

# CTR Checksheet Editor

## Revision History

2015/07/23

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

**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

---

2015/07/30 .....	13
Changes .....	13
Program Specifications Checksheet.....	13
Save Data Checksheet .....	13
StreetPass Checksheet .....	13
Independent Servers Checksheet .....	13
NEX Checksheet.....	13
Miiverse Checksheet.....	13
2015/04/30 .....	14
Changes .....	14
NFP Checksheet.....	14
Save Data Checksheet .....	14
Demo Checksheet .....	14
Program Specifications Checksheet.....	14
UGC Checksheet.....	14
NEX Checksheet.....	14
Independent Servers Checksheet .....	15
Miiverse Checksheet.....	15
Nintendo 3DS Local Play Checksheet.....	15
2015/02/23 .....	16
Changes .....	16
Program Specifications Checksheet.....	16
Update Data Checksheet.....	16
Sensors Checksheet.....	16
E-Commerce Checksheet.....	16
NEX Checksheet.....	16
Independent Server Checksheet .....	16
Advertisements Checksheet .....	16
2015/01/15 .....	17
Additions.....	17
NFP Checksheet.....	17
Changes .....	17
Program Specifications Checksheet.....	17
Mii Data Checksheet.....	17
Data in Other Formats Checksheet .....	17
Circle Pad Pro Checksheet.....	17

Independent Servers Checksheet.....	17
2014/10/03.....	18
Additions .....	18
Miiverse Checksheet .....	18
Changes.....	18
Program Specifications Checksheet .....	18
Microphone Checksheet.....	18
Friend Presence Checksheet .....	18
SpotPass Checksheet .....	18
Stereoscopic 3D Checksheet .....	19
Update Data Checksheet .....	19
Play Coins Checksheet .....	19
Infrared Communication Checksheet.....	19
Save Data Checksheet.....	19
Demo Checksheet .....	19
E-Commerce Checksheet .....	19
Independent Server Checksheet.....	19
2014/06/04.....	20
Changes.....	20
Program Specifications Checksheet .....	20
Nintendo 3DS Local Play Checksheet .....	20
Nintendo 3DS Download Play Checksheet.....	20
Independent Servers Checksheet.....	20
NEX (Network EXtensions Internet Communication) Checksheet.....	21
SpotPass Checksheet .....	21
Friend Presence Checksheet .....	21
2014/01/15.....	22
Changes.....	22
Stereoscopic 3D Checksheet .....	22
Advertisements Checksheet.....	22
Program Specifications Checksheet .....	22
Camera Checksheet.....	22
Extra Data Checksheet .....	22
UGC Checksheet.....	22
ECDK Checksheet .....	22
Independent Servers Checksheet.....	23
NEX (Network EXtensions Internet Communication) Checksheet.....	23
SpotPass Checksheet .....	23

Update Data Checksheet.....	23
All Checksheets .....	23
2013/10/11.....	24
Changes .....	24
Program Specifications Checksheet.....	24
Sensors Checksheet.....	24
Microphone Checksheet .....	24
Independent Server Checksheet .....	24
NEX (Network EXtensions Internet Communication) Checksheet .....	24
Nintendo 3DS Local Play Checksheet.....	25
Nintendo 3DS Download Play Checksheet .....	25
Update Data Checksheet.....	25
Advertisement Checksheet.....	25
Deletions.....	25
HOME Button Disabled Icon Checksheet.....	25
2013/07/03 .....	26
Changes .....	26
Stereoscopic 3D Checksheet .....	26
NEX (Network EXtensions Internet Communication) Checksheet .....	26
SpotPass Checksheet.....	26
Data in Other Formats Checksheet .....	26
Independent Server Checksheet .....	26
2013/06/20 .....	27
Additions.....	27
Changes .....	27
All Checksheets .....	27
Program Specifications Checksheet.....	27
Update Data Checksheet.....	27
NEX (Network EXtensions Internet Communication) Checksheet .....	27
SpotPass Checksheet.....	28
Friend Presence Checksheet .....	28
Mii Data Checksheet.....	28
UGC Checksheet.....	28
2013/05/23 .....	29
Additions.....	29
Changes .....	29
CheckSheetEditor.exe .....	29

Checksheet Editor User's Manual .....	29
RevisionHistory.pdf .....	29
All Checksheets .....	29
Program Specifications Checksheet .....	29
Update Data Checksheet .....	30
Revisions Checksheet .....	30
NEX (Network EXtensions Internet Communication) Checksheet.....	30
Nintendo 3DS Download Play Checksheet.....	30
StreetPass Checksheet.....	30
ECDK Checksheet .....	30
Save Data Checksheet.....	30
SpotPass Checksheet .....	30
Extra Data Checksheet .....	30
Mii Data Checksheet .....	30
Blocked-User List Checksheet .....	30
Specification Confirmation Checksheet .....	31
2013/04/19.....	32
Changes.....	32
Program Specifications Checksheet .....	32
Updated Data Checksheet .....	32
NEX (Network EXtensions Internet Communication) Checksheet.....	32
Nintendo 3DS Local Play Checksheet .....	32
Nintendo 3DS Download Play Checksheet.....	32
StreetPass Checksheet.....	32
SpotPass Checksheet.....	32
ECDK Checksheet .....	33
Save Data Checksheet.....	33
UGC Checksheet.....	33
2013/03/25.....	34
Changes.....	34
Program Specifications Checksheet .....	34
Update Data Checksheet .....	34
Revisions Checksheet.....	34
Nintendo 3DS Download Play Checksheet.....	34
SpotPass Checksheet .....	34
Save Data Checksheet.....	34
Mii Data Checksheet .....	34
UGC Checksheet.....	34

2013/02/07 .....	35
Changes .....	35
Program Specifications Checksheet.....	35
Update Data Checksheet.....	35
NEX (Network EXtensions Internet Communication) Checksheet .....	35
3DS Local Play .....	35
StreetPass Checksheet .....	35
Save Data Checksheet.....	35
Play Coins Checksheet.....	35
UGC Checksheet.....	36
2012/12/21 .....	37
Additions.....	37
Changes .....	37
CheckSheetEditor.exe .....	37
Program Specification Checksheet.....	37
Game Card Access Checksheet.....	37
Microphone Checksheet .....	37
NEX (Network EXtensions Internet Communication) Checksheet .....	37
SpotPass Checksheet.....	38
Extra Data Checksheet.....	38
UGC Checksheet.....	38
Deletions.....	38
2012/11/05.....	39
Changes .....	39
Program Specifications Checksheet.....	39
Game Card Access Checksheet.....	39
Patch Checksheet.....	39
NEX (Network EXtensions Internet Communication) Checksheet .....	39
Nintendo 3DS Local Play Checksheet.....	40
Nintendo 3DS Download Play Checksheet .....	40
StreetPass Checksheet .....	40
Mii Data Checksheet.....	40
Specifications Confirmation Checksheet .....	40
2012/09/14 .....	41
Additions.....	41
Changes .....	41
Readme.txt.....	41
Program Specifications Checksheet.....	41

ECDK Checksheet .....	41
SpotPass Checksheet .....	41
Save Data Checksheet.....	41
Extra Data Checksheet .....	41
Deletions .....	42
Specially Approved Specifications Checksheet .....	42
2012/08/10 .....	43
Changes.....	43
All checksheets.....	43
Program Specifications .....	43
Game Card Access Checksheet .....	43
Camera Checksheet.....	43
NEX (Network Extensions Internet Communication) Checksheet .....	43
Nintendo 3DS Local Play Checksheet .....	43
Nintendo 3DS Download Play Checksheet.....	43
StreetPass Checksheet.....	43
SpotPass Checksheet .....	43
Friend Presence Checksheet .....	44
ECDK Checksheet .....	44
Save Data Checksheet.....	44
Mii Data Checksheet .....	44
UGC Checklist .....	44
2012/06/27 .....	45
Changes.....	45
CheckSheetEditor.exe .....	45
Checksheet Editor User's Manual .....	45
All checksheets.....	45
Program Specifications Checksheet .....	45
Nintendo 3DS Download Play Checksheet.....	45
StreetPass Checksheet.....	45
SpotPass Checksheet .....	45
Extra Data Checksheet .....	45
UGC Checklist .....	45
2012/05/23 .....	46
Changes.....	46
ReadSubmissionSheet.py .....	46
CheckSheetEditor.exe .....	46
Program Specifications .....	46



