

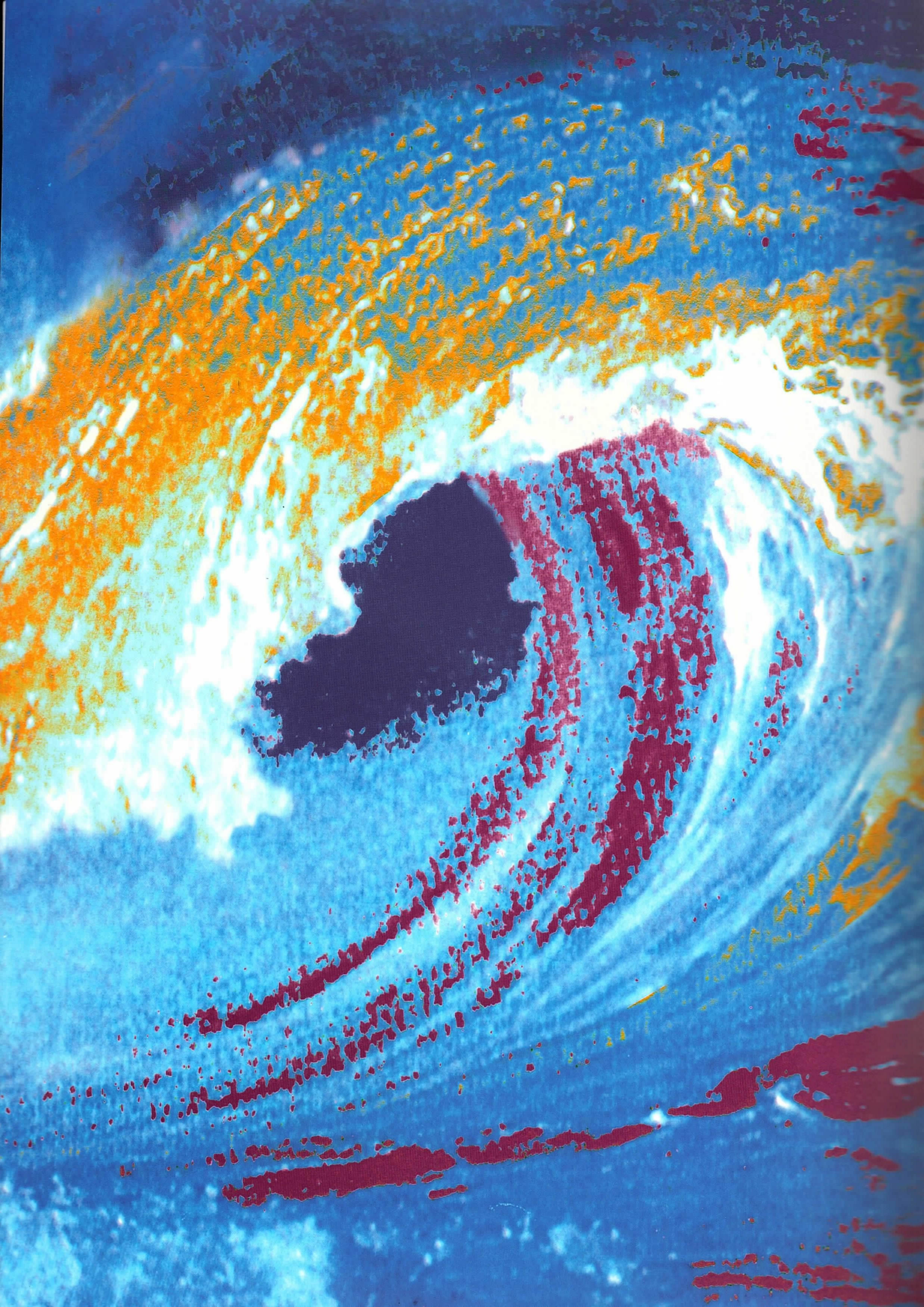
PSY-Q

The world beating

development environment



PSYGNOSIS



Psy-Q development tools are a range PC based hardware and software tools specifically designed and geared towards speeding up software development. **Psy-Q** development systems offer the software author superior software tools and uncomplicated, superfast hardware target adapters.

Psy-Q tools have become so highly regarded the world over, that they have now been adopted by **Sony** as the official development tool for the Sony PlayStation.

