CTR-ROM Editor User's Manual

2015/02/25

The content of this document is highly confidential and should be handled accordingly.

© 2011–2015 Nintendo
CONFIDENTIAL

CTR-06-0248-001-G
Released: March 24, 2015

Confidential

These coded instructions, statements, and computer programs contain proprietary information of Nintendo and/or its licensed developers and are protected by national and international copyright laws. They may not be disclosed to third parties or copied or duplicated in any form, in whole or in part, without the prior written consent of Nintendo.

Table of Contents

1 Introduction 5
1.1 About the CTR-ROM Editor 5
2 Precautions 6
2.1 Corresponding CTR-SDK Version 6
3 Installing and Uninstalling 7
3.1 Preparations for Installing 7
3.2 Installing 7
3.3 Uninstalling 8
3.3.1 Method 1: Using the Installer to Uninstall 8
3.3.2 Method 2: Using the Control Panel to Uninstall 8
4 Settings 9
4.1 Language Settings 9
5 Using the CTR-ROM Editor 10
5.1 Selecting the Items to Be Edited When the Tool Starts 10
5.1.1 Replace e-manual 11
5.1.2 Edit rating 11
5.1.3 Append e-manual (Card application only) 11
5.2 Reading Data Files 11
5.2.1 Opening a Data File by Dragging and Dropping 12
5.2.2 Using the Menu to Read Data Files 12
5.3 Editing Data Files 13
5.4 Specifying DESC Files 13
5.5 Outputting Data Files That Reflect the Edited Content 14
6 Description of Displayed Items 15
6.1 Items Displayed on the Form 15
7 Editing 17
7.1 Replacing the E-Manual 17

© 2011–2015 Nintendo
CONFIDENTIAL

7.2 Editing the Rating Information 19
7.3 Providing an E-Manual (Card Applications Only) 21

Revision History 22

Figures

Figure 4-1 Selecting the Language Interface 9

Figure 5-1 CTR-ROM Editor Usage Procedure 10

Figure 5-2 Editing Mode Selection 11

Figure 5-3 Opening a Data File by Dragging and Dropping 12

Figure 5-4 Using the Menu to Open Data Files 13

Figure 5-5 Specifying the DESC File 14

Figure 5-6 Data File Output Operation 14

Figure 6-1 Form Display Items 15

Figure 7-1 Replacing the E-Manual 18

Figure 7-2 Changing the Rating 20

© 2011–2015 Nintendo
CONFIDENTIAL

1 Introduction

This user’s manual provides a summary of how to use the features in the CTR-ROM Editor.

1.1 About the CTR-ROM Editor

CTR-ROM Editor is a Windows tool that makes the following operations possible on data files for dedicated CTR applications.

1. Replacing the e-manual that comes with the data file with a new one

2. Changing the rating set in the data file

Both the tool and the manual are designed for use by persons involved in development of CTR-dedicated applications and in submitting master data.

2 Precautions

This chapter provides a description of items requiring special attention in using the CTR-ROM Editor.

2.1 Corresponding CTR-SDK Version

CTR-ROM Editor is capable of reading data files from CTR-dedicated card applications (CCI files) and CTR-dedicated download applications (CIA files) built using version 0.14.9 or later of the CTR-SDK. It cannot correctly read CCI or CIA files built on earlier versions of the CTR-SDK.

© 2011–2015 Nintendo
CONFIDENTIAL

3 Installing and Uninstalling

3.1 Preparations for Installing

To install CTR-ROM Editor you need Microsoft .NET Framework 3.5 and the Microsoft .NET Framework 3.5 Japanese Language Pack. If these two .NET software packages are not installed on your PC, their download webpage automatically opens during CTR-ROM Editor installation. You can also download the software packages prior to installation by clicking on the links below.

- Microsoft .NET Framework 3.5

  http://www.microsoft.com/downloads/details.aspx?familyid=333325fd-ae52-4e35-b531-508d977d32a6&displaylang=en

- Microsoft .NET Framework 3.5 Japanese Language Pack

  http://www.microsoft.com/downloads/details.aspx?FamilyId=C78987B9-97F4-455F-BEE7-F6BFA4AD774E&displaylang=en

Note: Microsoft has released an update (Service Pack 1) for Microsoft .NET Framework 3.5, which resolves known bugs. Run Windows Update to install Microsoft .NET Framework 3.5 Service Pack 1.

3.2 Installing

Use the following procedure to install CTR-ROM Editor.

1. Launch the distributed installer by double-clicking the `Installer.msi` file.
2. Once the installer launches, select **Next**.
3. Select the folder where you want to install the program and then select **Next**. (Immediately click **Next** to install in the specified default folder.)
4. Select **Next** again to automatically run the install process.
5. When installation is complete, select **Close**.

Performing the above procedure completes installation and `CTR-RomEditor.exe` is created inside the folder specified in step 3. Use this file to launch CTR-ROM Editor. In addition, you can launch CTR-ROM Editor from the shortcut on your desktop that was created during installation.

3.3 Uninstalling

Use either of the following two methods to remove CTR-ROM Editor from your PC.

