

PATCHED CL Playstation Eye Platform SDK 1.6.4.0028 This is a CL, or compilation, of the latest available builds for the Playstation Eye Platform SDK. This is not an official release by Sony Computer Entertainment and we provide no support for this software whatsoever; it is provided as-is and we make no guarantees about its suitability to your particular needs or requirements except that it has been fully compiled and seems to function correctly on our system. Use at your own risk! If you want help with compiling this code, you can visit us at irc://irc.freenode.net/#qdevelopers I assume you already have the PS3 Eye drivers installed on your system. If you've already got Microsoft Visual Studio 2008 installed, then you're all set. If not, then Microsoft Visual Studio 2008 Express Edition can be downloaded free of charge from the following link: <http://www.microsoft.com/express/Downloads/Default.aspx?fbid=1wvq7YMiCY> Also note that you will also need to ensure that Microsoft 2007 SP2 Framework is installed on your system as well, which can be downloaded free of charge from here: <http://www.microsoft.com/downloads/details.aspx?FamilyID=9c1b2d51-5f1d-4a8a-944a-d74d8d8f7182&displaylang=en> Update: I have since converted the code to use Microsoft 2010 since I no longer have Visual Studio 2008. You can find this new version on my blog at: <http://thespent.blogspot.com/2011/02/ps2-elp3eyepatformsdk16040028.html> you will need to install the 2010 SP1 .NET Framework Redistributable Package if you wish to use this new version, which can be found here: <http://www.microsoft.com/downloads/details.aspx?familyid=9c1b2d51-5f1d-4a8a-944a-d74d8d8f7182&DisplayLang=en>. Note that you will need to install both 4 and 5; in our original installation, we only installed 4 and in doing so, it caused an error in the compilation process. You will also need to modify the file named "QPSDK_VS2010_Debug.props" if you are using Visual Studio 2010 in the root folder of this project so that it matches your system's configuration. It will already contain the appropriate paths to your system's installation of the PS3 Eye drivers, so you will need to change some of the other entries. Specifically, you will need to edit the following entries: v80.pdbonly.v2.0.Win32.Release to reflect your specific configuration. The first entry needs to match the platform toolset for Visual Studio (the default is v80). The second entry needs to be "pdbonly". The third entry needs to be "v2.

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