The PSY-Q development environment

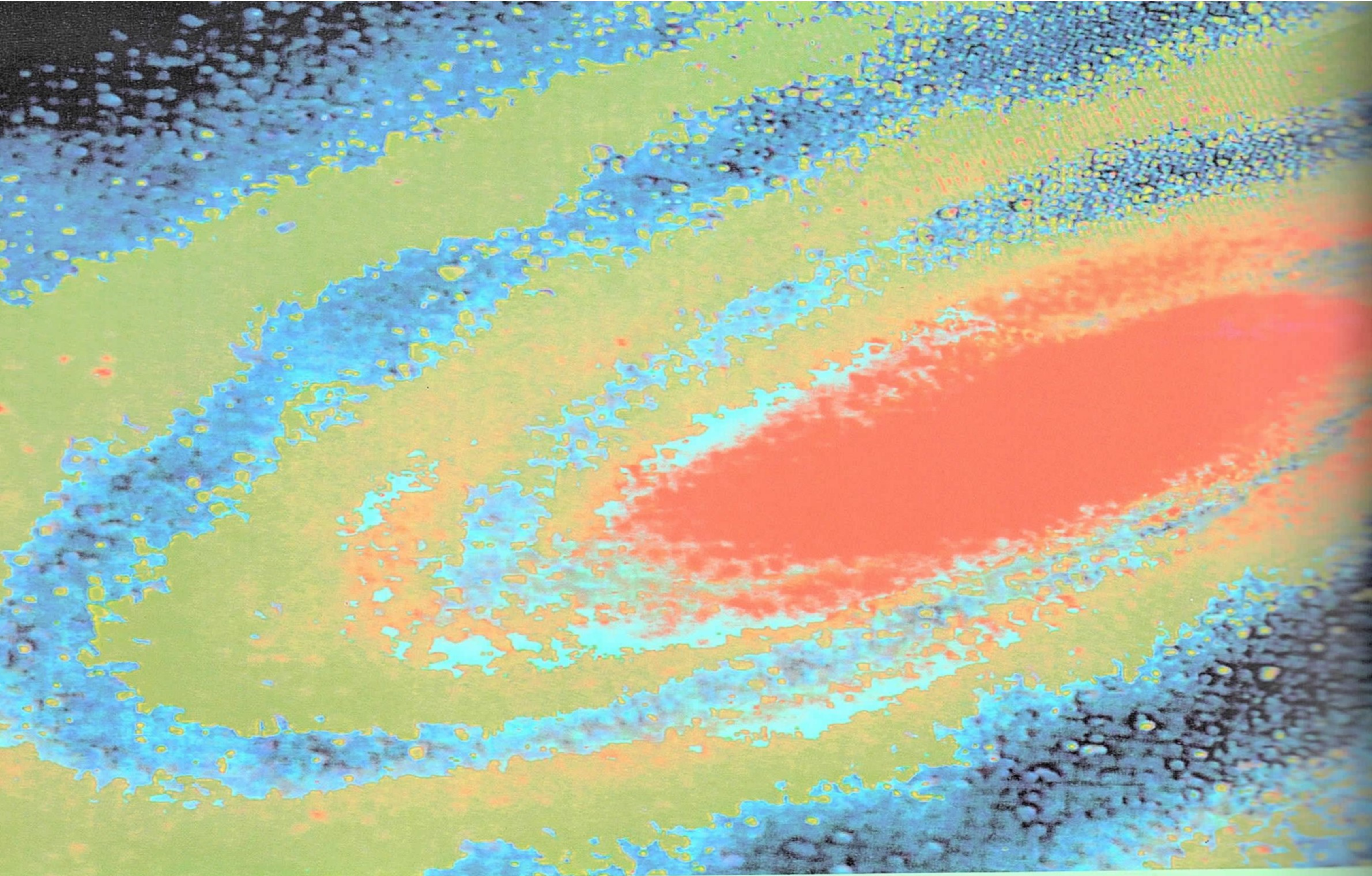
The reason for our phenomenal success has been quite simple -

we listened to the ideas put forward by the development community regarding the next generation of development tools, and then gave it to them.

We backed this up with excellent technical support and an after sales service **second to none.**

Success has made us far from complacent - a failing of many a would-be competitor - as we are always searching for new ways to improve our suite of development tools. We will endeavour to give the software author the **advancements in software** and hardware based development tools demanded by a rapidly changing marketplace.





The force behind Psy-Q

The Psy-Q development tools are the brainchild of one of the worlds finest development teams - S.N.Systems. From their new offices in Bristol, England the team is at the forefront of development software design.

Backed by the know how of Psygnosis's own development teams and their considerable marketing know how - Psy-Q tools have been adopted by the worlds' leading programmers and software houses.

Systems

The Psy-Q range of development tools, Psy-Q development hardware and suite of software tools

is constantly being expanded and updated. It now includes development systems and advanced CD Emulators for the worlds best known consoles and computer systems.

Hardware Design

Actual software development is carried out on industry standard PC compatibles

connected to any one of up to seven target machines. Connection is via super-fast 16bit SCSI adaptor cards and specifically designed hardware adapters, usually in the form of robust cartridge plug-ins. This basic setup, allows total control of the target console and development process.

