



KATANA R4 DEVELOPER DOCUMENTATION SET



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Books with this icon are new for this release



- **KATANA R4 GETTING STARTED** ✨
- **KATANA SHINOBI LIBRARY** ✨
- **KAMUI**
- **KATANA NINJA GUIDE**
- **KATANA NINJA REFERENCE**
- **KATANA NINJA UTILITIES**
- **KATANA CODESCAPE**
- **KATANA GD WORKSHOP**
- **KATANA SH4 PROGRAM MANUAL** ✨
- **KATANA C COMPILER** ✨
- **KATANA ASSEMBLER** ✨
- **KATANA LINKER & LIBRARIAN** ✨

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Book Description: This book will guide you through the installation and setup process of the Katana R4 Release hardware and software.

Included in the book are the following topics:

- Hardware and Software Requirements
 - Programming environment
 - Supported art packages
- Katana System Components
- Installing the Hardware and Drivers
- Installing the Development Software
- To perform a full manual installation
- Flashing the Katana ROMs
- Using the Codescape Debugger
- Using GD-ROM Workshop
- Compiling the Samples
- Shinobi Initialization



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Book Description: This book contains the Shinobi System, File System, Memory Allocation, and Controller Functions.

Included in this document are the following:

- Shinobi System Functions
 - sbInitInitialize SHINOBI library
 - sbExitSystem.....Terminate system
- Shinobi File System Functions
 - gdFsInit..... Initialize and mount file system
 - gdFsCreateDirh Get a handle to a directory
 - gdFsLoadDir..... Get directory information
 - gdFsChangeDir Change current directory
 - gdFsOpen..... Open file
 - gdFsGetFileSize..... Get file size
 - gdFsGetFileSctSize..... Get file sector size
 - gdFsRead..... Read file
 - gdFsSeek Seek to sector
 - gdFsTell..... Get current sector
 - gdFsClose..... Close file



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Book Description: This book contains information on working with the Kamui Low-Level Graphics Library.

Sections covered are as follows...

- Overview
- Basic Processing Flow
- Kamui Functions
- Kamui Utility Library
- Structures
- Texture Format



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Book Description:

This book contains information on working with the Ninja Graphics Library.

The materials presented are in Guide form and are intended as a supplement to the Ninja Library Specification.

Sections covered are as follows...

- View Function
- Texture Guide
- Ninja Light
- Ninja Model and Motion
- Scroll Guide
- Nindows Tutorial



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Book Description:

This book contains information on working with the Ninja Graphics Library. The materials presented are in Reference form and are intended as a supplement to the Ninja Guide.

Sections covered are as follows...

- System Functions
- Matrix Functions
- Collision Functions
- Mathematical Functions
- 2D Graphics Functions
- 3D Graphics Functions
- Light Functions
- Scroll Functions
- Modeling Functions
- View Functions
- Texture Functions
- Sprite Functions
- Debugging Functions
- Special Effects Functions
- Motion Functions
- Memory Functions
- Drawing Functions
- Input Functions



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Book Description: This book contains information on working with Ninja Graphics Library Tools.

Sections covered are as follows...

- PowerVR Texture Converter
- VQ Compression Tool
- Using the LightWave Converter
- Gigen Tool
- Ninja Export for 3D Studio MAX R2
- KeyListGen (3D Studio MAX R2)
- NinjaExport for SoftImage3D NT
- NinjaExport for SoftImage SGI



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Book Description: This book contains information on working with Katana's (Cross Products) CodeScape Debugger software.

Sections covered are as follows...

- Using and Configuring the Interface
- How Windows and Regions Work
- Interacting with Target Processors
- Working with Projects
- Debugging
- Expressions
- Using the Command-line
- Frequent Operations



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Book Description: This book contains information on working with Katana's (Cross Products) GD Workshop software, designed for CD/GD Authoring and Emulation.

Sections covered are as follows...

- How to Install the Software
- Where to Start
- How to Build a CD Project
- How to Edit a CD Project
- How to Emulate a CD
- How to Write a CD-R
- How to Use a Hard Drive
- How Content is Written on a CD/GD-ROM
- How to Use the Tab Controls
- Glossary
- Keyboard Shortcuts
- Reference Documents



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Book Description: This book contains Programming information for Katana's (Hitachi) SH-4 Processor.

Sections covered are as follows...

- Overview
- Programming Model
- Memory Management Unit (MMU)
- Caches
- Exceptions
- Floating-Point Unit
- Instruction Set
- Pipelining
- Power-Down Modes
- Instruction Descriptions
- Address List
- Instruction Prefetch Side Effects



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Book Description: This book contains reference materials for Katana's (Hitachi) SH-4 C-Compiler.

Sections covered are as follows...

- Overview and Operations
- C Programming
- System Installation
- Error Messages
- ALanguage and Standard Library Function Specifications of the C Compiler
- Parameter Allocation Example
- Usage of Registers and Stack Area
- Creating Termination Functions
- Examples of Low-Level Interface Routine
- ASCII Codes
- Index



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Book Description: This book contains reference materials for Katana's (Hitachi) SH-4 Assembler.

Sections covered are as follows...

- Programmer's Guide
 - Overview
 - Program Elements
 - Executable Instructions
 - Assembler Directives
 - File Inclusion Function
 - Macro Function
 - Automatic Literal Pool Generation Function
 - SH-DSP Instructions
 - Executing the Assembler
- User's Guide
 - Executing the Assembler
 - Command Line Options
- Appendixes
 - Limitations and Notes on Programming
 - Assemble Listing Output Example
 - Error Messages
 - Differences from Former Version
 - ASCII Code Table



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Book Description: This book contains reference materials for Katana's (Hitachi) SH-4 Linker and Librarian.

Sections covered are as follows...

- Linkage Editor Options and Sub-commands
- Librarian Options and Sub-commands
- Object Converter Guide



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