Patch Checksheet.....	46
NEX (Network EXtensions Internet Communication) Checksheet .....	46
ECDK Checksheet .....	46
Save Data Checksheet .....	46
2012/04/24 .....	47
Additions.....	47
Changes .....	47
Program Specifications.....	47
NEX (Network EXtensions Internet Communication) Checksheet .....	47
Save Data Checksheet .....	47
Extra Data Checksheet.....	47
UGC Checksheet .....	47
2012/03/29a .....	48
Additions.....	48
Changes .....	48
CheckSheetEditor.exe .....	48
Checksheet Editor User's Manual.....	48
All Checksheets .....	48
Program Specifications.....	48
Stereoscopic 3D Checksheet .....	48
NEX (Network EXtensions Internet Communication) Checksheet .....	48
StreetPass Checksheet .....	48
Data in Other Formats Checksheet .....	48
UGC Checksheet.....	48
Deletions.....	49
Language.ini .....	49
2012/02/10 .....	50
Additions.....	50
Changes .....	50
Program Specifications.....	50
NEX (Network EXtensions Internet Communication) Checksheet .....	50
StreetPass Checksheet .....	50
SpotPass Checksheet.....	50
Friend Presence Checksheet .....	50
Mii Data Checksheet.....	50
Deletions.....	50
2011/12/22.....	51

Additions .....	51
Changes.....	51
CheckSheetEditor.exe .....	51
Program Specifications .....	51
Sensors Checksheet .....	51
Circle Pad Pro Checksheet .....	51
Friend Presence Checksheet .....	51
Blocked-User List Checksheet .....	51
2011/11/11.....	52
Changes.....	52
CheckSheetEditor.exe .....	52
Program Specifications .....	52
NEX (Network EXtensions Internet Communication) Checksheet.....	52
StreetPass Checksheet.....	52
SpotPass Checksheet .....	52
Friend Presence Checksheet .....	52
Text (UGC) Checksheet .....	52
Image (UGC) Checksheet.....	53
Photos (UGC) Checksheet.....	53
Movies (UGC) Checksheet.....	53
Audio (UGC) Checksheet.....	53
2011/10/21 .....	54
Additions .....	54
Changes.....	54
Program Specifications .....	54
Camera Checksheet.....	54
Infrastructure Communication Checksheet .....	54
UDS Communication Checksheet.....	54
Nintendo 3DS Download Play Checksheet.....	55
StreetPass Checksheet.....	55
Text (UGC) Checksheet .....	55
Image (UGC) Checksheet.....	55
Blocked-User List Checksheet .....	55
2011/09/08 .....	56
Changes.....	56
Program Specifications .....	56
Infrastructure Communication Checksheet .....	56
Nintendo 3DS Download Play Checksheet.....	56

Mii Data Checksheet.....	56
2011/08/18.....	57
Changes .....	57
Blocked-User List Checksheet.....	57
2011/08/05.....	58
Additions .....	58
Changes .....	58
Program Specifications .....	58
Game Card Access Checksheet.....	58
Microphone Checksheet .....	58
Infrastructure Communication Checksheet.....	58
UDS Communication Checksheet .....	58
Nintendo 3DS Download Play Checksheet .....	58
Infrared Communication Checksheet .....	58
StreetPass Checksheet .....	59
StreetPass Box Checksheet .....	59
SpotPass Checksheet.....	59
Presence Information Checksheet.....	59
Save Data Checksheet .....	59
Extra Data Checksheet .....	59
Text (UGC) Checksheet .....	59
Image (UGC) Checksheet.....	59
2011/05/25.....	60
Changes .....	60
CheckSheetEditor.exe .....	60
Program Specifications .....	60
Infrared Communication Checksheet .....	60
2011/04/18.....	61
Changes .....	61
CheckSheetEditor.exe .....	61
Program Specifications .....	61
Infrastructure Communication Checksheet.....	61
Infrared Communication Checksheet .....	61
SpotPass Checksheet.....	61
2011/03/07.....	62
Changes .....	62
CheckSheetEditor.exe .....	62

Program Specifications .....	62
Nintendo 3DS Download Play Checksheet.....	62
StreetPass Checksheet.....	62
Save Data Checksheet.....	62
2011/02/09 .....	63
Additions .....	63
Changes.....	63
CheckSheetEditor.exe.....	63
Checksheet Editor User's Manual .....	63
Program Specifications .....	63
Camera Checksheet.....	63
Stereoscopic 3D Checksheet.....	63
Infrastructure Communication Checksheet.....	63
UDS Communication Checksheet.....	63
StreetPass Checksheet.....	63
Extra Data Checksheet .....	63
Text (UGC) Checksheet .....	64
Deletions .....	64
2011/01/12 .....	65
Changes.....	65
CheckSheetEditor.exe.....	65
Camera Checksheet.....	65
2011/01/07 .....	66
Changes.....	66
CheckSheetEditor.exe.....	66
Checksheet Editor User's Manual .....	66
Infrastructure Communication Checksheet.....	66
Nintendo 3DS Download Play Checksheet (all regions).....	66
SpotPass Checksheet .....	66
Text (UGC) Checksheet .....	66
2010/12/21 .....	67
Initial version.....	67

# 2015/07/30

## Changes

---

### Program Specifications Checksheet

- Added in the **NFC** section of **4. Communication Features** that selecting the check box is not required if only the Nintendo 3DS NFC Reader/Writer is supported.
- Added in the **Friend Presence** section of **4. Communication Features** that selecting the check box is not required if the Friends Library is used only for friend registration.

### Save Data Checksheet

- Under **Basic Information**, deleted the area requesting standard play save data when **Save Data Creation** is set to "Yes."

### StreetPass Checksheet

- Updated an explanation in **StreetPass Registration Method** requesting three representative scenarios when there are multiple ways to register.

### Independent Servers Checksheet

- Deleted the **PID User Management** item due to inspections on OMAS.
- Deleted the **IP Address** item because the information was not required.

### NEX Checksheet

- Added an item regarding use of the Ranking2 feature.

### Miiverse Checksheet

- Added that there is a need to establish a method allowing users to report and block other users when text is posted in the Miiverse community, and items such as handwritten memos and image data are displayed and received in the application.
- Added an option for prior confirmation of usage restrictions by parents within the application.

# 2015/04/30

## Changes

---

### NFP Checksheet

- Added that UUID is an abbreviation for "universally unique identifier."
- Added that UID is an abbreviation for "unique ID."
- Updated the instructions in **Transition to amiibo Settings**.
- Updated the instructions in **Accessing the Application-Specific Region**. Added options for selecting how the application-specific region is used.

### Save Data Checksheet

- Completely revised the notes so that the intent of the Save Data checksheet comes across.

### Demo Checksheet

- Deleted Use of Music with Copyrights from the Nintendo 3DS Guidelines because **12.1.11. Specifics Regarding the Incorporation of Music Managed by a Copyright Organization** was deleted.

### Program Specifications Checksheet

- Changed the name of the **1. Basic Information** item name **Patch Update Confirmation Sequence** to **Patch Updating via CheckAndInstallPatch**, so that the changes to the Guidelines will be clearer. In conjunction with this, changed the description of this item.
- Added the **Jumping to the eShop (Patch Updates)** item to **1. Basic Information** in conjunction with changes to the Guidelines.
- Changed the name of the **1. Basic Information** item name **eShop** to **Jumping to eShop (Software Information)**, so that the changes to the Guidelines will be clearer. In conjunction with this, changed the description of this item.

### UGC Checksheet

- Added a check box for **Miiverse** to the Procedure.

### NEX Checksheet

- Added a note to prompt the submission of ROM for confirmation of communication compatibility to the Compatible Applications description.
- Added an item for entering information about use of the subscriber feature.
- Deleted the default values set in Libraries Used.

### **Independent Servers Checksheet**

- Added a note to prompt the submission of ROM for confirmation of communication compatibility to the **Compatible Applications** description.

### **Miiverse Checksheet**

- Updated the instructions in **Application Data Set in Community**.

### **Nintendo 3DS Local Play Checksheet**

- Added a note to prompt the submission of ROM for confirmation of communication compatibility to the **Compatible Applications** description.

# 2015/02/23

## Changes

---

### Program Specifications Checksheet

- The CTR Guidelines document was renamed *3DS Guidelines*, so changes were made accordingly.
- Deleted the item for selecting unused buttons that used to open when you selected the **Buttons** check box in **3. Input Devices**.
- Added questions to Basic Information asking whether NNAs are used for verification in the application, and which of the features use NNAs this way.

### Update Data Checksheet

- Added Miiverse and NFP to the Categories.

### Sensors Checksheet

- The CTR Guidelines document was renamed *3DS Guidelines*, so changes were made accordingly.

### E-Commerce Checksheet

- Added an item to the Service Item Specifications for selecting the library used.

### NEX Checksheet

- Added an item to select whether a 2x or non-2x version of the NEX library is used for the Ranking feature.

### Independent Server Checksheet

- The CTR Guidelines document was renamed *3DS Guidelines*, so changes were made accordingly.
- Deleted the **Verification With NNA** section from **Basic Information** because the item was moved.

### Advertisements Checksheet

- **Use Content for Which Someone Else Has the Rights** was added to the Program Specifications Checksheet, and so **Consent of Copyright Holders** was deleted from this checksheet because it is no longer necessary.