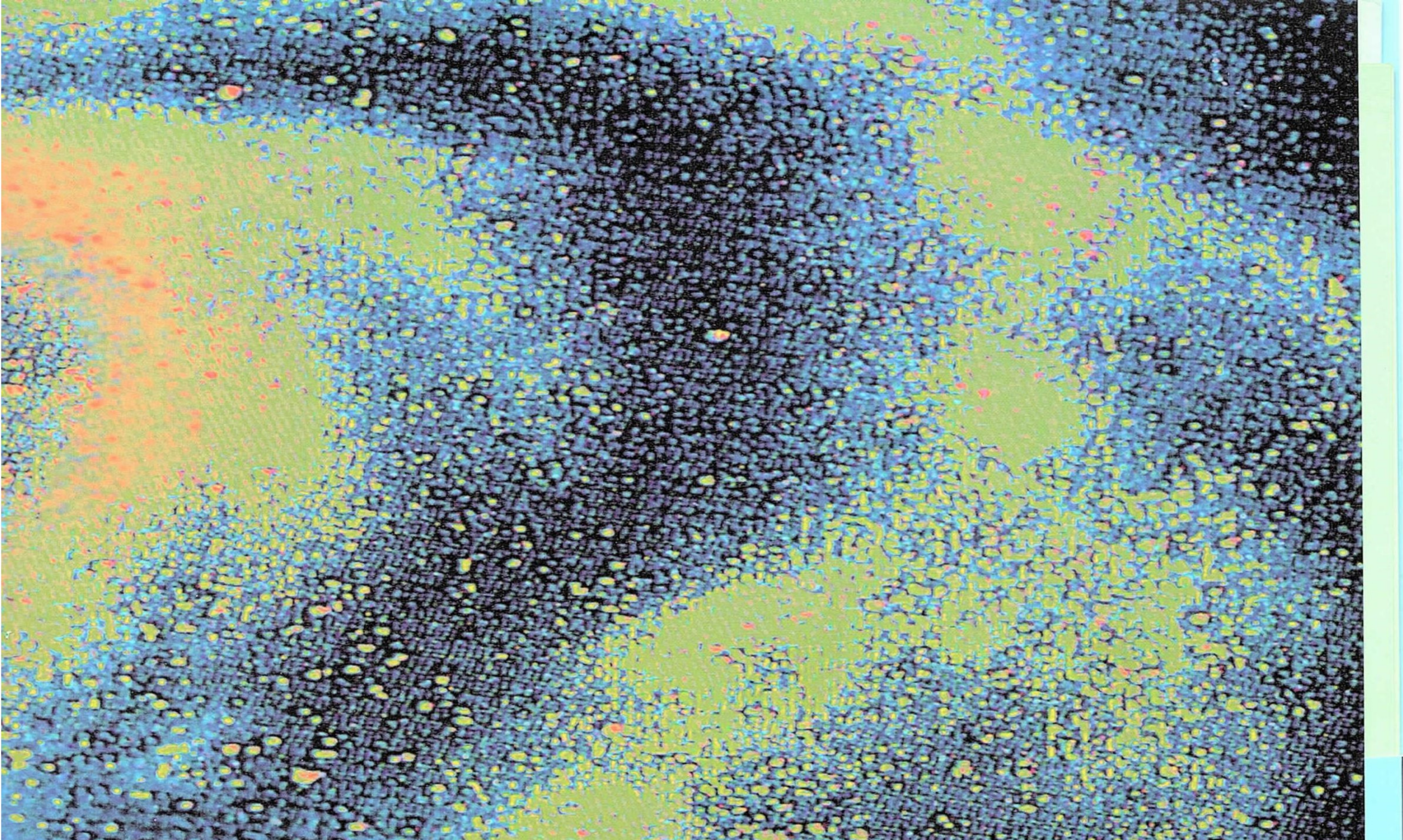
Wherever possible development is carried out on standard retail consoles. This eradicates the need for specially modified

targets and the associated supply and repair problems that come with them.

The Psy-Q System Software

All Psy-Q software tools are written in 100% assembly language and have been highly optimised over several years -

That means that all Psy-Q systems are blisteringly fast!!!



umerous features have been added to
d the software developer. We are also
le to tailor our tools to incorporate
atures developers want specifically.

The Psy-Q Debuggers - These are
tate of the Art' DOS/Windows based
at Model type debuggers, capable of
ccessing both the Extended and
xpanded memory of the host PC.

They feature true Source Level
Debugging, Multi-configurable windows
and virtual screens, in-built mini-
assemblers, simultaneous debugging on
multi processor consoles, extensive C
facilities such as Local Variable tracking
and powerful Data Structure Browsers.

The Psy-Q Assemblers - are very
high performance, (millions of lines per
minute), and make no compromises
regarding features. Psy-Q's extremely
powerful macro features were developed
for, and are depended upon by console
programmers around the world. For
example, developers have been able to
produce entire portable scripting
languages for game logic and data
definition using Psy-Q's macro facilities.
On multiprocessor systems we supply
standard assemblers for each of the
major microprocessors, and where

possible, we have provided additional
features beyond the standard syntax to
make coding for those microprocessors
as simple as possible. For 'C' support we
supply additional specially tailored
versions of the assembler which greatly
speed the production of object files from
your C source. These assemblers are fully
compatible with the excellent Freeware
Gnu-C compilers. SN Systems obtain and
build the latest Gnu-C sources direct
from the internet as they become
available so all your programming tools
are available from us.

Many advanced features are also
included to aid assembly writing e.g.
literal pooling. Our assemblers are
designed to cope with the code produced
by many popular C compilers and our
latest Psy-Q systems are even shipped
with the excellent Freeware Gnu C.



SYGNOSIS

Psy-Q development systems are shipped with many other software tools such as, **high speed Linkers** that can link directly to standard COFF object files, as produced by the popular Sierra and Aztec C compilers. They are capable of linking up to 32768 different object files and output can be directed to the target console, or to a file on the host PC. Psy-Q systems also feature 'Make' utilities and generic compiler/assembler programs. This allows projects to split into manageable modules which are automatically rebuilt as needed.

Technical Support

As with all Psy-Q development systems technical support is free. We have a team of specially trained support staff who's role is to ensure that your problems are dealt with in a positive and efficient manner.

Purchase of any Psy-Q development system automatically entitles you to **free technical support** from SN Systems - The developers of the Psy-Q software and hardware.

- Access to our dedicated Psy-Q BBS.
- Technical support via voice or fax.
- Access to download reported bug fixes with an average turn around time of just two hours (when possible).
- Despatch of replacement hardware should one of our systems malfunction within 24 hours of initial report (subject to availability).



In depth descriptions of each of our development systems can be gained from the relevant product information sheet.





