

# **Release Notes**

## **NITRO-SDK Wi-Fi Library**

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Nintendo Co. Ltd.

Version: NitroWiFi-1.1

### **About This Package**

This package is the basic library set for the development of network applications that use the wireless communications functionality of Nintendo DS (Development code: NITRO). We have prepared a variety of APIs to improve your efficiency during the development of NITRO applications.

### **What Is Included in This Package**

- The NITRO-SDK Wi-Fi library (TCP/IP protocol stack, SSL protocol stack, wireless connection management, etc.)
- An online version of the function reference manual
- Demo programs for each library feature

### **Notes**

- This package supports NITRO-SDK 3.0 and later.
- This package supports CodeWarrior for NINTENDO DS Version 1.2 and later.

### **Changes**

The following changes were made to the various packages released prior to NITRO-SDK Wi-Fi-1.1. For more detailed information, please refer to the change history section specific to the NITRO-SDK Wi-Fi Library 1.1 in the online function reference manual.

- Timeout processing was added for SSL key exchanges.  
As a result of this change, the condition where, when a user disables connection to a Wi-Fi USB connector during DWC authentication, the authentication process for the disabled DS device would not end was resolved.
- There were instances where a window update would not be sent when the receive buffer went from a full state to a space-available state. This has been changed so that the update will be sent regardless of state.
- Invalid memory access could occur when sockets were created and destroyed in rapid succession. There were also incidents of stoppage during TCP receive processes. These problem were fixed.