# 2015/01/15

## Additions

---

### NFP Checksheet

## Changes

---

### Program Specifications Checksheet

- Noted the need to also enter information in the **7. UCG** field in the **System User Name** in Section **2 System Settings** when exchanging the system user name with other stations.
- Noted in the description of the **Circle Pad Pro** in Section **3 Input Devices** that the check boxes for the C Stick, ZL Button, and ZR Button must be selected if they are supported.
- In **System Fonts** under Section **6 Shared Resources**, added a note indicating that a check box must be selected if used in any of the scenes in the application.
- Added **amiibo** to the **Method** for **Mii nickname** in Section **6 Shared Resources**.
- Added a note to **Mii Data** in Section **6 Shared Resources** indicating that a check box must be selected if using an owner's Mii.
- Added Section **10 NFP**.

### Mii Data Checksheet

- Added "The owner's Mii" to "Mii Characters to Use."

### Data in Other Formats Checksheet

- Deleted the **SetScreenShotFlag** field in keeping with the deletion of the guidelines.

### Circle Pad Pro Checksheet

- Noted how to handle the data entry in the **Comments** area of the **Notes** section for cases where the application's design does not support the Circle Pad Pro but does support the C Stick.

### Independent Servers Checksheet

- Added a checklist to enter the information about the independent server connection target or DNS record.
- Changed the description in the **Association With the Server Environment** in **Basic Information** to make it clear that the service token is also covered.

# 2014/10/03

## Additions

---

### Miiverse Checksheet

## Changes

---

### Program Specifications Checksheet

- Added an item to Section **4 Communication Features** regarding Miiverse.
- Deleted the item regarding NNA (Nintendo Network Account) from Section **1 Basic Information**.
- Added new items about the verification of Mii nicknames to Section **6 Shared Resources** because there are now more ways to exchange the nicknames.
- Changed the name "Face library" to "CFL" to match the change in the Guidelines.
- Changed "FP library" to the correct term, which is "Friends library."
- Added to the instructions for "Exchange of UGC With Other Users" in Section **7 UGC**, requesting that this check box be selected even if UGC is exchanged only for system application Download Play.
- Restored the Verification Procedure field in Section **8 Library Applets** for verifying the compatibility with handhelds.

### Microphone Checksheet

- Deleted the item "Speaker Output During Microphone Use" because Section 2.10.3 Using the Microphone During Speaker Output the was deleted from *CTR Guidelines*.
- Deleted the item "Input Determination" because Section 2.10.1 Prohibited Ranges for Microphone Input Detection and Section 2.10.2 Guaranteed Microphone Input Range were deleted from *CTR Guidelines*.

### Friend Presence Checksheet

- Changed "FP library" to the correct term, which is "Friends library."

### SpotPass Checksheet

- Deleted the item "Interval for Distributing Notifications" because Section 6.14.2.1 Limits on the Frequency of Distribution was deleted from *CTR Guidelines*.

## Stereoscopic 3D Checksheet

- Deleted the item "Changes in Parallax" because Section 2.13.2.1 Support for Applying the 3D Depth Slider Value was deleted from *CTR Guidelines*.
- Deleted the check boxes for "Purpose" from the item "Use of the Get3DVolume Function" because Section 2.13.2.2 Caution When Adding Special Effects was deleted from *CTR Guidelines*.
- Deleted the field to enter details when Yes is selected for the item "Coordination With Stereoscopic Display Status" because Section 2.13.5.1 Prohibiting the Use of the Stereoscopic Display Permission State for Inappropriate Processing was deleted from *CTR Guidelines*.

## Update Data Checksheet

- Deleted "Desired Release Date" because it is no longer necessary to get it from the checksheet.
- In the description for Version Notation, noted that a version number must be displayed for patches and revised versions, and that the only time it was not necessary was when the e-manual was updated.

## Play Coins Checksheet

- Deleted the item "Number of Coins Used" because it has now a recommendation and not a requirement in the guidelines.

## Infrared Communication Checksheet

- Deleted the item "IR Device ID (in Hexadecimal)" because Section 2.14.4.1 General: Infrared Communication Between CTR Systems: Unique ID Settings was deleted from *CTR Guidelines*.
- Added instructions to "Baud Rate" for what to do if a 7.x series version of the SDK has been used.

## Save Data Checksheet

- Deleted the field for submitting a save data file for confirmation purposed from the item "File Region" because Section 3.2.1 Confirming Free Space was deleted from *CTR Guidelines*.

## Demo Checksheet

- In "Read This First," changed what to do when there are multiple scenes in which the same content can be verified. Previously, the instructions said to make entries for every scene. Now it says to make entries for three representative scenes.

## E-Commerce Checksheet

- Deleted the item relating to free downloadable content from "Basic Information."

## Independent Server Checksheet

- Added a field to "Basic Information" for entering whether the NNA is used for independent server authentication.

# 2014/06/04

## Changes

---

### Program Specifications Checksheet

- In Section **10 Nintendo-Approved Specifications**, in the section **URL and Advertisements Shown**, noted in the description that URLs excluded from the guidelines do not need to be mentioned.
- In the description for **E-commerce**, changed the instructions to say to select the check box if the application uses the e-commerce features (instead of the ECDK).
- In the description for **Revision of SaveDataFile**, added a part about what to do when neither save data nor extra data is necessary.
- In Section **8 Library Applets**, deleted the fields for entering how to check the applets and for save data.

### Nintendo 3DS Local Play Checksheet

- In the description for **Local Communications ID (hex)**, added a sentence about how to check for the local communications ID.
- In the description for **Number of Supported Players**, added an explanation about receive-only clients.
- To reduce misunderstanding about the phrase "receive-only clients" in the **Number of Supported Players** section, added the term "spectator" to the phrase.

### Nintendo 3DS Download Play Checksheet

- In the description for **Number of Supported Players**, added an explanation about receive-only clients.
- To reduce misunderstanding about the phrase "receive-only clients" in the **Number of Supported Players** section, added the term "spectator" to the phrase.
- Changed the term "download data" to "downloadable application" because the former term is not used the current manual.

### Independent Servers Checksheet

- Added a check box for whether there is a possibility that videos that are not rated for all ages will play.

## NEX (Network EXtensions Internet Communication) Checksheet

- Added entry fields for whether the feature for uploading data to the data store is being used to implement a way for sellers to collect Activity Logs and other information, and whether a feature has been implemented so users can stop these transmissions.
- Added a check box for whether there is a possibility that videos that are not rated for all ages will play.

## SpotPass Checksheet

- In the **Sent Items** section, changed "Activity Log" to "Activity Log and other purposely collected information," and added an entry field for whether a feature has been implemented so users can stop these transmissions.

## Friend Presence Checksheet

- In **Game Mode Description** section, the entry field for **Description Content** has been deleted because the restriction on message content has become a "recommended" item.

# 2014/01/15

## Changes

---

### Stereoscopic 3D Checksheet

- Noted that users should only select **Fixed** if their implementation falls under the exceptions in Section 13.2.3 Support for Applying the 3D Depth Slider Value in the CTR Guidelines.

### Advertisements Checksheet

- Mentioned the possibility of data being posted to a Miiverse community in the description for **Consent of Copyright Holders**.

### Program Specifications Checksheet

- Noted that save data being submitted should be created with SaveDataFiler in the description for **Save Data**.
- Removed ability to select **Yes** or **No** for the **Using SaveDataFiler** in Section **11 Data for Confirmation** to ensure that the submitted save data is exported from SaveDataFiler.
- Renamed **ECDK checksheet** to **E-Commerce checksheet**.
- Added **NNA (Nintendo Network Account) Support** due to the addition of NNA support to the system.

### Camera Checksheet

- Added **Basic Information** and **Things to Confirm When Using Miiverse Screenshots**.

### Extra Data Checksheet

- Added a description of what happens when a file on BOSS storage is added to the **Files** field under **Save Data Accessed**.

### UGC Checksheet

- The **Profanity Check** input field now appears when **System User Name** is selected under **Types**.

### ECDK Checksheet

- Renamed sheet title to **E-Commerce Checksheet**.
- Added a comment that developers should enter descriptions for all e-commerce items in the description under **Scenes**, and that it is acceptable to consolidate items used in the same way in the same scene.

## Independent Servers Checksheet

- Noted in the description for **Use of Special Libraries** that developers must specifically mention that they have received permission from Nintendo on the **Specifications Confirmation Checksheet**. Also added a field for entering the names of special libraries being used.

## NEX (Network EXtensions Internet Communication) Checksheet

- Noted in the description for **Use of Special Libraries** that developers must specifically mention that they have received permission from Nintendo on the Specifications Confirmation checksheet. Also added a field for entering the names of special libraries being used.
- Added that meta-binary data is not included to the descriptions for **Uploads**, **Downloads**, and **Total Volume of Communication Data** under **Data Store Specifications**.