Psy-Q for the Super Nintendo (all systems)

**The world beating PC based
development environment**

featuring:



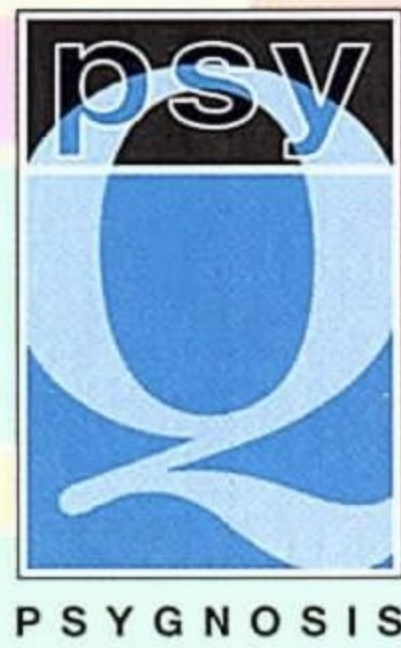
- **Source Level Debugging** - allowing you to step, trace, set breakpoints etc. in your original source code. Automatically and invisibly handling multiple text files as necessary.
- **Debugger** can make use of 386 protected mode allowing super-fast access to VERY large symbol tables etc.
- **Ultra powerful Assembler, Linker and Debugger** offering full mouse support in any text screen resolution.
- **Super Fast genuine SCSI parallel link** between host PC and target system with a SUSTAINED data transfer rate of over 400 Kilobytes per second.
- **No need to open and deface existing consoles** therefore increasing reliability and slashing development times.
- **Built-in adapter-firmware** providing diagnostics / self-test and assorted functions for powerful run-time control of the development environment with extensive fileserver facilities.
- **The standard unit** has 4 Megabytes (32 Megabits) of cartridge emulation RAM, with 32k of separate ram to emulate the battery backed RAM provided by some cartridges for game-save facilities.
- **The target interface** is a compact steel cased cartridge that plugs into the cartridge slot of any unmodified SuperNES console design.
- **Emulation of any type of NINTENDO cartridge** (e.g. mode 20 or 21).
- **All features** are utilised and extensively tested by PSYGNOSIS' own software developers.

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Psy-Q for the SEGA Megadrive/Genesis 32X

Psy-Q for the Megadrive/Genesis 32X provides an extremely versatile development system for the Sega 32X. The system can be used either with a Sega 32X Development Target, or an unmodified retail Sega Megadrive/Genesis and 32X adapter console. Unique to 32X development systems it can even be used for Sega Megadrive/Genesis development, so no separate system is necessary.



Hardware Provided

Sega 32X interface adapter cartridge. This is a compact and robust steel cased cartridge that plugs directly into the cartridge slot on the top of the 32X.

It can also be plugged directly into an unmodified Megadrive/Genesis console for non 32X development work.

The Psy-Q SCSI interface fits into a standard 16 bit ISA slot of any PC compatible and connects to the 32X Psy-Q adapter cartridge via a high quality 2m SCSI cable. No additional boxes or power supplies are needed.

Additional hardware required

Host 386/486/Pentium PC with hard disk drive, at least 1 Megabyte of memory and 1 free 16 bit ISA slot.

Sega 32X. This can be either a Development Target machine (Version 2.0) or an ordinary retail Megadrive/Genesis and a 32X.

Software provided

- **Psy-Q for the Sega 32X is supplied with some of the most advanced software tools ever seen in the industry and is compatible with other Psy-Q development tools.**

Included with all systems are :

- **Two highly optimised RISC SH2 assemblers that are compatible with many standard C compilers including the popular Freeware Gnu-C (supplied).**
- **Two superfast 68000 and Z80 assemblers for Megadrive/Genesis and MegaCD hardware.**
- **High Speed Linker and Librarian, with extensive link-time options.**
- **Flexible Project Management tools.**
- **Powerful Source Level Debugger, allowing the programmer to step, trace and set breakpoints directly in the source code.**

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Hardware Features

- The host PC and 32X console are connected via a high performance Psy-Q SCSI bus, with a data transfer rate of up to 1 Megabyte per second. This high speed communication link allows for rapid software development and debugging.
- The system supports up to 7 connected console devices, and cable lengths of over 6 metres.
- The Host PC Psy-Q SCSI card can be configured to work at any of 8 different port addresses, so it can easily fit in with existing PC cards.
- The 32X interface adapter has 32 Megabits of battery backed SRAM as standard. The use of battery backed SRAM means that cartridge images can be permanently stored, and even transferred to another 32X. This is very handy for demos as no PC is required, just plug in the adapter and go. The adapter firmware can be quickly and simply updated to accommodate new features and changes of the Psy-Q software.
- Built-in adapter firmware provides diagnostics and self-test facilities. Also included are assorted functions for useful run-time control of the development environment, including extensive filesaver facilities, to allow the target to manipulate files on the host PC.

Software Features

Psy-Q's Assemblers and Linker make full use of extended or expanded memory, on PC compatibles with more than 640K of RAM.

Assemblers

- Assemblers are extremely fast, and fully compatible with other popular development systems.
- They are capable of handling up to 32768 different include files.
- Two powerful assemblers are provided for the Hitachi SH2's. The first is a highly optimised version especially to assemble the code produced by a C compiler, significantly reducing compile time. The second is a fully featured assembler with powerful macros and data facilities to aid assembly writing (e.g. literal pooling).
- Assemblers are also provided for the Megadrive/Genesis 68000 and Z80.
- Code can be assembled straight to the 32X (any of the 3 CPUs), or to a file on the host PC for later use.

Linker

- Psy-Q has 'C' compiler support built in. The Linker can link directly to standard COFF object files, as produced by the popular Sierra and Aztec C compilers etc.
- The Linker can link up to 32768 different object files.
- It is capable of outputting code directly to the 32X console, or to a file on the host PC.

Project Management tools

Included with the 32X Psy-Q is a 'Make' utility, and a generic compiler/assembler program.

The Make utility allows you to split up your project into a number of manageable modules which are automatically rebuilt as and when needed.

