fall upon thee and thou shalt burn in hell.
Liberate tu-temet ex infernis

In other words: Is it really too much asked to send us an email ? ;)

This package may be freely distributed on all kinds of networks (including, but not limited to, Aminet, Internet, Bulletin Board Systems, private networks), providing that the original distribution archive remains absolutely unmodified.

This package may be freely included on the Fred Fish and Aminet CD's aswell as on future editions of Meeting Pearls.
If you want to include it on another CD, we gently ask you to send us an e-mail so we know where this program is circulating...

If you use it on a coverdisk for a magazine, please send us a copy of the magazine then.

If you use this program in a shareware or commercial program, then we ask you to send us a registered version of this particular program. We did some work for you, you do a little favour for us...
If this is not possible, then please contact the
authors
so we
can work something out.

Thank you.

The Faeries Geneses team.

1.4 Introduction

```
- - --$\div${. PSXControl v1.0 .}$\div$ ←  
-- --
```

. INTRODUCTION .

The Playstation probably is the most successful console on the current games market. People have always been very interested in creating games and demos on this remarkable piece of machinery. Sony answered the global demand for a hobbyist development system with the black playstation, the Net Yaroze.

Unfortunately, the software that comes with the Net Yaroze is only for the PC. A few months after the initial Net Yaroze release, also support for Macintosh machines appeared. All us Amiga users were left in the dark.

Until now!

This development kit is a complete replacement for the official Sony kit. Its intended use is the official Net Yaroze package. I'm aware off the fact that there are people who create homemade links and other development systems. If PSX-Control also works on these systems then this is a pure coincidence and not encouraged by the authors.

This is the documentation file for PSX Control, the main control program for the Net Yaroze seriallink connection. It does the same things SIOCONS does on the PC, namely transferring files and running files (with some special goodies).

Features of PSXControl include:

- * 100% OS Legal code (optimized 68020 assembler)
- * Complete font sensitivity
- * Configurable serial device, unit and baudrate. You can scan for the baudrate the PSX is currently working at. Ofcourse you can also change the PSX's baudrate through PSXControl (without having to restart PSXControl!)
- * Binary File upload to PSX (Data, PS-EXE, ECOFF)
- * Constant information on the status of the seriallink and PSX terminal
- * Audio CD player for the PSX
- * Support for SIOCONS and EZ-O-RAY auto batch files.

Note: Please read the
Distribution
chapter for more info on
PSX-Control. Please send us an email if you use it!

1.5 Requirements

```

- - --$\div${.   PSXControl v1.0   .}$\div$-- - -
      .               REQUIREMENTS      .

```

To use PSX-Control in full extend, you at least need:

- * An Amiga with 68020 processor or higher.
- * Kickstart 3.0 or higher
- * A few bits of free memory (about 100k should be enough)

- * The Net Yaroze package

1.6 Installation

```

- - --$\div${.   PSXControl v1.0   .}$\div$-- - -
      .               INSTALLATION      .

```

Hardware installation:

You need a working Net Yaroze cable as hardware. Connect it to the PSX's serial port and then connect it to an Amiga Serial port. You might need to purchase an adaptor that will convert the 9-pin Yaroze serial connector to a 25-pin serial connector.

For more information on connecting and starting your Net Yaroze, refer to your Net Yaroze's starter's guide.

Software installation:

The installation is very simple. Copy the PSX-Control executable and icon file to a directory of your choice. The documentation can also be put anywhere you want it to be.

For example: Copy everything to a directory called DH0:PSX/

Before you actually run the program, you might want to have a look at the usage of PSX-Control.

1.7 Starting PSX Control

```

- - --$\div${.   PSXControl v1.0   .}$\div$-- - -
      .               STARTING IT      .

```

You can start PSX-Control without modifying any settings in the icon tooltypes, but it is advised that you at least have a look at them and adapt them where necessary.

PSX-Control can be started from the CLI and from the Workbench.

CLI usage

PSX-Control accepts the following parameters:

- D=DEVICE - The devicename where the Net Yaroze cable is connected to (eg. serial.device / duart.device / gvpserial.device / ...) Default: serial.device
- U=UNIT - The device unit where the Net Yaroze cable is connected to NOTE: Only units from 0 - 9 are valid Default: 0
- B=BAUD - The baudrate the Net Yaroze BootCD is currently operating at. The baudrate can be found at the main screen of the Yaroze Terminal (as "Terminal baudrate <baudrate>"). Default: 9600
- PSXDEBUG - Open a special debug window when you execute a PSX executable. Default: No debug information
- SETRATE - Set the PSX Terminal's baudrate to the baudrate you specified after the "BAUD" tooltype upon startup. This takes a few seconds at startup and is only usefull when your memorycards are always full ;) Default: No
- LOGFILE - If you want to keep a log of all actions, then you can specify a logfile here. Only recommended for PSX-Control debugging purposes. Note: This logfile grows fast! Default: No logging