## SpotPass Checksheet

- Added that meta-binary data is not included to the descriptions for **Uploads**, **Downloads**, and **Total Volume of Communication Data** under **Data Store Specifications**.
- Added a check item for whether the data being distributed includes commercial or user-generated content when **Data** is selected for **Received Items**.

## Update Data Checksheet

- Added **Browser Jump**, **Shop Jump**, and **Independent Server** to **Category** and renamed **ECDK** to **E-Commerce**.

## All Checksheets

- Noted that save data being submitted should be created with `SaveDataFiler` in the description for **Save Data**.

# 2013/10/11

## Changes

---

### Program Specifications Checksheet

- Added an item for indicating use of the jump to eShop feature to Section **1 Basic Information**.
- In Section **1 Basic Information**, changed the way the user enters the verification method after selecting the **HOME Menu Disabled icon** item.
- In the explanation of Using SaveDataFiler in Section **11 Data for Confirmation**, added a note to make sure that users use the same version of SaveDataFiler that comes with the SDK they used to make their application.

### Sensors Checksheet

- Added a note about use of features that use physical movement of the CTR system to the **Read This First** section.

### Microphone Checksheet

- Added more specific selections and explanations of when to choose each selection to the **Input Determination** section.
- Changed the **Threshold for Input Determination** section to reflect that users can now select how they set up their threshold values for microphone input determination.

### Independent Server Checksheet

- Added an item for indicating use of special libraries to **Basic Information**.
- Added more information to the explanation for Number of Supported Players in **Matchmaking Specifications**.
- In the explanation for Save Data in **Verification Procedure**, changed "submit save data for n + 1 systems" to just "submit save data for n systems" (where n is the maximum number of supported systems).

### NEX (Network EXtensions Internet Communication) Checksheet

- Added more information to the explanation of the Number of Supported Players section.
- In the explanation for Save Data in **Verification Procedure**, changed "submit save data for n + 1 systems" to just "submit save data for n systems" (where n is the maximum number of supported systems).
- Added to enter the the number"per principal ID" to the explanation for Number of Items of Data in the Game Server Specifications section in **Data Store Specifications**.



- Changed the units in the explanation for Storage Size in the Storage Server Specifications section in **Data Store Specifications** to "bytes/principal ID."

### **Nintendo 3DS Local Play Checksheet**

- Added an item for indicating the number of supported systems that can connect to the Wii U to the Compatible Applications section.
- Updated the selections and explanation of the selections in the Compatible Applications section so that the user can specify whether the application is compatible with CTR applications or Wii U applications.
- In the Compatible Applications section, the user now selects the number of players supported after selecting the type of compatible applications.
- Added more information to the explanation of the Number of Supported Players item in the Compatible Applications section.
- Removed unnecessary information from the explanation for the Save Data item in **Verification Procedure**.

### **Nintendo 3DS Download Play Checksheet**

- Added more information to the explanation of the Number of Supported Players item in the Post-Download Communication section.

### **Update Data Checksheet**

- Added a note that the user must select **Yes** for patches in the explanation for **Version Notation**.

### **Advertisement Checksheet**

- Added a section for entering whether the consent of the copyright holder is obtained regarding the possibility of copyrighted content being posted to the Web.

## **Deletions**

---

### **HOME Button Disabled Icon Checksheet**

# 2013/07/03

## Changes

---

### **Stereoscopic 3D Checksheet**

- Changed "Special Effects" to "Use of the Get3DVolume Function" and changed the content that needs to be entered to the purposes for which the `Get3DVolume` function is being used.

### **NEX (Network EXtensions Internet Communication) Checksheet**

- Deleted "P2P Data Exchange" because this item is no longer needed.
- Changed the units for the "Number of Items of Data" field to "number/principal ID" under "Data Store Specifications," "Game Server."

### **SpotPass Checksheet**

- Fixed a bug in which an error would always occur when either "Data Store Download" or "Data Store Upload" was selected in "Task Type."
- Changed the units for the "Number of Items of Data" field to "number/principal ID" under "Data Store Specifications," "Game Server."

### **Data in Other Formats Checksheet**

- Changed the value to be selected under "SetScreenshotFlag" to "None" when anything other than "Images (using ImageDB)" is selected for "Type."

### **Independent Server Checksheet**

Revised behavior so that multiple items of save data can be submitted when "Matchmaking" is selected under "Independent Server Communication Features."

# 2013/06/20

## Additions

---

- Application-Specific Errors Checksheet
- Independent Server Checksheet

## Changes

---

### All Checksheets

- Added a field to **Scene Details** to indicate the kind of scene the information is for.
- Changed the positions of the input fields used for save data to verify the scene and for the verification procedure.

### Program Specifications Checksheet

- Added a field for configuring the display of application-specific errors to 1. Basic Information.
- Added a note to the Friend Presence description in 4. Communication Features indicating that friend presence features implemented through a library other than the Friend Presence library are to be entered into the respective checksheets.
- Added an item to 4. Communication Features regarding independent servers.
- Noted in the description in 7. User-Generated Content (UGC) that the information needs to be entered when using an independent server as well.

### Update Data Checksheet

- Changed the content of **Update to Independent Server** and moved it to the Independent Server checksheet.
- Added a **General Issues Only** option to **Scene Details** so that leaving scene-related fields blank does not give an error when there were no fixes other than those for general issues.

### NEX (Network EXtensions Internet Communication) Checksheet

- Added an item regarding automatic matchmaking to **Matchmaking Specifications**.
- Added an item about the game server specifications to **Data Store Specifications**.
- Changed the values for both uploads and downloads to content that is entered in **Data Store Specifications > Storage Server Specifications > Number of Requests**.
- Changed the **Extent of Disclosure (Publication)** section under **Data Store Specifications** to **Description of Extent of Disclosure (Publication)** and changed whether the description is in the manual or the application to an item to be entered.
- Deleted the **Access to Expired Data** section of **Data Store Specifications** in keeping with changes in the guidelines.

- Moved the content of **Use of Independent Server** to the Independent Server checksheet.
- Moved the content of **Method for Displaying Errors** to the Application-Specific Errors Checksheet.

### SpotPass Checksheet

- Added content regarding DataStore download and upload tasks throughout.
- Deleted **Tasks** and changed how the tool is organized.
- Added a field regarding items to send.
- Changed **Link to Data Store** to **Data Store Specifications**.
- Added an item about the game server specifications to **Data Store Specifications**.
- Changed the values for both uploads and downloads to content that is entered in **Data Store Specifications > Storage Server Specifications > Number of Requests**.
- Added an item describing the **Extent of Data Disclosure (Publication)** to the **Data Store Specifications** section.
- Deleted the **Access to Expired Data** section of **Data Store Specifications** in keeping with changes in the guidelines.
- Moved the content of **Method for Displaying Errors** to the Application-Specific Errors Checksheet.

### Friend Presence Checksheet

- Moved the **Join-In Feature** item to **Supported Features** under **Scenario** and added a field for entering information about its specifications.
- Moved the **Friend Registration Feature** item **Supported Features** under **Scenario** and added a field for entering information about its specifications.
- Deleted **Creating Game Mode Description** because it duplicated the content of the UGC Checksheet.
- Moved the content of **Method for Displaying Errors** to the Application-Specific Errors Checksheet.

### Mii Data Checksheet

- Added an item about using additional information.

### UGC Checksheet

- Deleted **Pages with Precautions** in keeping with changes in the guidelines.
- Deleted the **Notices Page** in keeping with changes in the guidelines.
- Moved the content of **COPPA Compliance** to the Independent Server checksheet.

# 2013/05/23

## Additions

---

- Demo Checksheet
- Version Notation Checksheet
- Advertisement Checksheet

## Changes

---

### CheckSheetEditor.exe

- Checksheet Editor now hides items that can't be edited rather than greying them out.
- The title bar now displays the product information.
- Added an option for automatically filling in the product information when a CST file is opened.
- Added an option to automatically load the last CST file you were editing when you launch Checksheet Editor.

### Checksheet Editor User's Manual

- Added descriptions of the new CheckSheet Editor features.

### RevisionHistory.pdf

- Revised formatting.

### All Checksheets

- Revised the **Important Information** section at the beginning of each checksheet as well as the instructions for the individual checksheet items.
- Added criteria for helping developers determine how many scenes to enter details for to the **Important Information** section at the beginning of each checksheet.
- Added the **Item** option and changed that you only need to fill out the verification method if the another scene information where the specification can be verified is the same as the one in the currently selected Item.
- Combined the **Verification Procedure** and **Save Data for Confirmation** items.
- The criteria for submitting save data for items was whether it takes 5 minutes or more to verify the specification, but changed that it is 10 minutes.

