3DS

Planning and Operation Guide

Miiverse Edition

2015-02-09

Version 3.0

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

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1 Introduction

1.1   About This Document

This document explains the specifications and uses of Miiverse for application planners and developers, in addition to recommended and prohibited uses of Miiverse. Refer to it when planning and developing applications or operating services that use Miiverse.

This document also contains important information for planners and developers of applications that do not use Miiverse, so be sure to read it. In general, a general community will be prepared for all applications that are released after service starts, even for those that do not use Miiverse from inside the application. For more information, see Chapter 5.3 Using Official Communities.

In this documentation, the expression "3DS" refers to the entire Nintendo 3DS family, not just the Nintendo 3DS system.

1.2   Terminology

- OLV access key

  The ID needed when linking an application to Miiverse in the development environment.

- OLV library

  The library for using Miiverse features from an application.

- Miiverse application

  The Miiverse client application that can be started from the 3DS menu.

- Post application

  The user interface (UI) for posting to Miiverse.

- Community

  A place that gathers posts about a specific application or topic.

- Notifications

  The place where certain information can be viewed in Miiverse.

- Post

  The generic term for data posted to Miiverse. This includes posts written by users.

- Yeah

  The way to "like" posts by other users.

- Follow

  To display the Activity Feed in a way that allows the user to follow the messages of others.

- Friend

  A user with which you have a special relationship, enabling features like the ability to get their online status. Such users are registered in the friend list of the Nintendo Network account. This differs from friends on 3DS systems.

- UGC

  Abbreviation for user-generated content. UGC can be user-created characters, messages, and pictures.

- Spoiler

  Information about the progress in a game that can spoil the fun if you know about it in advance.

- Parental Controls

  A feature in System Settings. It allows parents and guardians to limit access to some Nintendo 3DS features for younger users.

- Principal ID

  In this documentation, the principal ID is a unique ID that identifies a Nintendo Network account.

1.3   Related Documents

- 3DS Guidelines

  Describes the guidelines that must be followed when using Miiverse or creating applications that use the OLV library.

- CTR-SDK API Reference: Miiverse Post App (OLV Library API Reference)

  An API reference that provides information about the OLV library, details and specifications of its functions, and how to use them.

- Miiverse Official Community Application Procedure

  Provides details about official communities and describes how to create them.

- Guide to Using Official Accounts in Miiverse

  Describes the official accounts and the rules on using them.

2 What Is Miiverse?

Miiverse is a communication service. It has been designed to help players share their impressions of games.

Note: Miiverse is supported in the Japanese, North American, and European markets. It is not supported in the Chinese, Korean, and Taiwanese markets.

2.1   Objectives of Miiverse

You can expect that friends in the real world—such as friends, classmates, and coworkers—will become friends in Miiverse. Nintendo also designed Miiverse to enable users to have fun communicating with other people around the world who are using the same applications as they are. With that in mind, the design focuses on the following.

- Lowering the barriers to communicating about games
- Finding out which applications are currently popular
- Communicating freely with minimal reliance on language
- Communicating beyond the bounds of the application

2.1.1   Lowering the Barriers to Communicating About Games

Nintendo designed Miiverse to be a convenient way for users to communicate about games. There are already several services available for talking about consumer games, but most of them are somewhat removed from the games themselves (for example, they may be on a website). Those who go out of their way to use these services tend to be fairly motivated to communicate about gaming.

Some consumer games use existing social networking services for social communication. Linking to an existing social network is an effective way to spread awareness of a game, but is not suitable for enjoyable discussions about games, because not all of a user's friends on the social network will necessarily like that game.

Miiverse is Nintendo's solution to this barrier. It is a quick and easy way for users to communicate with each other about a game as they play it, and to discuss game strategies (such as getting and giving opinions about a game). Nintendo wants the broadest possible range of people to enjoy interaction centered on games, even those who have never joined a gaming community before.

Miiverse is Nintendo's answer to this challenge, and it is designed to be as easy as possible for users to communicate with each other about games.

2.1.2   Finding Out Which Applications Are Currently Popular

Some types of applications, such as MMORPGs, have built-in functionality for users to communicate. However, communication about these applications is limited to within the application, curtailing its

potential as word-of-mouth communication for informing other users about the application, even though the discussion is exciting among in-application users.

Miiverse is designed to spread messages through various means, such as Miiverse news feeds (the Activity Feed feature). Users can access Miiverse from a PC, smartphone, or other network-enabled device. Linking with other social networking services further widens the potential audience for communicating about games.