Some examples:

```
PSXControl DEVICE=serial.device UNIT=0 BAUD=9600 PSXDEBUG SETRATE
```

```
PSXControl D=serial.device U=0 B=9600 PSXDEBUG SETRATE
```

Tooltypes

PSX-Control is a commodity. The following default commodity-tooltypes are recognized and used:

- CX_POPUP - Set this to "YES" if you want PSX-Control to open it's window at startup. Set it to "NO" otherwise. Default: YES
- CX_PRI - Commodity priority. Should only be set to 0. Default: 0
- CX_HOTKEY - If PSX-Control is hidden, you can wake it up again with the keycombination you enter here. Default: alt f5

Following are the PSX-Control related tooltypes:

- DEVICE - The devicename where the Net Yaroze cable is connected to


```

      .--- |.-----|.-----|.-----|.
      |   ||   Execute Script | Transfer to PSX | Transfer from PSX |
      |   |'-----'^-----'^-----'|
(3) <   |.-----|.-----|.-----|.
      |   ||           Go!           |           |
      |'-----'^-----'^-----'|
      |'-----'^-----'^-----'|

```

Here you can see :

1) The status of the Net Yaroze

The Terminal status is the most important statusreport. It informs you if the Yaroze terminal is operational with the current baudrate settings. Once the Terminal status is online, you can perform actions (such as transferring files, playing music cd's, ...).

The Link status informs you if the link cable between the Net Yaroze and the Amiga is operational with the current device and unit settings. Once the Yaroze Terminal has started, this should say "Online". If it doesn't then you might want to check your serial settings

Note: The Terminal status cannot be "Online" when the Link status is offline!

2) The status of PSX-Control

The status of PSX-Control is shown in the middle of the window. Various messages of what is happening internally will be displayed here.

3) Action buttons for PSX-Control

These are the gadgets that perform an action when pressed. The following gadgets can be pressed:

Execute Script
: This will start the execution of a script.

Transfer to PSX
: Use this to transfer files to the Net Yaroze.

Transfer from PSX
: Press this gadget to read memory from the Net Yaroze.

Go!
: Start the execution of a program.

1.9 Executing scripts with PSX Control

```

- - --$\div${.   PSXControl v1.0   .}$\div$-- - -
.   EXECUTING SCRIPTS   .

```

Scripts are small textfiles that contain commands for PSX-Control. Some of these commands include transferring of files, starting programs, displaying texts to the user, ...

PSX-Control recognizes scripts that were made for SIOCONS, CAETLA and EZ-O-RAY (three different development systems for the Yaroze and the regular Playstation).

Following is a list of all the recognized commands and their meaning:

SIOCONS commands:

```

quit          - Stop the execution of the script
               Command format: quit
load          - Load an executable file to the Yaroze
               Command format: load <filename>
dload        - Load a data file to the Yaroze
               Command format: dload <address> <filename>
auto-again    - Restart the script
               Command format: auto-again
sleep         - Wait a number of seconds
               Command format: sleep <number>
pause        - Display a text and wait 1 second
               Command format: pause <text>
echo         - Display a text to the user
               Command format: echo <text>
beep         - Make a sound.
               Command format: beep

```

CAETLA commands:

None implemented at the moment

EZ-O-RAY commands:

```

ezoray load - Load a data file to the Yaroze
               Command format: ezoray load <address> <filename>
ezoray run  - Load and execute an executable file.
               Command format: ezoray run <filename>

```

On the Amiga, you are allowed to mix all these commands (since PSX-Control will recognize them all). Remember that PC and Macintosh users only use one type of development system and that their systems will not recognize files that have mixed commands.

1.10 Transferring files to the Net Yaroze

```

- - --$\div${.   PSXControl v1.0   .}$\div$ ←
- - - -
.   TRANSFER TO YAROZE   .

```

When you start a transfer to the Net Yaroze, a window will popup and ask you for the filename, destination address and filetype. It is very important that you enter all the data correctly or otherwise you will most likely crash the program that you are uploading.

To transfer a file, simply press the popup-gadget (marked with a questionmark "?") to select the file to transfer. PSX-Control will automatically detect what kind of file it is and adjust other settings accordingly.

At this time, the following file types are recognized:

- * PSX-EXE files : Standard Playstation executables.
PSX-Control will automatically fill in the correct destination address. Do NOT upload the executable to another address or it **will** crash.
- * ECOFF files : Executables compiled with the GCC compiler.
PSX-Control will automatically detect the correct destination address. Once again, do NOT change it! Uploading executable files to a wrong address will result in a software crash at the Playstation side.
- * Data files : General data files.
You manually have to enter the correct destination address for these files. The destination address can be (or should be) in the documentation of the program you are transferring.