### Program Specifications Checksheet

- Moved the **Demo Specifications** item in 1. Basic Information to the new Demos checksheet.
- Moved the URL/Advertisements Shown items in 10. Nintendo-Approved Specifications to the new Advertisements checksheet.

## Update Data Checksheet

- Moved the **Version Notation** item to the new Version Notation checksheet.
- Removed the item for describing communication feature verification methods when you select **Yes** for **Update Required** because these details are included in the checksheets for corresponding communication features.
- Removed the **Type** item, and moved the **General Fix** items to **Basic Information**.

## Revisions Checksheet

- Combined the **Issues** and **Improvements** items.

## NEX (Network EXtensions Internet Communication) Checksheet

- Added the Extent of Disclosure (Publication) item to the "Data Store Specifications" section.
- Removed the "Search functions", "Batch processing functions", and "Automatic Disconnection Feature" from the Data Store Specifications section due to changes in the guidelines.

## Nintendo 3DS Download Play Checksheet

- Deleted the "Using the NEX Library" section in line with the revision of the Guidelines.

## StreetPass Checksheet

- Removed the **Kinds of Data Registered to the Outbox**.

## ECDK Checksheet

- Added a field for describing how e-commerce items are used during wireless play in the "How to Use the E-Commerce Item" if you select "Yes" for "Distribution Feature" under "Downloadable Content Specifications".

## Save Data Checksheet

- Added "Same application, other format" to the selections for Saved Data Accessed.

## SpotPass Checksheet

- Added the same items as the content in the "Data Store Specifications" section in the NEX checksheet to the "Link to Data Store" section.

## Extra Data Checksheet

- Added examples of when to select each option to the instructions for the "Access target."

## Mii Data Checksheet

- Added an item regarding use of system fonts.

## Blocked-User List Checksheet

- Changed "Creator Name" in the "Creating Applicable UGC" section to "Creator Information," and added other options to select.

**Specification Confirmation Checksheet**

- Changed "Discussion Items" to "Discussion Points," and changed the instructions to tell the user to describe what topics they discussed with Nintendo.
- Changed "Discussion Results" to "Reason for Approval," and changed the instructions to tell the user to describe Nintendo's reasons for approving the request.

# 2013/04/19

## Changes

---

### Program Specifications Checksheet

- When selecting Chinese among **Supported Languages** in Section 1 Basic Information, there is now a distinction between Simplified and Traditional Chinese characters.
- In the description in Section 11 Data for Confirmation, deleted the instruction to submit save data that was created with the patch applied.
- In Section 11 Data for Confirmation, added a section for entering whether the save data for submission was created using SaveDataFiler.

### Updated Data Checksheet

- In the opening precaution, deleted the instruction to submit save data that was created with the patch applied.
- Revised the description in the **Notation** to talk about entering the version to display, and changed it so all versions are entered.

### NEX (Network EXtensions Internet Communication) Checksheet

- In the choices for **Server to Use**, changed **Storage server** to read **Game server + Storage server**.
- In the Data Store Specifications, changed the description of the Storage Server Specifications to say to enter the value from the Lotcheck submission, not the value that was entered in OMAS.

### Nintendo 3DS Local Play Checksheet

- In the description of **Communication Partners**, added the instruction to mark both Friends and Strangers if the communication is conducted with everyone.
- Deleted the **Using the NEX Library** section in line with the revision of the Guidelines.

### Nintendo 3DS Download Play Checksheet

- In the description of **Communication Partners**, added the instruction to select both Friends and Strangers if the communication is conducted with everyone.

### StreetPass Checksheet

- In the description of **Communication Partners**, added the instruction to select both Friends and Strangers if the communication is conducted with everyone.

### SpotPass Checksheet

- In the description of the **Execution Interval**, added the instruction to enter the time in units of seconds.



**ECDK Checksheet**

- Added an item for entering the catalog ID on IMAS corresponding to the add-on content submitted.

**Save Data Checksheet**

- Revised the description when **Yes** is selected for Creation of Save Data to submit save data with all files in the created archive.
- Added a section for the **Access Target**, and a section for entering the product code for the application to be accessed.

**UGC Checksheet**

- Added the choice **Not Supported** to the selections for the **Profanity Check** in order to support the items listed in the **Exceptions** in the guidelines.

# 2013/03/25

## Changes

---

### Program Specifications Checksheet

- In section 1 Basic Information, changed “Submission Count” to “Submission Category” and changed the selections to “Initial Version” and “Revised Version.”  
Changed the instructions for “Save Data” in section 5 Data to select the check box if the application accesses save data.

### Update Data Checksheet

- Added an item for content released simultaneously with patches.

### Revisions Checksheet

- Added a note to the top of the checksheet stating that if the prior submission was to precheck, then it is acceptable to describe only revisions made to resolve the issues noted by Lotcheck.

### Nintendo 3DS Download Play Checksheet

- In the “Master/Client” selections, changed “Application is master; client can be child device data and application” to “Client can be child device data and application” and revised descriptions.

### SpotPass Checksheet

- Added an item to describe whether an NBDL task is being used as a download task or an upload task.

### Save Data Checksheet

- Changed overall description to instruct developers to describe situations in which the application accesses save data.  
Added an item relating to what content is accessed.

### Mii Data Checksheet

- Added “Mii characters embedded in the application using CFLStoreData” to the choices under “Mii Characters to Use.”

### UGC Checksheet

- Renamed “Precautions in the Operations Manual” to “Precautions Page,” and instructed developers to note the page numbers in the manual.
- Renamed “Notices in the Operations Manual” to “Notices Page,” and instructed developers to note the page numbers in the manual.
- Under “Measures Against Offensive Users,” changed description to instruct developers to describe all measures taken if “Yes” is selected.

# 2013/02/07

## Changes

---

### Program Specifications Checksheet

- Added a field for entering the developer of the original title when "Virtual Console" is selected as the category under "1. Basic Information."
- Added instruction to the "Submission Count" field under "1. Basic Information" to select the number of times master ROM data has been submitted to Lotcheck, not including the number of precheck submissions.

### Update Data Checksheet

- Changed the content to have the details submitted as a separate document when "General Fix" is selected for "Type."
- Added an item for entering whether there is a means of preventing connections to the production server during Lotcheck inspection if making corrections or updates to an independent server when update data are released.

### NEX (Network EXtensions Internet Communication) Checksheet

- Changed the name of "Community Feature" to "Persistent Gathering."
- Changed the content to have a selection made for whether a storage server or game server is used if "Data Store" is selected for "Communication Feature." If Storage Server is selected, the "Maximum Data Size," "Storage Size," "Request Count," and "Total Volume of Communication Data" should be filled in.

### 3DS Local Play

- Added "Wii U applications" as a choice for "Compatible Applications."

### StreetPass Checksheet

- Deleted the "Maximum Number of Items Saved in the Outbox."

### Save Data Checksheet

- Added an indication that save data created during normal play should be submitted if save data is created.
- Added an item for entering whether there is a means other than displaying a message to indicate that save data is being written.

### Play Coins Checksheet

- Added an indication to the description of "Number of Coins Used" that the largest number should be entered if the number of Play Coins that can be used varies.

**UGC Checksheet**

- Added an item for filling in where the precautions about UGC exchanges are listed in the Operations Manual.
- Added an item for filling in where the notification about UGC exchanges is located in the Operations Manual.
- Changed the choices for "Redistribution" to "No" and "Yes."
- Changed program so that "Modifications" is to be filled in if "Yes" is selected for "Redistribution."
- Deleted the "Save Received UGC" and "Procedure to Verify Received UGC" items and added an item for identifying senders due to a wording change in the guidelines.

# 2012/12/21

## Additions

---

- Update Data Checksheet
- Revisions Checksheet

## Changes

---

### CheckSheetEditor.exe

- Added a button that automatically orders items by number.
- Added a feature that automatically orders items by number when you change tabs.

### Program Specification Checksheet

- Reorganized the items in **Category** in "1. Basic Information," and added items about the application's update category and the number of times submitted.
- Removed the **Patch** selection from **Category** under "1. Basic Information" and added **Update Data** as a selection for **Update Category**. Also added **Virtual Console** as a selection.
- Added an item for selecting whether the demo uses any songs under copyright by any music rights organizations for when **Demo** under **Category** in "1. Basic Information" is selected.
- Added specific examples to the description for Game Card Access under Section 1. Basic Information.
- Removed Patch under Section 1. Basic Information, and added item about the update verification sequence.
- Revised the instructions in the **Friend Presence** section in "4. Communication Features" to instruct the user to select the check box if the application uses the FP library.
- In "9. Middleware," added check boxes for indicating use of ATOK and mobiclip.

### Game Card Access Checksheet

- Added 3DS to Applications to be Accessed list.

### Microphone Checksheet

- Revised microphone Threshold for Input Determination to prompt user to select whether the application uses a threshold or special processing.