3.3.1 Method 1: Using the Installer to Uninstall

Start the installer by double-clicking the `Installer.exe` file that was used to install the program. Next, select **Remove CTR-ROM Editor** and then click **Finish** to automatically run the uninstallation process.

3.3.2 Method 2: Using the Control Panel to Uninstall

From the Windows **Start** menu, select **Control Panel** and then select **Add and Remove Programs**. Select **CTR-ROM Editor** from the list of programs and then click **Remove**.

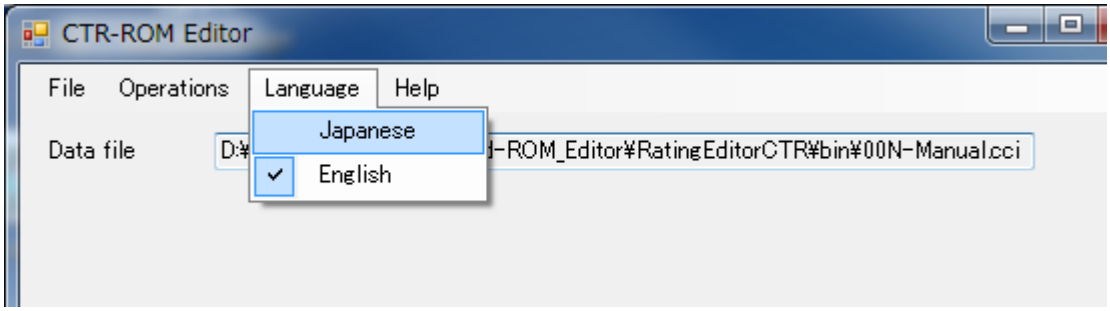
© 2011–2015 Nintendo
CONFIDENTIAL

4 Settings

4.1 Language Settings

You can choose either Japanese or English as the language to be used in the interface of CTR-ROM Editor. From **Language** in the menu bar at the top of the window, select either **Japanese** or **English** (see Figure 4-1). To select **Japanese**, however, the MS PGothic font type needs to be installed on your computer. If it is not installed, you will be unable to select **Japanese**.

Figure 4-1 Selecting the Language Interface



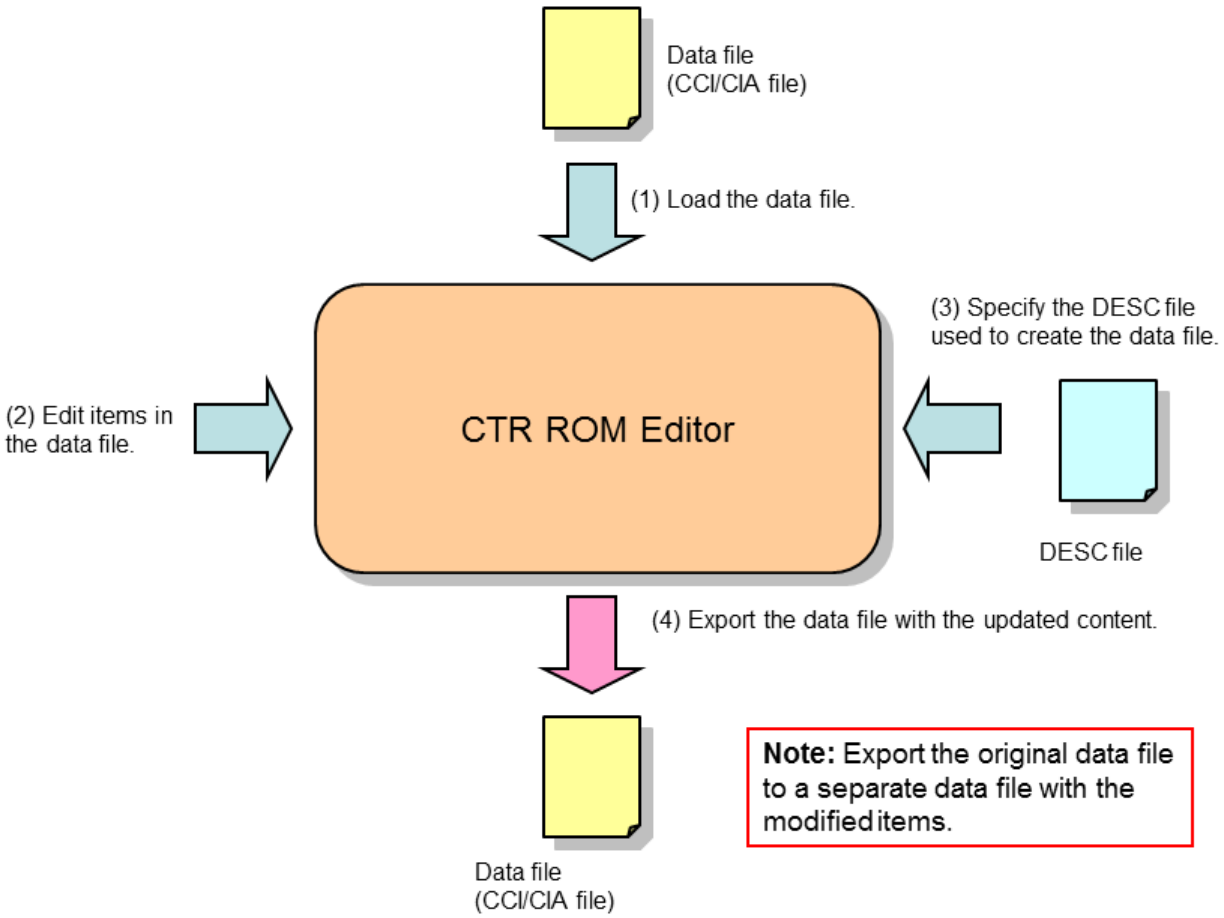
Note: Once you change the language setting, you need to exit CTR-ROM Editor and restart it to apply the new setting.