Debugger

The Debugger is a state of the art DOS/Windows based Flat Model Debugger, capable of accessing both the Extended and Expanded memory of the host PC.

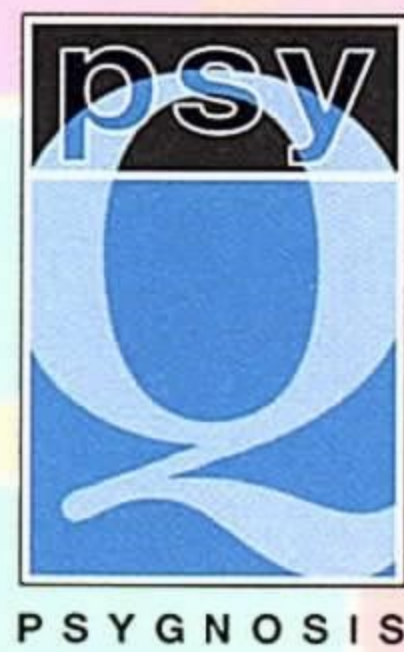
It offers an additional easy-to-use interface, with full mouse support and pop-down menus, and functions in any text screen resolution.

It features true Source Level Debugging, allowing you to step, trace and set breakpoints etc. in your original C or Assembler source code. The system will automatically, and invisibly, handle multiple text files.

The debugger is also capable of simultaneous debugging for both SH2 CPU's and the 68000 CPU. Windows can be tied to any of the three processors, and mixed together on any of the 10 virtual screens provided. The debugger will even remember your favourite screen set ups and layouts and allow instant switching between options.

A mini assembler is also built in, allowing instructions to be added and changed during code debugging.

Extensive C facilities are provided, such as a Local Variable tracking and a powerful Data Structure Browser.



Psy-Q for the SEGA MEGA - CD (all systems)

The world beating PC based
development
environment featuring:



- **Source level debugging** allowing you to step, trace and set breakpoints etc. in your original C or Assembler source code. It also automatically and invisibly handles multiple text files when necessary.
- **The Debugger** can make use of 386 protected mode allowing super-fast access to VERY large symbol tables etc.
- **The Hardware version** of PSY-Q MEGA CD includes the MEGA CD console with the addition of a CD Emulation socket, for optional connection to the PSY-Q CD Emulation system or other suitable CD Emulator.
- **PSY-Q MEGA CD** plugs into ANY existing MEGADRIVE/GENESIS console, increasing reliability and slashing development times.
- **Software CD simulation** allowing you to access your standard PC hard disk from code running on the SEGA-CD using normal SEGA-CD BIOS.
- **High speed genuine SCSI parallel** link between host PC and target system with a SUSTAINED data transfer rate of over 800 Kilobytes per second.
- **Built in adapter** - firmware provides diagnostics/self-test and assorted functions for outstanding run-time control of the development environment and extensive fileserver facilities.
- **The PSY-Q MEGA CD** allows development and debugging on both 68000 CPUs in the target system. Both CPUs can invisibly access files on the host PC.
- **'C' compiler support is built in** the linker can link directly to standard COFF object files as produced by the popular Sierra C compiler and many others.
- **All features** are utilised and extensively tested by PSYGNOSIS' own software developers.

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Hardware Features

The host PC and Saturn console are connected via a high performance Psy-Q SCSI bus, with data transfer rates in excess of 1 Megabyte per second. This high speed communication link allows for rapid software development and debugging.

The system supports up to seven devices, with cable lengths of up to six metres. The Host PC Psy-Q SCSI card can be configured to work at any of 8 different port addresses, so it can easily fit in with the existing PC cards in your system.

The Saturn interface adapter firmware is stored in battery backed SRAM, so it can be quickly and simply updated to accommodate new features and changes of the Psy-Q software. Inferior systems require ROM changes or modifications to the hardware when updates are required.

The Psy-Q firmware even performs internal diagnostics and self-test routines to ensure optimum functionality. Also included are assorted functions for useful run-time control of the development environment, as well as extensive fileservers facilities, to allow the target to manipulate files on the host PC.

Software Features

Psy-Q's Assemblers and Linker make full use of extended or expanded memory, on PC compatibles with more than 640K of RAM.

The Psy-Q Assemblers - 3 fully featured assemblers are supplied. There are two powerful assemblers for both Hitachi SH2 CPU's and a separate assembler for the 68000.

The first SH2 assembler is highly optimised and designed especially to assemble the code produced by a C compiler, significantly reducing compile time.

The second SH2 assembler is equipped with powerful macros and data facilities to aid assembly writing (e.g. literal pooling).

All of the assemblers are extremely fast, and fully compatible with other popular development systems. Code can be assembled directly to any of the Saturn's 3 CPUs, or to a file on the host PC for later use.

The Psy-Q Debugger

The Debugger is a state of the art DOS/Windows Flat Model Debugger, capable of accessing both the Extended and Expanded memory of the host PC.

It offers an additional easy-to-use interface, with full mouse support/pop-down menus, and functions in any text screen resolution. It features true Source Level Debugging, allowing you to step, trace and set breakpoints etc. in 'your original' C or Assembler source code. The system will automatically, and invisibly, handle multiple text files.

The debugger is also capable of simultaneous debugging for both SH2 CPU's and the 68000 CPU. Windows can be 'tied' to any of the three processors, and mixed together on any of the 10 virtual screens provided. The debugger will remember numerous screen setups and layouts and allow instant switching between saved options.

A mini assembler is also included, allowing instructions to be added and changed during code debugging.

Extensive C facilities are provided, such as Local Variable tracking and a powerful Data Structure Browser.