It generally requires a massive advertising campaign to boost recognition and sell a game that departs from conventional genres, and that is raising the hurdle on the development of innovative games. Miiverse is designed as a way to help spread the word on these kinds of interesting games.

2.1.3   Communicating Freely With Minimal Reliance on Language

To ensure adoption of Miiverse, we need users to enjoy using Miiverse and making a large number of posts. The Miiverse design therefore puts less priority on limiting communication between users and more priority on enabling free communication.

Miiverse also makes it possible for users worldwide to connect, across nations and languages. However, users cannot understand posts in languages they do not know.

Therefore, Miiverse provides for several different forms of non-verbal communication, including sketches, Mii facial expressions and screenshots, so users can communicate to some extent even if they do not understand the meaning of the text in posts.

Note: Different Miiverse communities are managed for each console region, such as Japan, North America, and Europe. Users can view communities in other regions. Users can also select the language used for the displayed posts.

Note: Nintendo's game devices are also used by many younger users, and Nintendo is committed to managing communities to filter out malicious or potentially damaging content resulting from free communication.

2.1.4   Communicating Beyond the Bounds of the Application

Miiverse has been designed to be more than just a place for application-related exchanges, and to help expand the appeal of applications.

Using Miiverse within an application enables users to interact with other users asynchronously. Synchronous online play allows for users to play a game together in real time, but playing together with friends means that both users need to have the time to do so, raising the barriers to participation. Miiverse enables play to extend beyond any single game not just in space but also in time, allowing even more users to enjoy the experience of a game over the Internet with other players.

Asynchronous applications are also often easier to develop, with fewer debugging challenges, even for online games. The OLV library is designed to reduce the workload for developers.

2.2   User Types

Miiverse depicts users as the Mii characters configured for their current accounts. Following are the three types of users other than "self" (the current user/account Mii). Some community features are restricted based on user type.

- Friend

  A user registered on the friend list of the Nintendo Network account. (This is different from a user registered to the friend list of the 3DS system.)

- Follow

  Users can add users other than their friends to their list of users to follow. Up to 1,000 people can be specified per account.

- Stranger

  Everyone other than a friend or a user to follow is a stranger.

2.3   Communities

Miiverse enables users with similar interests to form groups. These groups are called communities. Users can post reviews to their communities, read the reviews of other users, and enjoy interaction with other community members.

Specifically, the following types of communities can be created.

- General Community

  Only one of these communities is created for each application.

- Sub-Community

  A community that can be set up by the publishers.

- Announcement Community

  A special type of official community for distributing announcements.

- User Community

  A community created by a user.

The general community, sub-communities, and announcement communities are collectively referred to as official communities, and they are set up by Nintendo.

Note: For more information about official communities, see the Miiverse Official Community Application Procedure.

Note: For a user to create a user community, that community must be supported by the application. For more information, see Section 4.7.2 Create user communities..

Note: Users can get to official communities other than the general community from the Related Communities button on the Communities screen in the Miiverse application. User communities are usually not shown in the Miiverse application, but users can get to user communities they have registered as favorites from the Favorite Communities button in the upper-right corner of the Communities screen in the Miiverse application.

Note: Nintendo will delete indecent user-created communities at its own discretion.