### NEX (Network EXtensions Internet Communication) Checksheet

- Under Basic Information, changed Game ID to Game Server ID.
- In the description for when selecting "Yes" for Use of Independent Server, added option of specifying domain name instead of IP address.

**SpotPass Checksheet**

- In the description of the Interval for Distributing Notifications, added mention of unit of time for the interval.

**Extra Data Checksheet**

- Removed mention of overseas versions from description of Compatible Applications for Archive Creation, since it is not possible to launch an application from a different region than the system's region.

**UGC Checksheet**

- Added Other to the Method list (methods used to exchange UGC).

**Deletions**

---

- Patch Checksheet

# 2012/11/05

## Changes

---

### Program Specifications Checksheet

- In "Demos" in "1. Basic Information," changed "procedure for verifying ending demo screen" to "procedure for verifying promotion screen."
- In "Game Card Access" in "1. Basic Information," revised the description to include instructions for applications other than just downloadable applications.
- In "Patches" in "1. Basic Information," added that Nintendo cannot begin the Lotcheck inspection if the details contained in the checksheet are inadequate because the inspection items are determined based entirely on the details provided.
- In "Mii Data" in "6. Shared Resources," added that a Mii Data checksheet should be submitted if the application utilizes the Mii Face Library.
- Deleted "Images of the CTR System" in "10. Nintendo-Approved Specifications."
- In "10. Nintendo-Approved Specifications," combined the fields for selecting whether the details of the discussion are provided in a checksheet or in a separate document into a single field.
- In the "Specifications Confirmation" description in "10. Nintendo-Approved Specifications," added that a document must also be submitted with dual format titles for which there are differences between the package version and downloadable version.
- In "Rollback Prevention" in "11. Data for Confirmation," revised the description to include instructions for applications other than just downloadable applications.

### Game Card Access Checksheet

- Revised the description to include instructions for applications other than just downloadable applications.

### Patch Checksheet

- In the warning note at the beginning of the checksheet, added that Nintendo cannot begin the Lotcheck inspection if the details contained in the checksheet are inadequate because the inspection items are determined based entirely on the details provided.
- Added fields for entering details about changes due to patches, and deleted "Changes Due to Patch Application."
- Moved the field for entering the procedure for verifying the update confirmation sequence to "Basic Information."

### NEX (Network EXtensions Internet Communication) Checksheet

- Changed the communication partner selections to check boxes.

**Nintendo 3DS Local Play Checksheet**

- Changed the communication partner selections to check boxes.

**Nintendo 3DS Download Play Checksheet**

- Changed the communication partner selections to check boxes.

**StreetPass Checksheet**

- Changed the communication partner selections to check boxes.

**Mii Data Checksheet**

- Added "Default Mii" to the "Mii Characters to Use" selections.

**Specifications Confirmation Checksheet**

- In the warning at the beginning of the checksheet, added that when distributing a dual format title for which there are differences between the behavior of the package application and the downloadable application, an overview of the differences and a procedure for verifying them should also be entered.
- Changed the name for the items from "Guidelines" to "Items Discussed."



# 2012/09/14

## Additions

---

- AboutCheckSheetEditor.txt
- Specification Confirmation Checksheet

## Changes

---

### Readme.txt

- Changed the content to information about the package rather than about Checksheet Editor.

### Program Specifications Checksheet

- Deleted E-Manual section of 1. Basic Information because this can be detected with Master Editor.
- Revised the QR Code version information in 9. Middleware to indicate that it is the library version rather than the QR Code version that should be entered.
- Added an item about LC fonts in 9. Middleware.
- Changed the Specially Approved Specifications section in 10. Nintendo-Approved Specifications to Specification Confirmation and changed the content.

### ECDK Checksheet

- Added an item about the sale of free add-on content.
- Made the deletion feature in the add-on content specifications a Yes/No selectable item because the guideline has become a recommendation.

### SpotPass Checksheet

- Changed the expression for the Type of immediate execution feature in Tasks from Periodic Execution Task to Periodic Execution NADL Task.
- Added an item to Tasks about the linkage with data stores.

### Save Data Checksheet

- Added an indication in the notes at the beginning that it is necessary to enter situations where all files in the archive would be accessed.
- Changed the "Files" entry field into a list.

### Extra Data Checksheet

- Added an indication in the notes at the beginning that it is necessary to enter situations where all files in the archive would be accessed.
- Changed the "Files" entry field into a list.

## Deletions

---

### **Specially Approved Specifications Checksheet**

- Integrated into the Specifications Confirmation Checksheet.

# 2012/08/10

## Changes

---

### All checksheets

- Revised the cautions content at the beginning.

### Program Specifications

- Added “Patch” and “Add-on Content” to the “Types” for “1. Basic Information.”
- Changed so that user is directed to fill in the UGC Checksheet when “Web Release” is checked in “7. UGC.” Also, added a “URL” item and deleted the “Read UGC-only Release” and “User Support” items.
- Added a “Rollback Prevention Feature” to “11. Data for Verification.”

### Game Card Access Checksheet

- Added an item to select the platform to “Targeted Applications.”
- Changed the “Card Access” structure.

### Camera Checksheet

- Added to contact Nintendo when using the SOLARIZE effect in the description of “Effect Settings.”

### NEX (Network Extensions Internet Communication) Checksheet

- Changed the structure of “Communication Content” and “Data Transmission.”
- Deleted the item to select whether a partner can be specified in advance with “Communication Partner.”

### Nintendo 3DS Local Play Checksheet

- Deleted the item to select whether a partner can be specified in advance with “Communication Partner.”

### Nintendo 3DS Download Play Checksheet

- Changed the structure of “Communication after reception.”
- Deleted the item to select whether a partner can be specified in advance with “Communication Partner.”

### StreetPass Checksheet

- Changed the structure of “Communication Partner.”

### SpotPass Checksheet

- Changed the structure of “Immediate Execution Feature” in “Task Features.”

**Friend Presence Checksheet**

- Changed the structure of the “Join Feature” in “Booting from the Friends List.”

**ECDK Checksheet**

- Added an item regarding “Service Items,” and changed the overall structure.
- Moved the selection for whether the data title is an official release from “Type of Rights” to “Basic Information.”

**Save Data Checksheet**

- Moved the “Rollback Prevention Feature” in “Basic Information” to Program Specifications.

**Mii Data Checksheet**

- Deleted “Default Mii” from “Used Mii”, and changed “Other Mii Characters” to “Mii characters other than the above.”

**UGC Checklist**

- Changed the item name of “Support for UGC received in the past” to “Measures for users that were made uncomfortable.”
- Added a “Modifications” item.
- Added “not supported” to the “Secondary Distribution” item, and added a “Permission Method” item.
- Added an “Exchange ON/OFF” item and a “User Support” item.

# 2012/06/27

## Changes

---

### **CheckSheetEditor.exe**

- See `AboutCheckSheetEditor.txt`.

### **Checksheet Editor User's Manual**

- Revised to reflect new content.

### **All checksheets**

- Revised warning note at the beginning of checksheets.
- Made Item Number visible in "Scene."
- Included international versions of this application to the compatible applications other than this application in the "Compatible Applications" description.

### **Program Specifications Checksheet**

- Made a new section "11. Confirmation Data" with the Confirmation Data section from "5. Data."

### **Nintendo 3DS Download Play Checksheet**

- Revised the text in the description of and choices for "Type of Master/Client."

### **StreetPass Checksheet**

- Changed the "Registration" and "Scene" titles in "Basic Information" to "StreetPass Registration Scenes" and "How to Register for StreetPass."
- Removed the "Save Data for Confirmation" and "Notes" fields from "Basic Information."

### **SpotPass Checksheet**

- Added the "Receivable Items" field to "Basic Information."

### **Extra Data Checksheet**

- Removed the "Expanded Save Data ID" field.

### **UGC Checklist**

- Removed the note regarding "System User Names" from the "Profanity Check" description.

# 2012/05/23

## Changes

---

### **ReadSubmissionSheet.py**

- Updated.

### **CheckSheetEditor.exe**

- See `AboutCheckSheetEditor.txt`.

### **Program Specifications**

- Added instruction to create all save data for submission using the patched version at the top of the checksheet and in "1. Basic Information," under Patch.

### **Patch Checksheet**

- Added instruction to create all save data for submission using the patched version at the top of the checksheet.

### **NEX (Network EXtensions Internet Communication) Checksheet**

- Under Communicated Data > Data Store, added fields to enter search functions and batch-operation functions.

### **ECDK Checksheet**

- Deleted "Confirm offline" from "Permanent ticket."

### **Save Data Checksheet**

- Added Rollback Prevention section to "Basic Information."