5 Using the CTR-ROM Editor

This chapter describes the basic functions of CTR-ROM Editor and how to use them. You can launch CTR-ROM Editor using the application file located in the folder where you installed it (`CTR-RomEditor.exe`), the shortcut located on your desktop, or from the Windows Start menu under **All Programs**.

The CTR-ROM Editor usage procedure is as shown in Figure 5-1.

Figure 5-1 CTR-ROM Editor Usage Procedure



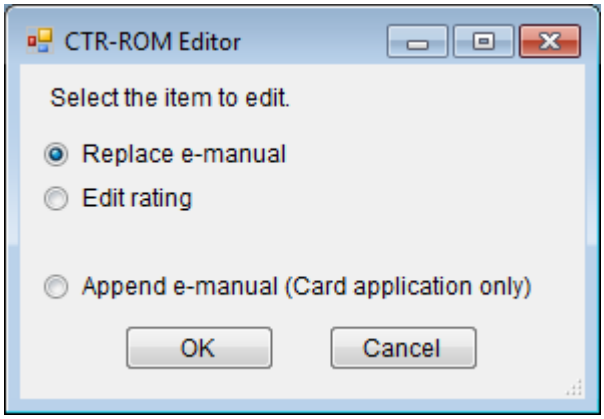
Steps in the procedure are explained below.

5.1 Selecting the Items to Be Edited When the Tool Starts

When you launch the CTR-ROM Editor, specify your desired operation by selecting the item you want to edit from the editing modes shown in Figure 5-2.

© 2011–2015 Nintendo
CONFIDENTIAL

Figure 5-2 Editing Mode Selection



5.1.1 Replace e-manual

Select this option when you want to replace the e-manual that comes with the data file.

5.1.2 Edit rating

Select this option when you want to change the rating information of the data file. In this mode, you can only change the information for ratings that correspond to the region set in the application. You can also edit the ISBN and other ISBN-related items, as well as the remaster version. You cannot change the region.

5.1.3 Append e-manual (Card application only)

Select this option to provide an e-manual for data files that do not have one. This feature is for card applications only. It cannot be used with downloadable applications.

Each of these modes is described in Chapter 6.

5.2 Reading Data Files

CTR-ROM Editor supports both CTR-dedicated card applications (CCI files) and CTR-dedicated download applications (CIA files). This section describes two methods of reading data files.

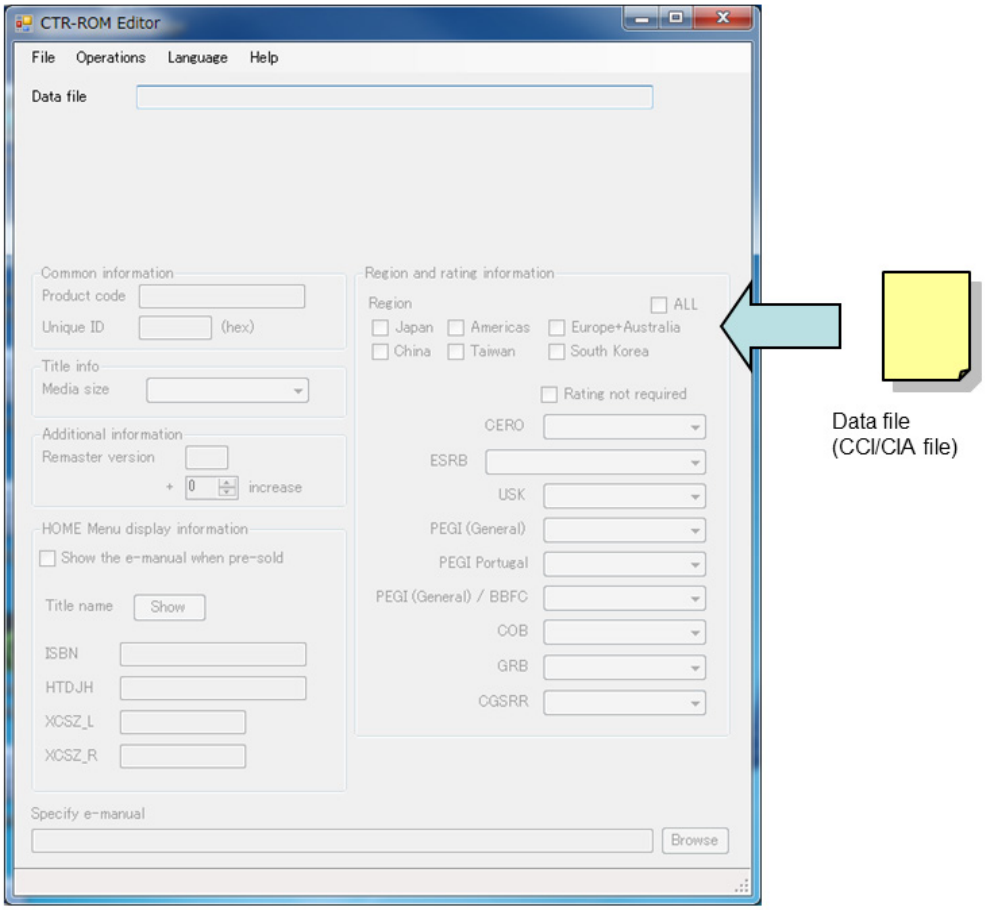
Note: Use the file extension to determine whether the input data file is in CCI (card application) format or CIA (download application) format. The file extension `.cci` is the CCI format, and the extension `.cia` identifies the file as the CIA format. File extensions written in all capitals (`.CCI/.CIA`) cannot be read, nor can file extensions of other formats. Especially large data files