Figure 2-1 Example of How Communities Are Organized
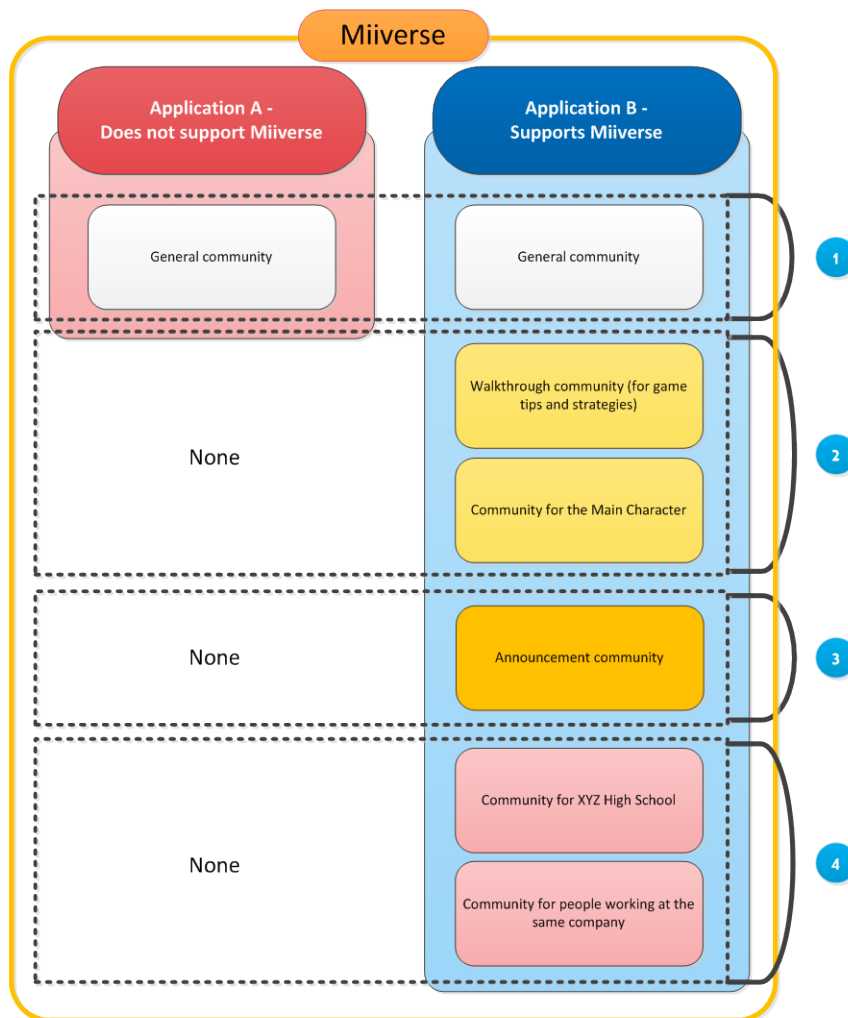
① **General community**
Created automatically by Miiverse. Note: No action is required on the application side.

② **Sub-communities**
Nintendo reviews applications received and creates communities.

③ **Announcement communities**
Nintendo reviews applications received and creates communities.

④ **User communities**
Users are able to create communities freely.

2.4   Setting the Range of Miiverse Use

The range of Miiverse use can be set as follows to match the age or interests of users.

- Parental Controls
- Settings for features used within Miiverse

2.4.1   Parental Controls

A dedicated Parental Controls item is provided to enable parents and guardians to restrict the use of Miiverse by children. You restrict the use of Miiverse within Parental Controls using the **Using Miiverse** restriction.

Parental Controls offer two levels of control over the use of Miiverse, or a setting to remove any restrictions for the use of Miiverse.

- Restrict Posting and Browsing

  This level blocks the following features.

  o Using the Miiverse application
  o Posting from other applications
  o Using posted content in other applications

- Posting only

  This level blocks the following features.

  o Posting from the Miiverse application
  o Posting from other applications

- None

  There are no restrictions.

2.4.2   Settings for Features Used Within Miiverse

Users can set how the following features are used within Miiverse.

- Replies and Yeahs to posts

  Users can set whether anyone or only friends can reply or Yeah to posts.

3 Miiverse Application

The Miiverse application allows users to interact with Miiverse in a variety of ways. Specifically, the following features are available for 3DS Miiverse applications.

- Posting
- Viewing posts
- Respond/Yeah
- Notifications
- Profile settings
- Following other users
- Blocking users
- Report

Figure 3-1 Miiverse Application Example

Features that are used frequently can be started from the menu displayed at the bottom of the screen.