Linker

Psy-Q has extensive C compiler support built in. The Linker can link directly to standard COFF object files, as produced by the popular Sierra and Aztec C compilers and is capable of linking up to 32768 different object files. The linker can also output directly to the Saturn console, or to a file on the host PC.

Project Management tools

The Psy-Q system software also features a 'Make' utility, which allows you to split up your project into a number of manageable modules which are automatically rebuilt as and when needed.



Psy-Q for the Megadrive / Genesis (all versions)

The world beating PC based
development
environment featuring:



- **Source Level Debugging** - allowing you to step, trace and set breakpoints etc. in your original C or Assembler source code. It also automatically and invisibly handles multiple text files when necessary.
- **Debugger** can make use of 386 protected mode allowing super-fast access to VERY large symbol tables etc.
- **No need to open and deface existing consoles**, therefore increasing reliability and slashing development times.
- **High speed genuine SCSI parallel link** between host PC and target system with a SUSTAINED data transfer rate of over 1,000,000 Bytes per second.
- **Assembler and linker** make full use of extended or expanded memory on PC compatibles with more than 640k of RAM.
- **The adapter** provides a thru' connector to allow you to plug in and read production SEGA cartridges and access hardware they may contain.
- **Out of space on the Debugger screen?** PSY-Q allows you to set-up and instantly switch between up to 10 independent simultaneous virtual screens!
- **The standard unit** has 4 Megabytes (32 Megabits) of cartridge emulation RAM with 32k of separate ram to emulate the battery backed RAM provided by some cartridges for game-save facilities.
- **All features** are utilised and extensively tested by PSYGNOSIS' own software developers.

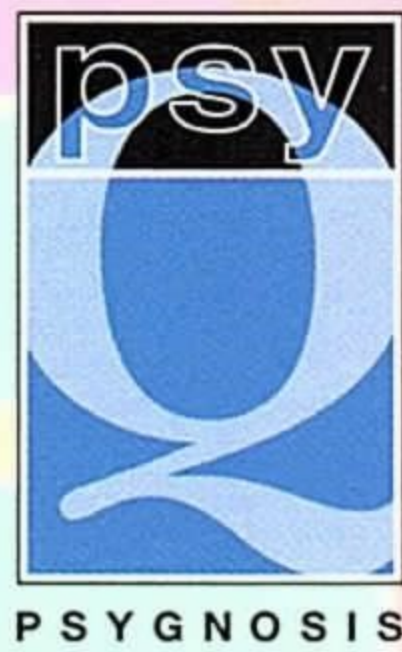
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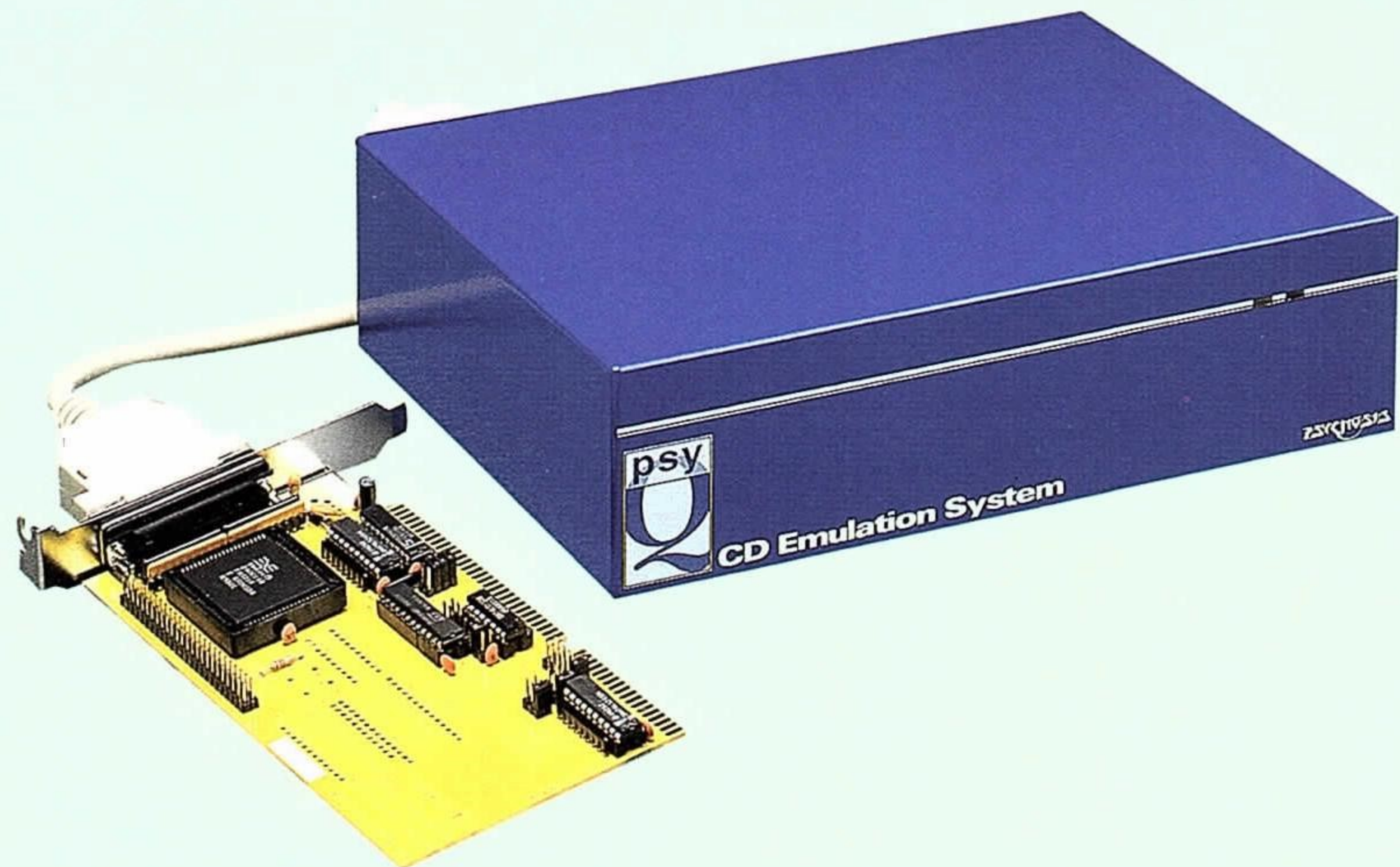
SEGA Megadrive and Genesis are registered trademarks of SEGA Enterprises.



