



A Philips/PolyGram Corporation

AIM Technical Note #60

Recommended Disc Building Pathways

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In this technical note, disc building pathways that do not employ *buildcd* are recommended to AIM title engineers. These pathways will shorten the turnaround time required for disc building.

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RECOMMENDED DISC BUILDING PATHWAYS

To improve turnaround time for disc building, it is strongly recommended that you employ one of two disc building pathways. In each of the two cases, DBL, AIM's Disc Building Language, is used to create an *rtrb* script file. The pathways and their use follow below:

Use *master* to Create the Disc Image

In this option, you use the *-c* option to create real-time files in the CTI format. Then, you use *master* to create the disc image.

- This pathway is available on both Sun3 and Sun4 machines. Previously, there was a problem with this path; the mode was incorrectly set to zero in each sector of the disc image and, thus, AIM's *Disc Analyzer* program objected. This has been fixed in the latest version of *rtrb*, which AIM recently received for both the Sun3 and Sun4 architectures.
- There is a drawback associated with this pathway. You are forced to learn a new tool, *master*, and its syntax. To ease this transition, we have included a sample script with this technical note. The script, which is used to build images while testing the AIM bumper, is quite simplistic; however, it illustrates most of what you will need to do to build a disc image using *master*.
- One advantage worth noting for this pathway is that the actual contents of the disc image are specified within the script file submitted to *master*. Thus, you can selectively build smaller disc images while testing only a portion of the disc. You also need not have all your real times files within a single directory, or even within a single file system.
- An additional advantage of the *master* script is that you may specify the exact order in which files will be placed in the final disc image. This allows you to place critical data at the inner radii of the disc without using a special naming convention for your files (as in *buildd*).

Use *rtrbct* to Convert the Script to ISG Format and Use *bd* to Create Disc Image

This pathway is available on both Sun3 and Sun4 machines. This method shares many of the advantages and disadvantages of the *master* pathway described above.

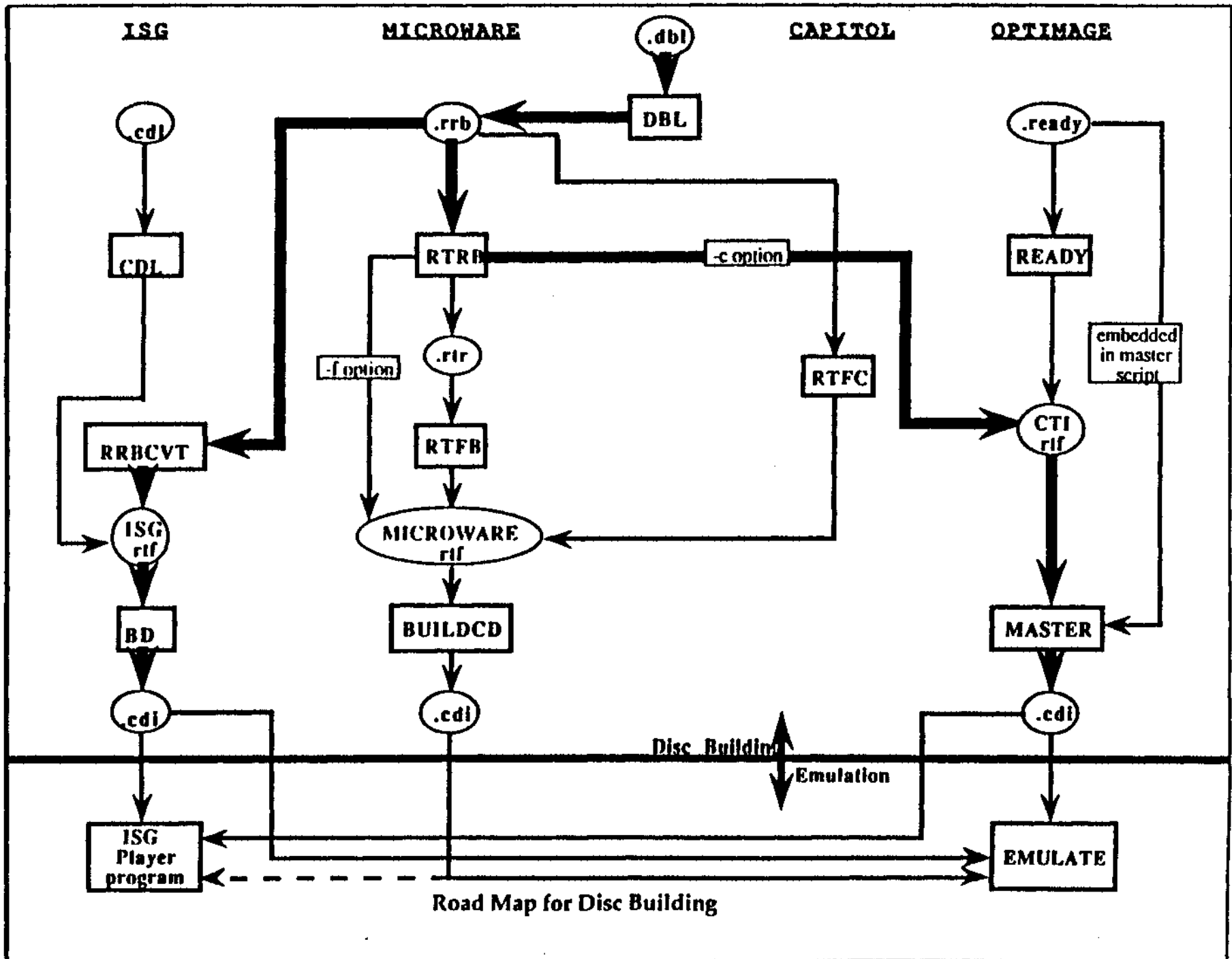
- You must learn a new scripting language (the "map" file for specifying disc contents).

- You have the advantage of being able to specify the exact disc contents and the locations of assets in the disc image. In addition, ISG's tools support the "auto-update" feature in which small changes in the disc image translate into very fast disc builds.
- Another advantage of this pathway is that data is replicated only in the final (bd) step. The previous pathway replicates the data in both the rtrb and master steps.

General Remarks

To minimize network load, disc building should be performed on the machine that holds the your file system on a local hard drive. Thus, within the AIM Studio in Los Angeles, disc building should almost always be done using "ruby" or "diamond."

In addition to the master script mentioned earlier, we have also included a disc building road map. The recommended pathways are outlined in boldface on the map.



Sample *master* Script

```
!
! Simple master script for generating bumper cdi image
!
! usage: master -g bumper.m
!
define album "bumper" publisher "AIM Los Angeles"
    preparer "Charles Golvin"
    |
    ! List volumes (one in this case)
    |
    volume "bumper" in "/emu/csg/bumper.cdi"
        |
        ! List files for this volume
        |
        green file bumper from "/prod/market/bumper/release/dbl/bumper.r"
        application file loader from "/prod/market/bumper/release/bin/cdi_bump_loader"
        yellow file bumpdata from "/prod/market/bumper/release/bin/cdi_bumpdata"
        yellow file anim from "/prod/market/bumper/release/bin/cdi_bumperanim"
        |
        ! Directories go here
        |
        |
        "cdi_bump_loader" from loader
        "cdi_bumpdata" from bumpdata
        "cdi_bumperanim" from anim
        "bumper rtf" from bumper
        |
    |

```