Figure 3-2 Example of Transitions between Features

1	HOME Menu
2	Profile
3	Activity Feed
4	Communities
5	News
6	Number of new messages
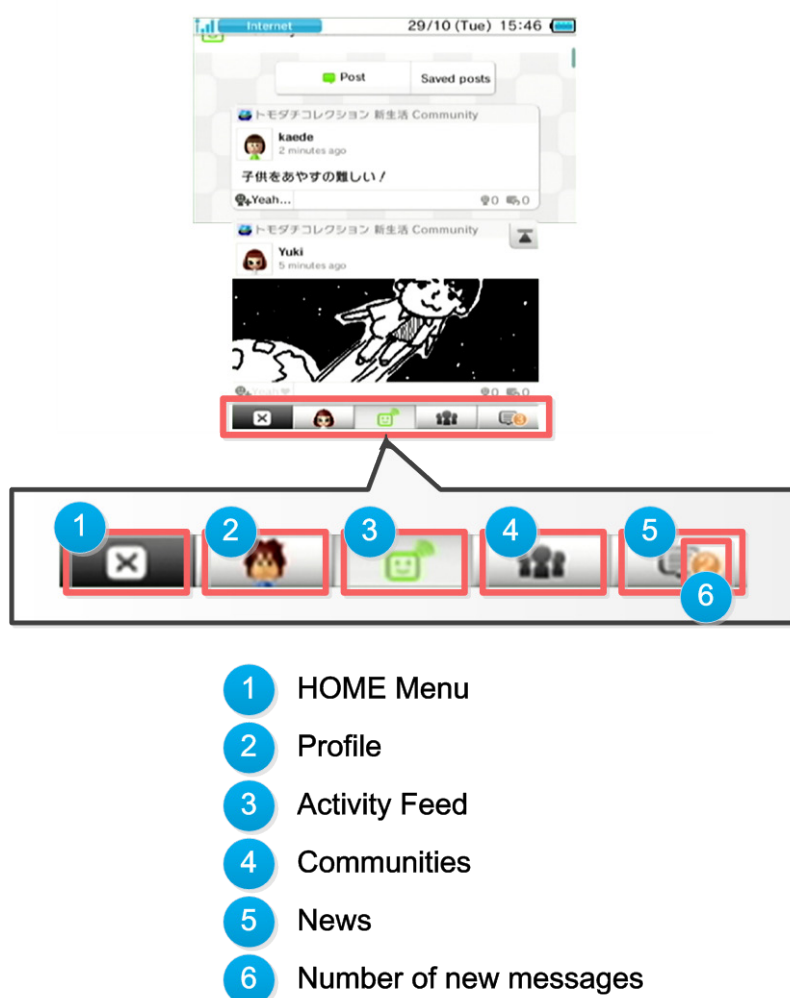
Some features may be restricted, depending on the relationship between the users.

Table 3-1 Features Available Between Users

Other User	Display in Activity Feed	Respond/Yeah	Add to the Blocked-User List	Report
Friend	Yes	Yes	×	Yes
Follow	Yes	Yes	Yes	Yes
Stranger	×	Yes	Yes	Yes

Note: The friends whose activities are shown in the Activity Feed are the friends registered to the Nintendo Network account, not the friends registered to the 3DS system.

3.1   Startup

The Miiverse application can be started from the HOME Menu. It can even be started from the HOME Menu when an application is running. (However, there may be cases where the Miiverse application cannot be started due to the way the application is designed.)

Figure 3-3 Home Menu
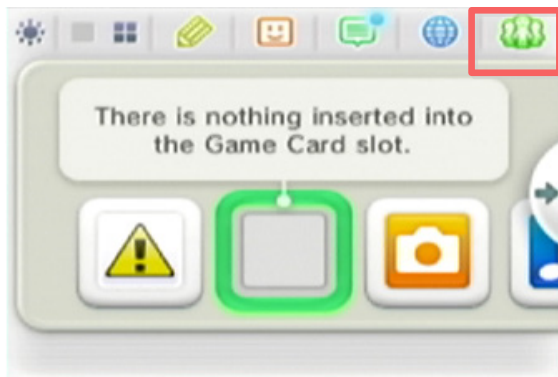
If the Miiverse application starts while another application is running, it opens the community selection page for the running application as a default screen. If the only community is the general community, the general community opens.

If there is no running application, the community list page opens by default.

You can move to another community from the page that opens by default.

3.2   Posting

3.2.1   Post Content

Users can include the following types of content in their posts.

- Text

  Users can post free-form text. The text can be up to 200 characters long, regardless of whether characters are single- or double-byte.

- Handwritten message

  These are sketched black and white images with a resolution of 320x120 (WxH). These images can be displayed within the Miiverse application. Images displayed in the Miiverse application are in PNG format.

- Basic information

  Includes user information such as Nintendo Network account ID and the country of residence.

- Mii expression

Users can select from among the following Mii expressions when posting: "Normal," "Happy," "Like," "Surprised," "Frustrated" and "Puzzled."

Figure 3-4 Selecting a Mii Expression

- Screenshots

  When the HOME Button is pressed, the 3DS automatically takes screenshots of the upper screen and lower screen. The user can then select the screenshot of either the upper screen or the lower screen and attach it to a post to Miiverse. The user can select whether to attach a screenshot to the post.

  The frame buffer saved at the instant the user presses the HOME Button is used directly as the screenshot. Applications must block screenshots if there are legal rights issues with the image, or if the image contains highly expressive UGC, such as photos the user has taken.