can take time to process. Status of the data file read (analyze) process is displayed at the bottom of the window in the Status bar.

5.2.1 Opening a Data File by Dragging and Dropping

To open a data file, drag it into the CTR-ROM Editor window or onto the shortcut icon that was created on your desktop during installation (see Figure 5-3).

Figure 5-3 Opening a Data File by Dragging and Dropping

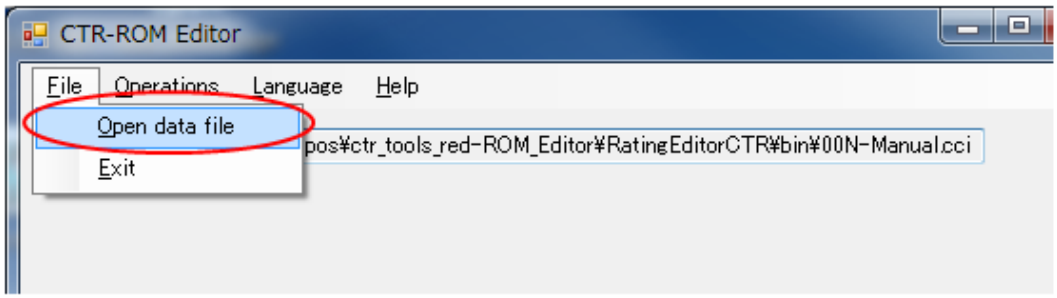


5.2.2 Using the Menu to Read Data Files

From the **File** menu at the top of the CTR-ROM Editor window, select **Open data file** (Figure 5-4). The **Open** dialog box is displayed. Select a data file.

© 2011–2015 Nintendo
CONFIDENTIAL

Figure 5-4 Using the Menu to Open Data Files



5.3 Editing Data Files

Once a data file is open, the current content items of the file are displayed. You can change values for items in the file that are editable. Edit all items that are required.

Chapter 7 describes editing operations.

5.4 Specifying DESC Files

Depending on what is being changed, a DESC file may be necessary to output the data file with the changes reflected. Specify the DESC file used when creating the data file from the form of the tool. You can either click the **Browse** button to select the file or drag the file into the text box on the form.

There are two types of DESC files, one that is used when creating applications and one that is used when creating Download Play child programs.

Specifying the DESC file used for the application is required. There are cases where the DESC file used for creating the application is needed for the Download Play child program.

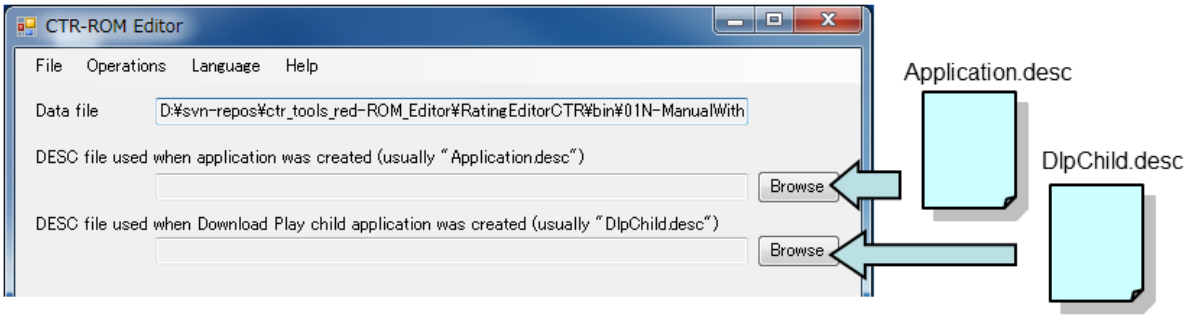
Note: Ordinarily, the `Application.desc` file in the `CTR_SDK/resources/specfiles` folder is specified for the application. The `DlpChild.desc` file in the same folder is specified for Download Play child programs.