When all data has been entered correctly, you can press the "Go!" button to start the transfer of the file.

During the transfer you can press the abort button to stop the transfer. Caution: If you abort the sending of files then you cannot launch the program anymore.

If you're transferring an ECOFF file, then the file will be sent in four parts (this is done automatically). It is possible that there are some small delays during the transfer because PSX-Control has to initialize some variables before it can send more of the ECOFF data.

After the transfer of executable files (such as PSX-EXE or ECOFF files) is finished, PSX-Control will adjust the Yaroze terminal to prepare for the launching of the file. This preparation is basically setting some Yaroze registers to the correct values (where it can find the executable, how large the executable is, ...). Once this preparation is done, you are ready to
start the file

1.11 Transferring files from the Net Yaroze

```

- - --$\div${·   PSXControl v1.0   ·}$\div$-- - -
·         TRANSFER FROM YAROZE         ·

```

The reading of files from the Net Yaroze is currently not supported due to hardware problems.

1.12 Starting executables on the Net Yaroze

```

- - --$\div${·   PSXControl v1.0   ·}$\div$ ←
-- - -
·         STARTING PROGRAMS         ·

```

Once the transferring of executable files is finished, you can start the program you have sent by pressing the "Go!" button in the main PSX-Control window.

If you turned on the
 PSXDEBUG
 option in the preferences
 menu, then you will get debugging information from the Yaroze while the program is executing. This debugging information will be shown in a window (that can be closed at any time). Once the execution of the program has finished, you will be notified and then you can close the window to continue working with PSX-Control.

If you haven't specified the PSXDEBUG option, then the program will just be started and you can carry on using PSX-Control.

Important: During the execution of files you CANNOT use PSX-Control transfer functions since the Yaroze Terminal is offline. To re-enable the transfer possibilities, stop the program execution or restart the Net Yaroze.

1.13 The PSX-Control menus

```

- - --$\div${·   PSXControl v1.0   ·}$\div$ ←
-- - -
·         MENU OPTIONS         ·

```

You can select from the following menus in PSX-Control:

```

PROJECT MENU
  About           - Show some information about PSX-Control.
  Hide           - Close the main PSX-Control window. You can
                  re-open it by pressing the hotkey you
                  defined in the
tooltypes

```

or
by using the Exchange commodity.

Quit - Leave PSX-Control

PSX CONTROL MENU

Execute Script
- Start the execution of a script.

Transfer to PSX
- Transfer files to the Net Yaroze.

Transfer from PSX
- Read memory from the Net Yaroze.

PSX - Clear terminal - Clear the terminal screen of the Yaroze.

PSX - Play Music CD - Play a Music CD in the Yaroze.

PREFERENCES MENU

Preferences...
- Start the preferences program.

1.14 Setting or changing the preferences for PSX-Control

```
-- --\div${. PSXControl v1.0 .}\div$-- --
. SETTING PREFERENCES .
```

You can change your PSX-Control settings in the preferences window. There are two kinds of preferences to change: the serial settings and the global preferences.

Serial settings:

You can enter the name of the device your Yaroze cable is connected to in the device name. Don't forget to enter the correct unit aswell.

Examples: serial.device and 0
duart.device and 1

Then you have to enter the baudrate the Yaroze terminal program is operating at. You can see the baudrate in the Yaroze terminal. It is behind the text "Terminal baudrate". By default, the Net Yaroze starts at 9600 baud, but you can increase this rate to speed up transfers. If you don't know the baudrate, then press the "Autodetect" gadget to let PSX-Control find it.

Note: If the baudrate you selected is too high, then you won't be able to use PSX-Control. You can experiment a bit with the baudrates, and once PSX-Control complains that the terminal is offline (or that it fails to set the baudrate) then the baudrate is too high. Good baudrates are: 38400 for standard Amiga serialports.
57600 for fast Amiga's and a standard serialport.
115600 for Amiga's with extra serial ports (such

as the MultiFaceIII).

General Settings

This are the settings for PSX-Control itself. You can choose the public screen you want PSX-Control to open its window on (press the "?" gadget to select one from the list).

Furthermore, you can toggle the PSX-DEBUG option on and off. When this option is on, you will get various debugging information from the Yaroze terminal while it executes programs. If you turn this option off then you don't get any debugging information.

1.15 The Authors

```
-- --$\\div${· PSXControl v1.0 ·}$\\div$-- --  
· THE AUTHORS! ·
```

The PSXControl program and all the accompanying files where created by the Faeries Geneses team.