Psy-Q Hardware CD ROM Emulator

The Psy-Q CD-ROM Emulator for Sega Mega-CD is available in three configurations, one for use with Psy-Q and the other two for use with third party development systems. System 3 (pictured) can also be used stand-alone for Sega-CD software demonstrations.

The world beating PC based development environment featuring:



- **Accurate hardware emulation** of a CD-ROM including data transfer rates and seek timing for CD-ROM data and CD-DA (Audio).
- **Emulation image** is stored on a fast hard drive. Full image building is very fast. For minor updates the changes can be written in just seconds.
- **Emulator** has its own high performance CPU and accesses the hard drive directly via its own SCSI link leaving the developer's PC completely free during emulation.
- **Optional PC file-level emulation** (requires dedicated fast PC) can emulate directly from files on host PC and requires only a few seconds to prepare CD image.
- **Stand-alone Emulation** (requires no PC at all). Just the Sega-CD and external emulator with integral hard disk (with pre-prepared image) is easily portable for demonstration purposes without cutting a CD.
- **Multiple CD images** can be stored on the emulator - limited only by available hard disk space. CD emulator is available with several hard disk options.
- **All versions** can use any internal or external SCSI disk device (or PC file system if running with a dedicated PC). Extra storage (up to 6 more drives) can easily be added.
- **Fast SCSI interface** allows emulator to be up to 6m away from your development PC (2m cable supplied as standard).
- **Software** to drive Phillips and Sony CD-R machines to master a CD directly from an emulator image or directly from PC files.
- **The external CD emulator** has two power outlets to provide power for Sega Megadrive and Mega-CD so your development system requires no external power supplies. Same footprint as Sega Mega-CD means that the system can stack neatly on your desk - requires no more disk space than a Sega-CD system.
- **Internal emulator** Fits completely inside a standard Sega Mega-CD (version 1 only) and accesses an external SCSI hard drive or PC mounted hard drive.

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PSY-Q FOR THE SEGA SATURN

Psy-Q for the SEGA Saturn is one of our latest and most advanced development systems. Saturn Psy-Q systems are so advanced that they do not require modified target consoles. The system can be used either with a Sega Saturn Development Target, or an unmodified retail Sega Saturn.



Hardware Provided

Sega Saturn interface adapter cartridge - This is a compact and robust cartridge that plugs directly into the Saturn's cartridge port. The Psy-Q SCSI interface fits into a standard 16 bit ISA slot of any PC compatible and requires NO additional boxes or power supplies.

Additional hardware required

Host 386/486/Pentium PC with hard disk drive, at least 1 Megabyte of memory and one free 16 bit ISA slot. Sega Saturn - This can be either a Development Target machine or a standard production Saturn, regardless of origin i.e. Japan, Europe, UK etc.

Psy-Q Software

Psy-Q for the Sega Saturn is supplied with some of the most advanced software tools ever seen in development industry.

- Two highly optimised RISC SH2 assemblers that are compatible with many standard C compilers including the popular Freeware Gnu-C (supplied).
- A superfast 68000 assembler.
- High Speed Linker and Librarian, with extensive link-time options.
- Flexible Project Management tools.
- Powerful Source Level Debugger, allowing the programmer to step, trace and set breakpoints directly in the source code.

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Psy-Q Development Tools and CD Emulator for the Sony PlayStation

Psy-Q for the Sony PlayStation is the official development system for the Sony PlayStation and has the major benefit of an optional CD Emulator for CD timing critical software development. Advances made with this development system have meant that C developers across many platforms will find code conversion an extremely simple process. It also means that programmers will be able to 'get to grips' with new hardware as it appears without having to get used to a radically different development system. The only difference with this Psy-Q development system and optional CD Emulator is that as it is the official development system for Sony's PlayStation it must be ordered directly through Sony Computer Entertainment, and is subject to their terms and conditions.

Software provided:

- Two R3000 assemblers compatible with standard C compilers including the popular Freeware Gnu-C (supplied).
- High Speed Linker and Librarian, with extensive link-time options.
- Flexible Project Management tools.
- Powerful Source Level Debugger, allowing the programmer to step, trace and set breakpoints directly in the source code.

Software Features

Psy-Q's Assemblers and Linker make full use of extended or expanded memory, on PC compatibles with more than 640K of RAM.

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Assemblers

The Assemblers are extremely fast (up to 1 million source lines per minute on a Pentium based PC). Two powerful assemblers are provided for the MIPS R3000. The first is a highly optimised version especially to assemble the code produced by a C compiler, significantly reducing compile time. The second is a fully featured assembler with powerful macros and data facilities to aid assembly writing.

Code can be assembled straight to the target PlayStation, or to a file on the host PC for later use. Extensive Macro and String facilities are provided allowing the user to code flexible and powerful routines and up to 32768 different include files can be handled effortlessly.