If you are using DESC files other than `Application.desc` and `DlpChild.desc`, specify those files instead.

Be sure to specify the DESC file prepared in the CTR-SDK when creating the data file. If you specify a different DESC file, it will not be possible to output data files that reflect the edited content.

© 2011–2015 Nintendo
CONFIDENTIAL

Figure 5-5 Specifying the DESC File



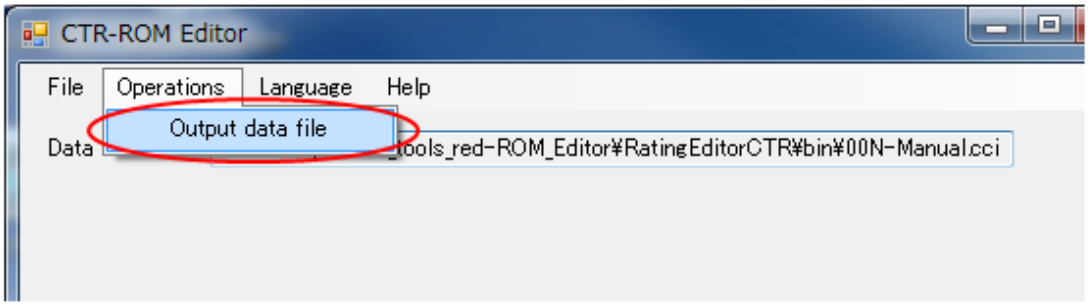
If you specify a DESC file other than the one used for data file creation, the data file export will fail at 5.5 Outputting Data Files That Reflect the Edited Content, and an error notification will occur.

5.5 Outputting Data Files That Reflect the Edited Content

Next, a data file to which edited content has been applied is output. During this process, the original file is not changed. A new data file that includes the edited content is output.

From the **Operations** menu on the menu bar select **Output data file**. A file selection dialog box displays. Select the target data file for output from the dialog box (Figure 5-6). The original data file is not overwritten during this procedure.

Figure 5-6 Data File Output Operation



Note: After reading the data file, make sure to avoid moving, changing, or deleting the original data file until the new data file to which edited content has been applied is output. If a change is made in the original data file, the new data file will not be output correctly.

Furthermore, after outputting the data file, do not edit any items or output the data file again until the data file has been read (opened and analyzed by CTR-ROM Editor) once again using one of the methods described in section 5.1 Selecting the Items to Be Edited When the Tool Starts.