Figure 3-5 Selecting a Screenshot to Attach
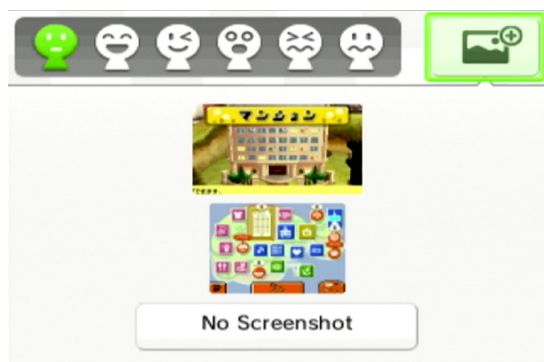
- Spoiler flag

  Users can choose to add this flag to a post if it contains information about how a game progresses that could ruin the enjoyment of the game for other players. It is off by default. Apart from adding the flag to a post, it can also be added in the following cases.

  o There are a certain number of reports about spoilers being included by other users, and a moderator decides that there are indeed spoilers
  o If a moderator confirms through monitoring that the post includes spoilers

If the spoiler flag is set, the post content does not appear in the post's listing. The following message appears in its place: "This post may contain spoilers." Users can view the spoiler-flagged content by selecting it.

Figure 3-6 The Post Form

1 Select Mii expression

2 Select post format (text/handwritten memo)

3 Screenshot

4 Set/clear spoiler flag
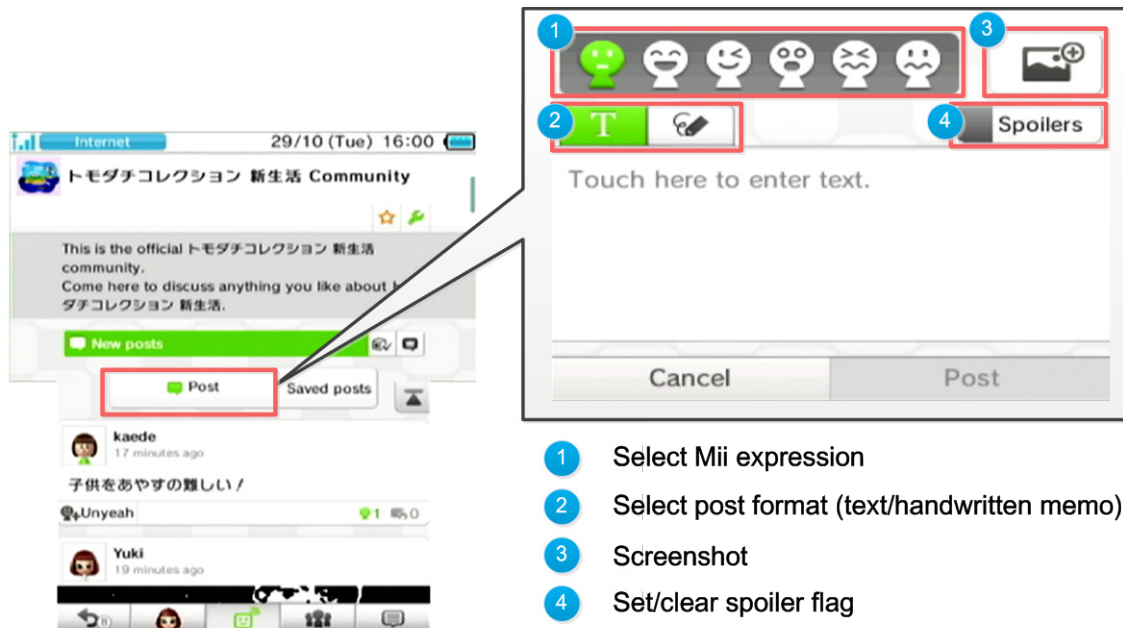
3.2.2   Post Operation

Content can be posted from the Miiverse application.

This feature is for posting content to communities. To make a post, users navigate to the community page they want to post to, and then enter text.

Users can search for and select communities from the Miiverse application's community selection page.