Linker

Psy-Q has 'C' compiler support built in. The Linker can link directly to standard COFF object files, as produced by the popular Sierra and Aztec C compilers etc. It can link up to 32768 different object files and once again is capable of outputting straight to the PlayStation, or to a file on the host PC.

Project Management tools

Included with the Psy-Q development software is a 'Make' utility, and a generic compiler/assembler program. The Make utility allows you to split up your project into a number of manageable modules which are automatically rebuilt as and when needed.

Debugger

The Debugger is a 'state of the art' DOS/Windows based Flat Model Debugger, capable of accessing both the Extended and Expanded memory of the host PC.

It offers an additional easy-to-use interface, with full mouse support, extensive pop-down menus and will function in any text screen resolution.

It features true Source Level Debugging, allowing you to step, trace and set breakpoints etc. in 'your original' C or Assembler source code. The system will automatically, and invisibly, handle multiple text files.

The debugger is also capable of simultaneous debugging for both SH2 CPU's and the 68000 CPU. Windows can be 'tied' to any of the three processors, and mixed together on any of the 10 virtual screens provided. The debugger will even remember multiple configurations of screen/window setups and layouts and allow instant switching between options.

A mini assembler is built into all debuggers, allowing instructions to be added and changed during code debugging. Extensive C facilities are provided, such as Local Variable tracking and a powerful Data Structure Browser.

Sony PlayStation Hardware CD Emulator

The Emulator provides an accurate simulation of the PlayStation's doublespeed CD drive, using a dedicated SCSI Hard disk. It functions in combination with Sony's PC based PlayStation hardware and emulates a full Sony PlayStation CD based environment.

Supplied Hardware

Half length CD Emulator PC card, connecting ribbon cable and accompanying software.

Additional Hardware required

Dedicated SCSI Hard disk of 700 Megabytes or more (List of drives available from Sony) Although the Emulator will make use of any SCSI Hard disk of > 700 Megabytes, it is recommended that you use one of the approved drives as these will produce a more accurate and reliable emulation of a real CD. Up to 6 SCSI Hard disks can be connected to the CD Emulator via its SCSI bus.

Each disk can hold up to 8 CD images (within the capacity limits of the drives), allowing a maximum of 48 separate CD images to be accessible at once through the Emulator!

Psy-Q CD Software

SCSI Hard disk formatting and partitioning software - Necessary for formatting and partitioning the hardrive for use with the Emulator.

The disk can be partitioned into a number of sections, each of which can hold a CD image. The PlayStation Emulator can be booted from any of the CD images contained on the hard disk.

CD Image Building software

Included are tools allowing the developer to master the CD Image from files stored on the host PC.

The image can be built directly onto the Emulator hard disk, or onto the host PC. Map files can also be produced for future reference and maintenance of the stored CD images. Intermediate files are stored on the PC, saving time on subsequent rebuilding and re-mastering. XA style interleaving of data is supported for sustainable data streaming from the CD and extensive standards' checking routines can be performed on all CD images.

CD Image Updating software

This is an intelligent program that automatically updates only those areas of the CD image that need to be modified. It makes use of intermediate files on the PC for rapid re-building of the CD image. It checks and maintains integrity between the source files on the PC and data in the Emulator CD image.

For further information

please contact

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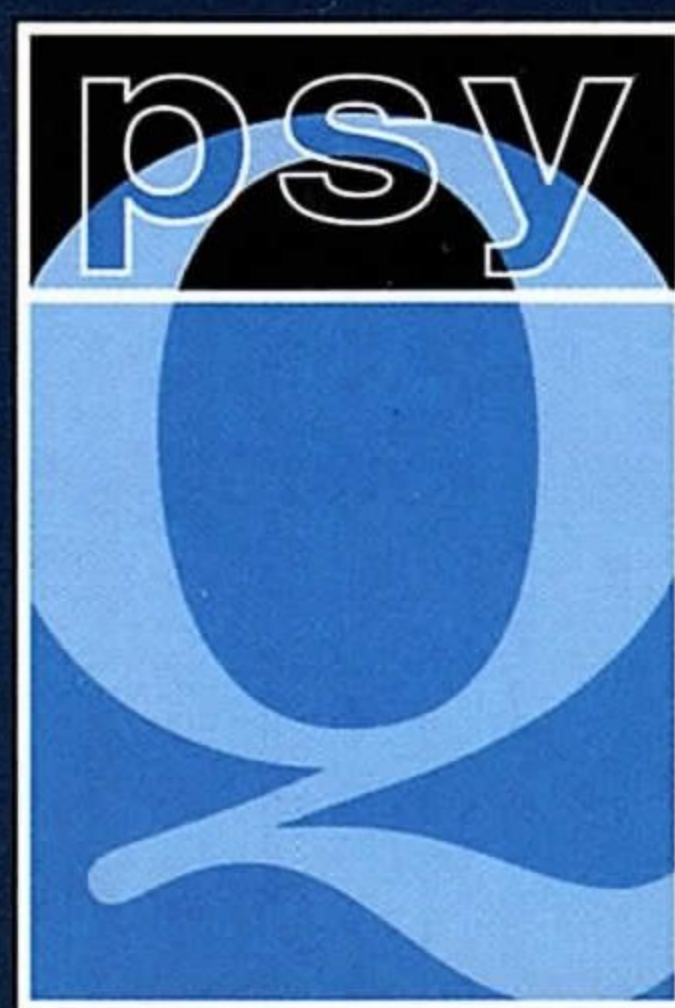
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