© 2011–2015 Nintendo
CONFIDENTIAL

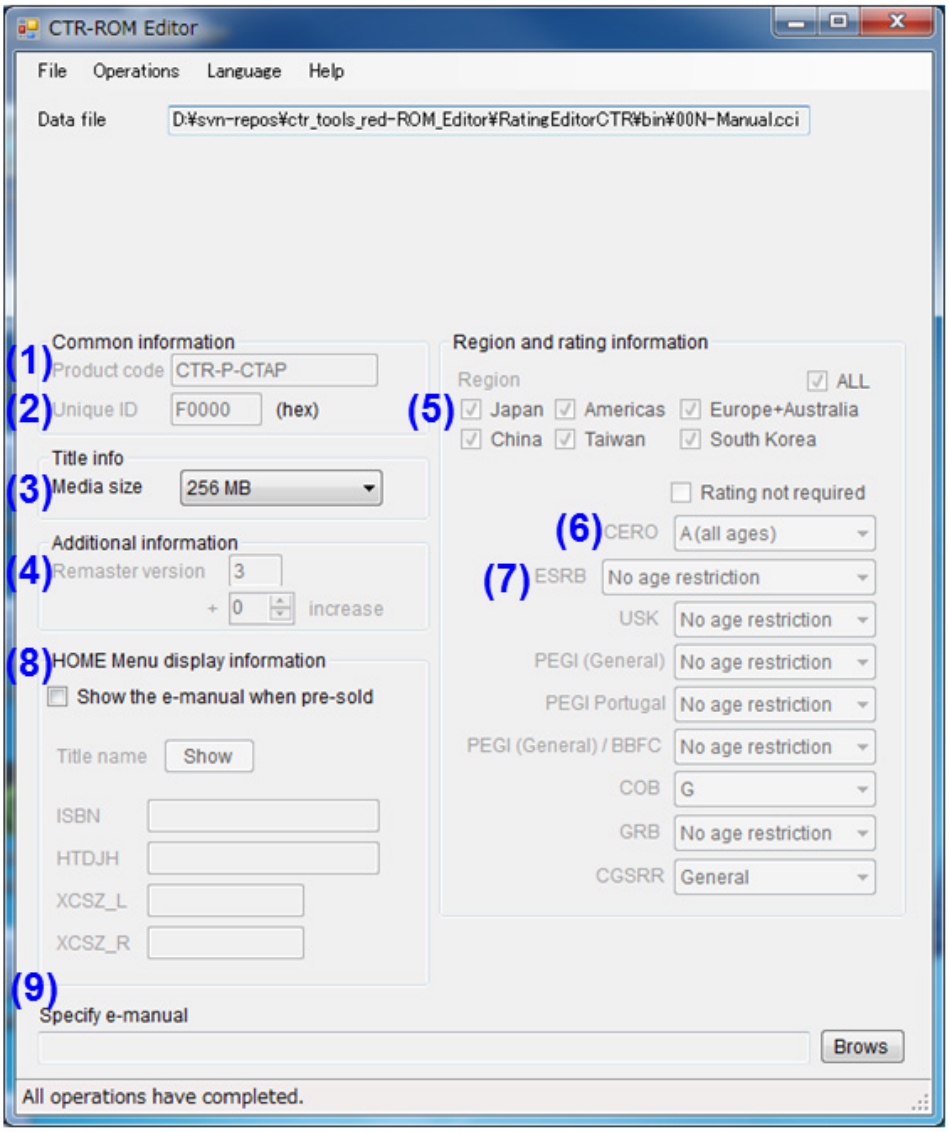
6 Description of Displayed Items

This chapter describes the data file content items displayed in CTR-ROM Editor.

6.1 Items Displayed on the Form

Information related to data files that have been opened (and analyzed by CTR-ROM Editor) appears in the CTR-ROM Editor form. Methods of editing items are provided here. This is illustrated below in the form display (Figure 6-1).

Figure 6-1 Form Display Items



1. Product code (cannot be edited)

   The application product code is displayed here.

2. Unique ID (cannot be edited)

   The unique ID of the application is displayed here.

3. Media size (can be edited)

   The application’s media size is displayed here.

4. Remaster version (can be edited)

   The application’s remaster version is displayed here.

5. Region (cannot be edited)

   This shows the region the application was developed for. A check mark appears beside the specified region or regions listed. Regions on the list include Japan, Americas, Europe+Australia, China, Taiwan, and South Korea. If “All” is selected for the BSF file region setting, a check mark appears here beside “All”.

6. Rating not required (cannot be edited)

   In rare cases, certain applications are not required to display the rating. In such cases, a check mark appears in this field.

7. (Individual) Ratings (can be edited)

   The application rating is displayed here.

8. HOME Menu display information

   Information related to the HOME Menu is displayed here.

   i) Show the e-manual when pre-sold

   ii) Title name (cannot be edited)

   iii) ISBN, HTDJH, XCSZ_L, and XCSZ_R (can be edited)

9. Specify e-manual (can be edited)

   If the application has an e-manual, this item is enabled.

© 2011–2015 Nintendo

CONFIDENTIAL

7 Editing

This chapter describes how to edit data files using the CTR-ROM Editor.

7.1 Replacing the E-Manual

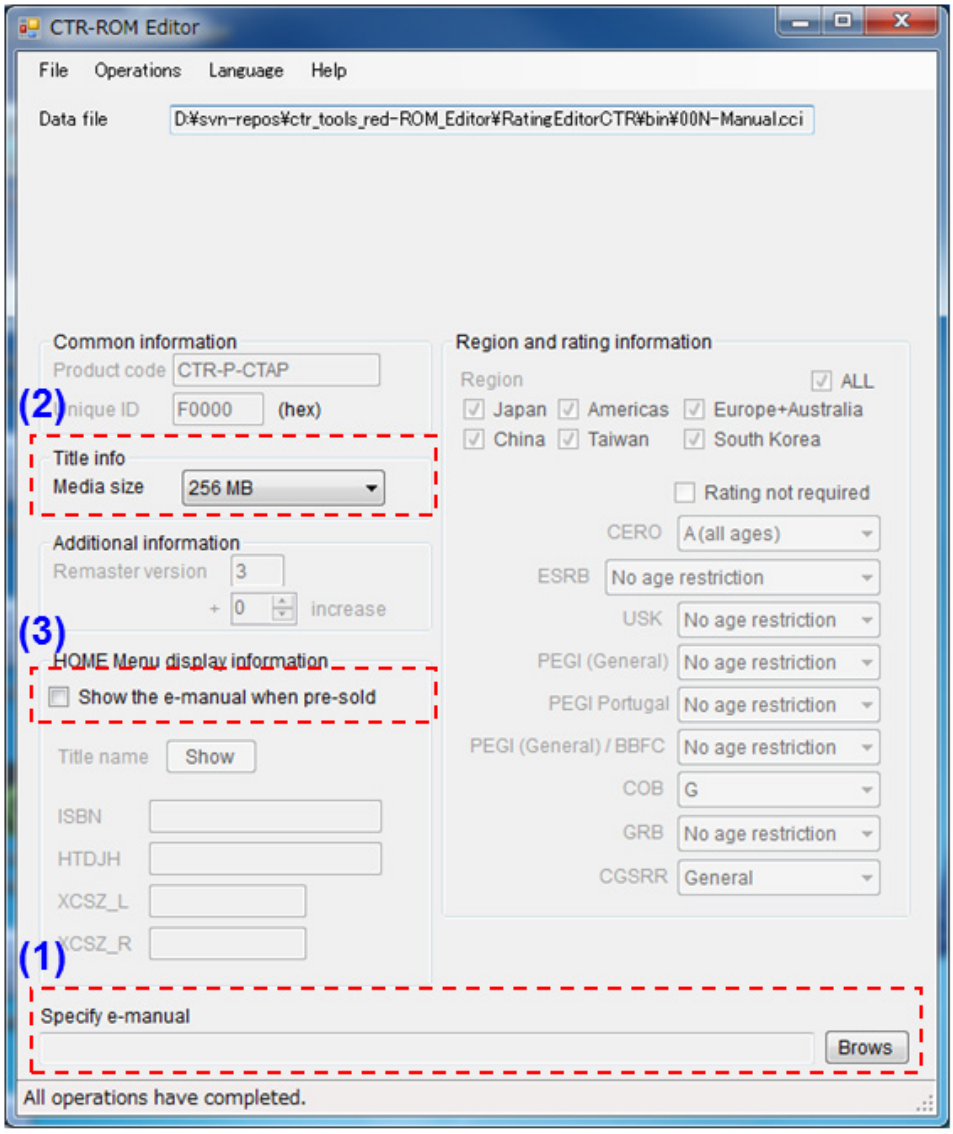
The CTR-ROM Editor can replace the e-manual that comes with the data file.