To contact us for bugreports, suggestions, please send an email to:

faeries@gmx.net

You can also contact Faeries Geneses members if you like. Currently our team consists of the following members:

THE TEAM

- Tim Jacobs
Main coder and public relations manager.
Coder of PSX-Control, MP3Tagger

E-Mail : crisp@unicall.be

Currently studying physics at the Limburgs Universitair Centrum (LUC) in Diepenbeek as a first-year student.

- Korneel Ketelslegers
Coder and visual art director.
Coder of Mogaira, conversion.library

E-Mail : malcomn@gmx.net

Currently studying film-making techniques at the art department of the KHLim (Katholieke Hogeschool Limburg) in Genk as a fourth-year student.

- Tobias Schächtelin
Main coder and Supervising Producer
Coder of ww_Addnote.

E-Mail : grey@gmx.net

Currently studying literature and linguistics at the University of Tübingen.

OTHER PROJECTS

This is a list of programs that have been released by Faeries Geneses:

- * MP3Tagger v1.3
Simple and effective editing of information within MP3 audio files.
Released on aminet as "mus/misc/FG-MP3Tagger.lha".

Other projects currently in development:

- * conversion.library (finished)
Easier converting of numbers from ascii <-> hex, dec, oct, bin
for asm and c programmers.
- * Mogaira (abandoned)
Converts autodocs to amigaguide files, .i includes to .h includes, fd files
to pragma & protos files.
- * ww_Addnote (80% finished)
Adds footnotes to WordWorth documents faster and more comfortable.

1.16 Bugs and Bugreports

```

- - --$\div${·   PSXControl v1.0   ·}$\div$ ←
-- --

```

· BUGS AND BUGREPORTS ·

There are currently no known bugs. If you do happen to encounter any undocumented features, then feel free to
email us
at faeries@gmx.net.

Please include the following data with your bugreport:

- System configuration (at least processor, kickstart and Wb version)
- Some comment on what you do and why ;)
- And ofcourse a brief description of the bug!

1.17 Acknowledgments

```

- - --$\div${·   PSXControl v1.0   ·}$\div$-- - -

```

· ACKNOWLEDGMENTS ·

A little word of thanks goes out to the following people for their

continuing support:

- Our betatesters: Thomas Huber and Julien Boibessot
For their invaluable bug reports, suggestions and ofcourse faith in PSX-Control :)
- Simon Frankau
For his help with some of the transferring problems.
Good luck with the Unix version of the PSX Devkit!
- Jihad / Hitmen PSX
For his help with various problems and his own version of the PSX Terminal program.
- Danzig / Napalm
For running what probably is the best resource of PSX development on the net.
- The PSXDev mailinglist
For all the crap that gets written there :)
- Angela Schmidt and Patrick Ohly
For their incredible MakeCD CD-Writing software. Register it, even if you don't have a CD-Writer. Thanks for all the emails!
- The Amiga
For being the most userfriendly, innovative and stable computer around. Go miggy!
- and all those we forgot ofcourse...

1.18 Project History

- - --\$\div\$ {. PSXControl v1.0 .}\$\div\$ ←
-- --

. PROJECT HISTORY .

v0.x, ?? April 1998 : - internal beta versions (x = [1..9])

v1.0, 03 January 1998: - First finished version and first public release.

. PROJECT FUTURE! .

In the next version of PSX-Control (which will immediatelly be bumped to version 2.0), a more dynamic plugin-system will be used to add support for all other PSX development systems out there. Currently planned plugins are :

- * Yaroze (This will be the current PSX-Control in plugin-form)
- * Hitmen (Support for their Serial 1.3 psx terminal program)
- * PAR (Support for Action Replay, if it is possible hardwarewise).

Every plugin will have the ability to add menu options to the main PSX-Control menu. For example, Yaroze plugin will be able to add

"Play MusicCD" and "Clear Terminal Screen" in a special Yaroze menu (these are all Yaroze-specific routines). The PAR plugin will have Cheatcode searching/writing menu options etc, etc...

Ofcourse the main idea will be the same, one GUI for all these plugins, one library (the psxamiga.library) for the developpers that automatically uses the correct plugin. Ofcourse a lot more developer docs will be available (to write more plugins, to code the psxamiga.library, to code the psx).

In order to write this PSX-Control v2.0, a complete rewrite of the code is necessary (currently the code is rather dependant on the Yaroze). Ofcourse all this will be done in fast 68020 assembler, and little-memory consuming. (Add a 68020 to an A500 with 512k chip and it should still work :).

The development of PSX-Control v2.0 depends a lot on the feedback that you users out there send us. If nobody cares then we won't spend 8 months coding PSX-Control v2.0 ofcourse ;)... So if you like PSX-Control v1.0, or if you have any suggestions/bug reports/like to chat about PSX coding, then please

contact us !!!

.

More information on this will follow soon.