# 2012/04/24

## Additions

---

- Patch Checksheet

## Changes

---

### Program Specifications

- Added following sections to “1. Basic Information:” Type, Internet Browser, and Patch. Renamed “Scenarios That Don’t Transition to Sleep Mode.”
- Under “4. Communication Features,” changed description of Infrared Communication to indicate that submission is not required if it is only used for Circle Pad Pro.
- Renamed following titles in “7. User-Generated Content (UGC):” Exchange with Other Users; Support for the blocked-user list; and Posted on the Web.

### NEX (Network EXtensions Internet Communication) Checksheet

- Added “Other” choice to Communication Partners.
- Infrared Communication Checksheet
- Indicated that it is not necessary to fill in this field for Circle Pad Pro.

### Save Data Checksheet

- Changed term “create save data” to “write save data.”

### Extra Data Checksheet

- Added “local contextual banner” section.

### UGC Checksheet

- Changed selections under “Save Received UGC.”

# 2012/03/29a

## Additions

---

- Language.xml
- TemplateTranslationDefs.xml

## Changes

---

### CheckSheetEditor.exe

- See `AboutCheckSheetEditor.txt`.

### Checksheet Editor User's Manual

- Made revisions in line with content from the major update of the editor.

### All Checksheets

- Changed "scenes that ..." and "Steps Required to ..." to "scenes" and "Verification Procedures."

### Program Specifications

- Deleted supported languages for "e-manuals" in "1. Basic Information."
- Changed "left blank" in "3. Input Devices" to a check box.
- Added that approval is required even if system images from "Nintendo 3DS materials" are used in the description for "Images of the CTR System" in "10. Nintendo-Approved Specifications."

### Stereoscopic 3D Checksheet

- Added fields so that whether special effects are added to the 3D depth slider can be input.

### NEX (Network EXtensions Internet Communication) Checksheet

- Deleted "Privacy Filter" in "Matchmaking" of the "Communicated Data."
- Added items related to "Common Usage Data" in "Ranking" of "Communicated Data."

### StreetPass Checksheet

- Deleted the "StreetPass ID" and "Communication Format" items.
- Deleted "0" from the "Maximum Number of Items Saved in the Outbox" selection.

### Data in Other Formats Checksheet

- Added an item to enter a reason why the `SetScreenshotFlag` value is set to FALSE.

### UGC Checksheet

- Integrated the selections for the "CTR-SDK" "Profanity Check" into the "CTR-SDK Pattern Lists."



- Added a field to enter the scene where UGC is created.
- Blocked-User List Checksheet
- Deleted "Implementation Query."

## Deletions

---

### **Language.ini**

- Merged into Language.xml.

# 2012/02/10

## Additions

---

- ECDK Checksheet

## Changes

---

### Program Specifications

- Added Chinese and Korean to "Supported Languages" in "1. Basic Information."
- Added the "Disclose reviewed UGC only" item to "Release on the Web" in 7. UGC.

### NEX (Network EXTensions Internet Communication) Checksheet

- Deleted the Overview field from "Using Special Libraries and Functions."
- Changed data size unit for Data Stores. Also changed all items in the process to access expired data. Also deleted items related to overlapping evaluation limitations.
- Changed all "Error Display Methods" items.

### StreetPass Checksheet

- Deleted "Send Count" and "Transmission Count."

### SpotPass Checksheet

- Added the "Immediate Execution Feature" selection item in "Task Features."

### Friend Presence Checksheet

- Moved "Compatible Applications" to "Merge Features."
- Added "Friend Registration Feature" to "Basic Information."

### Mii Data Checksheet

- Added the "Mii to use" selection item.
- Added "Send Mii."

## Deletions

---

- StreetPass Box Title Checksheet
- Extra Data Title Checksheet (Japan)
- Extra Data Title Checksheet (North America)
- Extra Data Title Checksheet (Europe)

# 2011/12/22

## Additions

---

- UGC Checksheet
- Specially Approved Specifications Checksheet

## Changes

---

### CheckSheetEditor.exe

- See `AboutCheckSheetEditor.txt`.

### Program Specifications

- Deleted "Independent Sound Settings" item from "1. Basic Information."
- Added "ECDK" item to "4. Communication Features."
- Deleted "Exchanging with Other Users" item from "7. UGC," noting instead that this is added to the UGC Checksheet. Also moved item about consulting with regard to Blocked-User List support to the Blocked-User List Checksheet, and moved "Handling Rich UGC Received in the Past" to the UGC Checksheet.
- Added item to "10-Nintendo-Approved Specifications" for choosing whether to submit Checksheets or Separate Materials. Under "Images of the CTR System," also added field to enter name of approving department when selecting "Reviewed."

### Sensors Checksheet

- Revised "Types" description.

### Circle Pad Pro Checksheet

- Added item describing steps up to using the Circle Pad Pro calibration applet.

### Friend Presence Checksheet

- Added "Compatible Applications" item.

### Blocked-User List Checksheet

- Added "Implementation Queries" item.

# 2011/11/11

## Changes

---

### CheckSheetEditor.exe

- See `AboutCheckSheetEditor.txt`.

### Program Specifications

- Added field for entering supported languages under "1. Basic Information" > "E-Manual."
- Under "7. UGC," renamed title "Use in Communication" to "Exchange with Other Users." Also deleted Notes section.

### NEX (Network EXTensions Internet Communication) Checksheet

- Added "Register as Friend in Application" to "Basic Information."
- Added the following items to "Matchmaking:" "Community Feature;" "Matchmaking Blacklist;" and "Privacy Filter."
- Renamed title "Ranking" > "Limiting Access to Avoid Overuse." Also added the following items: "Use of Card ID" and "Ranking Update Actions."
- Renamed title of "Storage," and added following items: "Data Size;" "Change from Different Save File;" "Action for Expired Data;" and "Multiple Ratings Restricted."

### StreetPass Checksheet

- Changed the title of "Send Count Restriction" and "Propagation Count Restriction."

### SpotPass Checksheet

- Changed the terms "download task" and "task" to "NADL task."
- Added "Feature to Halt Data Reception" and "Data Size" to "Basic Information."
- Added field to specify type of immediate execution task to "Immediate Execution."

### Friend Presence Checksheet

- Added "Join-In Feature" to "Basic Information."
- Changed title of "Overview of Game Mode Descriptions Set in Presence Information."
- Added "Update Restriction."

### Text (UGC) Checksheet

- Changed the title of the communication method.
- Removed "keyword" and "text created by arranging characters" from "Type."
- Moved "Secondary Distribution," and added "Modifications."

- Removed "Specifications after Sending," and created item enabling selection of the UGC creator name that is displayed.

### **Image (UGC) Checksheet**

- Changed the title of the communication method.
- Moved "Secondary Distribution," and added "Modifications."
- Added "Save Received Images."

### **Photos (UGC) Checksheet**

- Changed the title of the communication method.
- Added "Modifications" to "Secondary Distribution."
- Added "Save Received Photos."

### **Movies (UGC) Checksheet**

- Changed the title of the communication method.
- Added "Modifications" to "Secondary Distribution."
- Added "Save Received Movies."

### **Audio (UGC) Checksheet**

- Changed the title of the communication method.
- Added "Modifications" to "Secondary Distribution."
- Added "Save Received Audio."

# 2011/10/21

## Additions

---

- System User Name Checksheet
- Circle Pad Pro Checksheet
- Sensors Checksheet
- Data in Other Formats Checksheet
- Photos (UGC) Checksheet
- Movies (UGC) Checksheet
- Audio (UGC) Checksheet

## Changes

---

### Program Specifications

- Changed "User Name" in "2. System Settings Information" so that information is now entered in a separate checksheet.
- Changed "Sensors" in "3. Input Devices" so that information is now entered in a separate checksheet. Added a section for the Circle Pad Pro.
- Under "4. Communication Features," renamed titles "Infrastructure Communication" and "UDS Communication."
- Under "5. Data," changed "Data in Other Formats" so that information is now entered in a separate checksheet.
- Added the following items to "Used for Communication" in "7. UGC:" Photos, Movies, Audio, Mii, System User Name, and Handling Rich UGC Received in the Past. Added "User Support" to "Posted on the Web."
- Added "IMPORTANT" text to "Images of the CTR System" in "10. Nintendo-Approved Specifications."

### Camera Checksheet

- Added "Other" to "How Cameras Are Used."

### Infrastructure Communication Checksheet

- Renamed the checksheet to "NEX (Network EXtensions Internet Communication)."  
Added "Specifying Communication Partners."

### UDS Communication Checksheet

- Renamed the checksheet to "Nintendo 3DS Local Play."
- Added "Communication Partners."

**Nintendo 3DS Download Play Checksheet**

- Added "Communication Partners" to "Post-Download Communication."

**StreetPass Checksheet**

- Renamed title "Maximum Number Registerable" to "Maximum Number of Saved Items." Added a field for entering the number of items that are saved when "Multiple" is selected.
- Added "Specifying Communication Partners."