- If the data file does not have an e-manual, replacement cannot be performed.
- When using this feature, the host and client DESC files are unnecessary.

Note: After replacing the e-manual, start the e-manual for the application to confirm that it has been replaced as intended.

The status of the data file at the time it is read (opened and analyzed) is shown in Figure 7-1. Editable items are described below.

Figure 7-1 Replacing the E-Manual



1. Replacing the e-manual

   From the dialog box that opens after clicking the **Browse** button, select the folder where the e-manual (the BCMA file) is stored, or drag the folder into the field. Do not place files other than the e-manual in this folder. Note that only one e-manual can be placed in this folder. Name the e-manual file `Manual.bcma`. If there are any files or folders other than `Manual.bcma` in the folder, an error appears during the data file export. The folder can have any name.

© 2011–2015 Nintendo
CONFIDENTIAL

2. Changing the media size

The media size can be changed for applications that use Card1 for card applications. Changes cannot be made for applications that use Card2.

Perform the above operations, and then select **Output data file** from the **Operations** menu to output the data file to replace the e-manual.

3. Changing the flag that indicates whether to show the e-manual when pre-sold

In this item, you can change the flag that indicates whether to show the e-manual from the HOME Menu for pre-sold titles.

7.2 Editing the Rating Information

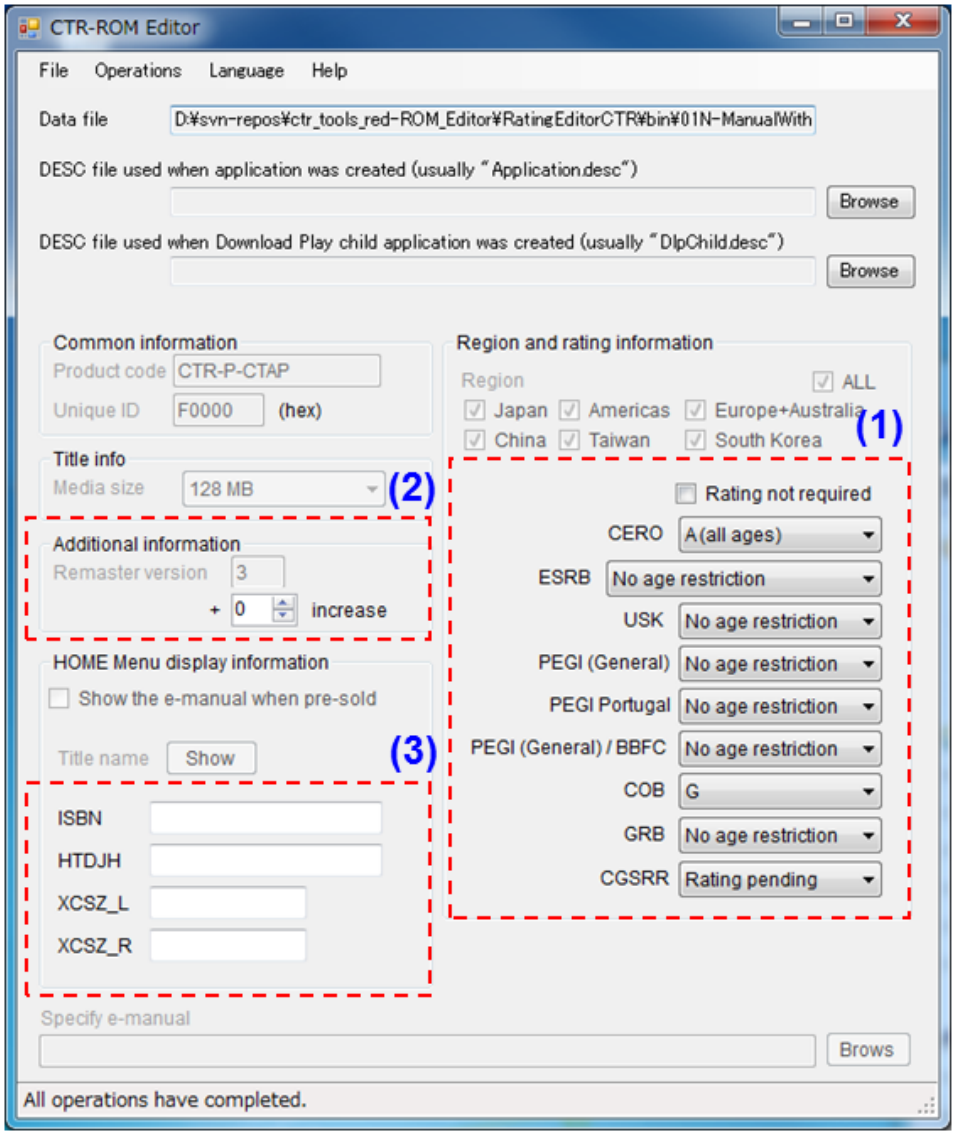
The CTR-ROM Editor can change the rating value for the data file.

