RegMaker is a simple program to easy the user to create header data for DMA packet in PS2 environment. This program is still in early phase of development every suggestion and help will be very appreciated. This utility can also dump the content of a register, for example tutorial program 01-MovingCube_sps2 dump content of DMA packet on screen,

- 0: 0 51 20064000 800E
- 1: 7F 0 0 FF
- 2: 1 FE46C 8140 71A0

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First row is the header of packet sent do GS (GIFTag), now open the RegMaker utility, select GifTag register type and type in register textbox data dumped by the program:

🖬 Form1	
Register Setting	
GIFTAG: GIPtag Sync	
NLOOP: Repeat Count	
EOP: Termination Information	
With following primitive	
PRE: Prim Field Enable	
Ignores PRIM Field	
PRIM: Types of drawing primitives	
Point	
IIP: Shading Method	
Flat Shading	
TME: TextureMapping	
Binary and Exadecimal representations	
Hexadecimal 00000051 20064000 0000800E	
Binary	
000000000000000000000000000000000000000	
00100000000110010000000000000	
000000000000000000000000000000000000000	

Now it is sufficient to press Sync button to make the program parse content of the register and dump the content of register.

frmRegVisualizer		×
Part Name	Value	
NLOOP: Repeat Count	00000000001110 (14)	
EOP: Termination Information	 (Without following primitive) 	
PRE: Prim Field Enable	 Outputs PRIM Value to PRIM Register) 	
PRIM: Types of drawing primitives	100 (Triangle Strip)	
IP: Shading Method	1 (Gouraud Shading)	
TME: TextureMapping	0 (OFF)	
FGE: Fogging	0 (OFF)	
ABE: Alpha Blending	0 (OFF)	
AA1: 1 Pass Antialiasing	0 (OFF)	
FST: Method of texture coord. spec.	0 (STQ value)	
CTXT: Context	0 (Environment 1)	
FIX: Fragment value control	0 (Unfixed)	
FLG: Data Format	00 (PACKED)	
NREG: Number of Register Descriptor	0010 (2)	
REG1: Reg Code 1	0001 (RGBAQ)	
REG2: Reg Code 2	0101 (XYZ2)	
REG3: Reg Code 3	0000 (PRIM)	
REG4: Reg Code 4	0000 (PRIM)	
REG5: Reg Code 5	0000 (PRIM)	
REG6: Reg Code 6	0000 (PRIM)	
REG7: Reg Code 7	0000 (PRIM)	
REG8: Reg Code 8	0000 (PRIM)	
REG9: Reg Code 9	0000 (PRIM)	
REG10: Reg Code 10	0000 (PRIM)	
REG11: Reg Code 11	0000 (PRIM)	
REG12: Reg Code 12	0000 (PRIM)	
REG13: Reg Code 13	0000 (PRIM)	
REG14: Reg Code 14	0000 (PRIM)	
REG15: Reg Code 15	0000 (PRIM)	
REG16: Reg Code 16	0000 (PRIM)	
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From this we can easily check if the GIF tag is correct, when this window is closed even the comboxes representing register parts are update to reflect current GIFTag setting. In this release only two type of data are supported but other data can be inserted in configuration file RegFormatsetting.xml.