**Text (UGC) Checksheet**

- Explained at the top of the checksheet that a distinction is made between text and both the CTR system's User Name and a Mii character's nickname.
- Revised titles to match guideline revisions.
- Added "Type" and "Redistribution" for rich UGC.

**Image (UGC) Checksheet**

- Revised titles to match guideline revisions.
- Added "Type" and "Redistribution" for rich UGC.

**Blocked-User List Checksheet**

- Revised titles to match guideline revisions.

# 2011/09/08

## Changes

---

### Program Specifications

- Revised the explanation for "Software Reset" under "1. Basic Information" to make it easier to understand that the check box should be selected when the CTR software reset command (L Button + R Button + START) is supported. Also mentioned that the check box should be selected for Virtual Console titles that support a reset command.
- Noted that "HOME Button Disabled Icon" under "1. Basic Information" does not apply while a library applet is being launched.
- Changed "Support for the blocked-user list" under "7. UGC" so that it is clear whether Nintendo was contacted about an implementation.

### Infrastructure Communication Checksheet

- In both the note at the beginning and the description of "Communicated Data," mentioned that separate items are required when there is more than one under "Communicated Data."
- Renamed title "Wireless Features" to "Use of Infrastructure Communication."
- Renamed title "Nintendo-Approved Libraries" to "Use of Special Libraries and Functions."

### Nintendo 3DS Download Play Checksheet

- Under Post-Download Communication added a text field to "Type of Master/Client" for entering the procedure by which an application takes on the role of a client when "Application as client" is selected.

### Mii Data Checksheet

- Renamed title "Using Friends' Mii Characters" to "Mii Characters In Use." Also changed the selection for Mii characters to three items.



# 2011/08/18

## Changes

---

### **Blocked-User List Checksheet**

- Fixed bug where there was no radio button for enabling or disabling on "Save Data for Confirmation."

# 2011/08/05

## Additions

---

- HOME Button Disabled Icon Checksheet
- Blocked-User List Checksheet

## Changes

---

### Program Specifications

- Changed the section titled Words in Use, in “1. Basic Information,” to Corresponding Words, and revised the description such that words are denoted that are corresponding within the applications.
- Moved “4. Options,” to fall under “1. Basic Information,” and changed the display order of sections.
- Changed Scenes That Don't Transition to Sleep Mode within “1. Basic Information.”
- Added a section on Use of the System Core to “1. Basic Information.”
- Added a section on Support for the Blocked-User List under Use with Communications in “7. UGC.”

### Game Card Access Checksheet

- Revised the term “Initial Code” to “product code.”

### Microphone Checksheet

- Under Microphone Gain, revised it such that when "Configurable option within the application" is selected, the value set by default will be entered.

### Infrastructure Communication Checksheet

- Added a section for Stopping/Cancelling Stops for NDM.
- Revised the term “game code” to “product code.”

### UDS Communication Checksheet

- Added a section, Use of the NEX Library.
- Revised the term “game code” to “product code.”

### Nintendo 3DS Download Play Checksheet

- Added a section, Use of the NEX Library.
- Revised the term “game code” to “product code.”

### Infrared Communication Checksheet

- Under Compatible Applications, separated the Other Applications/IR Devices section into the following two sections: Other Applications and IR Devices.

**StreetPass Checksheet**

- Changed the displayed order of the Basic Information.
- Changed the term “Initial Code” to “product code.”

**StreetPass Box Checksheet**

- Added an Overview section to clarify distinction between parent and child sheets.

**SpotPass Checksheet**

- Added the Method for Displaying Errors section.

**Presence Information Checksheet**

- Added the Error Display Method section.
- Added a section for Stopping/Canceling Stops for NDM.
- Revised the term “application information” to “game mode description.”

**Save Data Checksheet**

- Deleted Duplication via Nintendo Libraries and Application-specific Duplication.

**Extra Data Checksheet**

- Revised the term “Initial Code” to “product code.”

**Text (UGC) Checksheet**

- Added an Other section and a field for entering an overview.

**Image (UGC) Checksheet**

- Added an Other section and a field for entering an overview.

# 2011/05/25

## Changes

---

### **CheckSheetEditor.exe**

- See `AboutCheckSheetEditor.txt`.

### **Program Specifications**

- Added a section on Confirmation Data to “6. Data.”
- Changed Types, in Data in Other Formats, to Access Functions, and changed Images to ImageDB, Audio to SoundIO. Also deleted Access Method and added Saving Screenshots section.

### **Infrared Communication Checksheet**

- Added Baud Rate section.

# 2011/04/18

## Changes

---

### **CheckSheetEditor.exe**

- See `AboutCheckSheetEditor.txt`.

### **Program Specifications**

- Changed the title of General Format Data to Data in Other Formats. Added Other to Types. Added Access Method section. Changed title Access to Access Content.

### **Infrastructure Communication Checksheet**

- Added following sections: Wireless Features, Use of Nintendo-approved Libraries, and Auto-login Features.

### **Infrared Communication Checksheet**

- Added the IR Device ID section.
- Changed Compatible Applications > Other Applications to Other Applications/IR Devices

### **SpotPass Checksheet**

- Added sections on Feature to Stop Receiving Notifications and Interval for Distributing Notifications.

# 2011/03/07

## Changes

---

### **CheckSheetEditor.exe**

- See `AboutCheckSheetEditor.txt`.

### **Program Specifications**

- Changed the title of “10. Specifications Not Compliant with Guidelines” to “10. Nintendo-Approved Specifications.” In addition, moved Images of the CTR System and added URL/Advertisements Shown. Changed title Implementation of Non-Compliant Specifications to Specially Approved Specifications.

### **Nintendo 3DS Download Play Checksheet**

- Added a field to Independent Play for entering the maximum number of connected devices.
- Renamed the Type of Master/Client check box.

### **StreetPass Checksheet**

- Added fields for Maximum Number of Registerable and Kinds of Data Registered to the Outbox.

### **Save Data Checksheet**

- Added an additional item(s) to fill in when Variable is selected for File Region and when Yes is selected for Bound to Unique System ID.

# 2011/02/09

## Additions

---

- Nintendo 3DS Download Play Checksheet

## Changes

---

### **CheckSheetEditor.exe**

- See `AboutCheckSheetEditor.txt`.

### **Checksheet Editor User's Manual**

- Added that not only the submitted version, but the remastered version needs to be entered.

### **Program Specifications**

- Removed Title Information.
- Combined checksheets for all regions for Nintendo 3DS Download Play.

### **Camera Checksheet**

- Added Effect Settings.
- Changed How the Camera Is Used.

### **Stereoscopic 3D Checksheet**

- Added Creation of Stereoscopic 3D Content.

### **Infrastructure Communication Checksheet**

- Changed the titles of Game ID and Access Key.
- Reverted the description and information entered in Number of Supported Players to previous version.

### **UDS Communication Checksheet**

- Changed the title of Local Communication ID.

### **StreetPass Checksheet**

- Changed the title of StreetPass ID.
- Removed Alternate Names for StreetPass.

### **Extra Data Checksheet**

- Changed the title of Extra Data ID to Expanded Save Data ID.

## Text (UGC) Checksheet

- Added a section for Profanity Check.

## Deletions

---

- Title Information (Japan) Checksheet
- Title Information (North America) Checksheet
- Title Information (Europe) Checksheet
- Nintendo 3DS Download Play (Japan) Checksheet
- Merged into Nintendo 3DS Download Play Checksheet.
- Nintendo 3DS Download Play (North America) Checksheet
- Merged into Nintendo 3DS Download Play Checksheet.
- Nintendo 3DS Download Play (Europe) Checksheet
- Merged into Nintendo 3DS Download Play Checksheet.



# 2011/01/12

## Changes

---

### **CheckSheetEditor.exe**

- See AboutCheckSheetEditor.txt.

### **Camera Checksheet**

- For How the Camera Is Used, changed the radio buttons to check boxes.

# 2011/01/07

## Changes

---

### **CheckSheetEditor.exe**

- See `AboutCheckSheetEditor.txt`.

### **Checksheet Editor User's Manual**

- Added method for cancelling items selected with radio buttons to Table 2-1, Checksheet Entering Method.

### **Infrastructure Communication Checksheet**

- When Application-specific is selected for Error Display Method, added an item such that an overview can be entered.
- Changed information entered in Number of Supported Players.

### **Nintendo 3DS Download Play Checksheet (all regions)**

- Deleted the Distribution ID from the Overview.
- Changed Game List Screen Title Name to Child Device Data Title Name.

### **SpotPass Checksheet**

- Added a Task ID item to enter for Tasks.

### **Text (UGC) Checksheet**

- Changed Own Mii Name to Personal Mii Name under Sender Name for Post-Send Specifications.

**2010/12/21**

**Initial version.**

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

© 2010–2015 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.