- For applications that have clients, the rating is set to the same value for both the host and client.
- For applications that have clients, the remaster version of the host and client is incremented by the specified amount, based on the original value.
- When using this feature, the host and client DESC files are required.

Note: After rewriting ratings or other items, check them with the Master Editor to confirm that they were changed as intended. Also, **be sure to debug the application**.

The status of the data file at the time it is read (opened and analyzed) is shown in Figure 7-2. Editable items are described below.

Figure 7-2 Changing the Rating



1. Changing the rating

   You can edit ratings corresponding to regions that have already been set. Each rating value can be selected from a drop-down menu. You can also change whether it is necessary to display the rating. If the application has a client, the host and client are set to the same value.

2. Increasing the remaster version

   You can increment the remaster version by the specified amount. If the application has a client device, the remaster version of the client is increased by the same amount.

© 2011–2015 Nintendo
CONFIDENTIAL

3. Changing the ISBN and other items

   For applications where only the Chinese region is enabled, the ISBN code, HTDJH, XCSZ L, and XCSZ R can be edited. Enter the value in the text box.

Perform the above operations, then select **Output data file** from the **Operations** menu to output the data file with the changed ISBN code and other items.

7.3 Providing an E-Manual (Card Applications Only)

The CTR-ROM Editor can provide an e-manual for data files that do not have one.

- This feature is limited to card applications; it cannot provide an e-manual for downloadable applications.
- This feature adds the e-manual to content index 1.
- If the index in question already has a Download Play child program or other content, the e-manual cannot be provided.
- If an e-manual already exists, this function will replace it rather than provide the new one.
- The host and client DESC files are unnecessary.

Note: After providing an e-manual, start the e-manual for the application to confirm that it has been provided as intended.

Usage is the same as for 7.1 Replacing the E-Manual, so see that section for details.

Revision History

Version	Revision Date	Category	Description
—	2015/02/25	Changed	• Unified the Japanese terminology for e-manual. This change does not affect the English version. • 7.1 Replacing the E-Manual Added information about changing the flag that indicates whether to show the e-manual for pre-sold titles.
—	2014/01/09	Changed	• 5.1.2 Edit rating • 7.2 Editing the Rating Information Added information about changing the remaster version.
—	2013/03/29	Changed	• 7.1 Replacing the E-Manual Noted that an error is shown if the filename for the e-manual is not correct.
—	2012/07/24	Changed	• 7.1 Replacing the E-Manual • 7.2 Editing the Rating Information Revised cautions. • 7.1 Replacing the E-Manual Added information about changing the media size.
		Added	• 5.1.3 Providing an E-Manual (Card Applications Only) • 7.3 Providing an E-Manual (Card Applications Only)
—	2012/06/26	Changed	• 7.1 Replacing the E-Manual Added cautions for after replacing the e-manual.
		Added	• 5.4 Specifying desc files • 7.2 Editing the Rating Information
—	2012/02/17	Added	• 6.1 Items Displayed on the Form Added notation specific to ISBN codes, etc.
		Changed	• 4 Settings
		Deleted	Deleted the document's version information.
1.2	2012/01/23	Changed	Revised text to reflect release.
1.1	2011/12/26	Changed	• 7.1 Replacing the E-Manual Added explanation that specifying the DESC file is unnecessary.
1.0	2011/06/27	—	Initial version.

© 2011–2015 Nintendo
CONFIDENTIAL

All company and product names in this document are the trademarks or registered trademarks of their respective companies.

© 2011–2015 Nintendo

The contents of this document cannot be duplicated, copied, reprinted, transferred, distributed, or loaned in whole or in part without the prior approval of Nintendo.