Figure 3-7 The Post Button
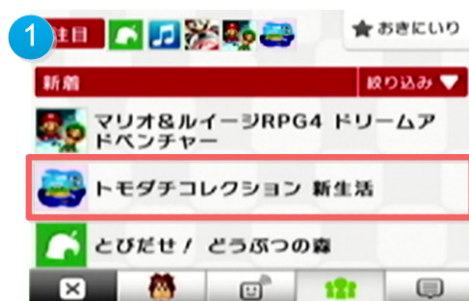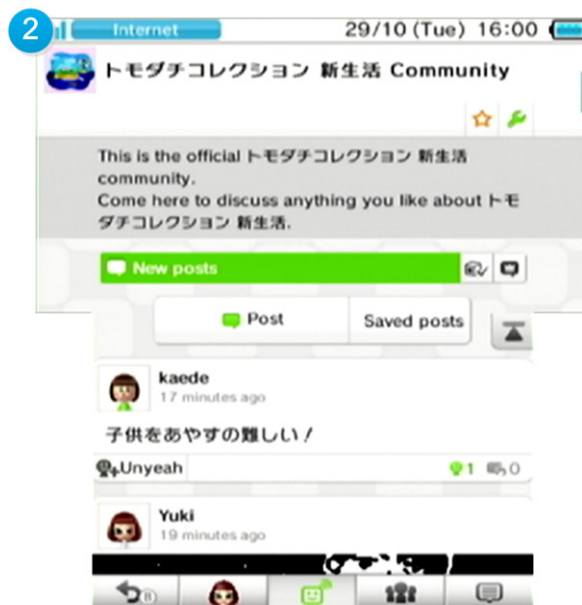
Posts are visible to all users that can view the community where the posts are made.

3.2.2.1   Posting to Communities

You can make the post by tapping the Post button.

You can post up to 200 characters of text, a handwritten message (a black-and-white 320x120 (WxH) sketch), Mii expressions, and spoiler alert flags.

You can post these together with application-specific 400x240 or 320x240 JPEG images and various metadata.

3.2.3   Displaying Posts

The way posts are displayed changes depending on the poster and the post content. The display changes under the following conditions.

- Whether the user has played the game where the post was made

- Whether the post being made is by a verified user
- Whether the post includes spoilers

3.2.3.1   Display When the User Has Played the Game Where the Post Was Made

If a poster has played the game being posted about, a Player mark is displayed in Miiverse. If the user has not played the game, nothing is displayed.

Figure 3-8 Post by User Who Has Played the Game

This icon appears if the user has played the game mentioned in the post.

3.2.3.2   Display of Posts by Verified Users

A verified user is a user who has been flagged by Nintendo as having a Nintendo Network ID that has been verified to belong to a specific individual, business, or organization. When that user uses a Mii, nickname, profile, or other identifying information under the specific name of the flagged individual, business, or organization, they are verified to be who they claim to be.

For verified user accounts, Nintendo assigns a special verified account flag. Because ordinary users do not have verified account flags, this can prevent spoofing by other users.

A green checkmark appears on the Mii icon of posts made by verified users who have verified account flags.

Figure 3-9 Verified User Mii Icon
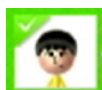
3.2.3.3   Display of Posts with Spoilers

For posts that include spoilers, the content of the post is not displayed on the page that lists all posts.

Figure 3-10 Post with Spoilers

3.2.4   Handling Inappropriate Posts

Nintendo will respond to user reports of inappropriate posts on Miiverse.

The following examples show posts that Nintendo will delete once they are confirmed.

- Posts that contain false information
- Posts that the main purpose is to arrange indecent or inappropriate meetings with other users
- Posts that are markedly cruel or violent
- Posts that are defamatory
- Posts that are in violation of the law
- Posts that are indecent or offensive

If a user violates the *Miiverse Code of Conduct* more than a specified number of times, or acts maliciously, Miiverse will delete all of the user's posts and ban that user from Miiverse. If the user's actions are extremely malicious, the user will also be banned not only from using Miiverse but also from using his or her Nintendo Network ID.

3.2.5   Copyright Notices When Posting

When posting screenshots to Miiverse of content relating to libraries or middleware provided by Nintendo, you do not need to add legal notices such as copyright.

When posting screenshots to Miiverse and an agreement with a company other than Nintendo requires a copyright notice, comply with that requirement.

3.2.6   Starting an Application from a Post

Miiverse posts can display a button that will enable the user to start the relevant application when clicked. The application must configure the post with the following information when the post is made.

- Set `EnableMiiverseJumpArgs: True` in the banner spec file (BSF file) parameters.
- Specify the `FLAG_APP_STARTABLE` flag in the `nn::olv::UploadPostDataByPostApp` function

For more information, see the *CTR-SDK API Reference* and *Programming Manual*.

Figure 3-11 Start Button
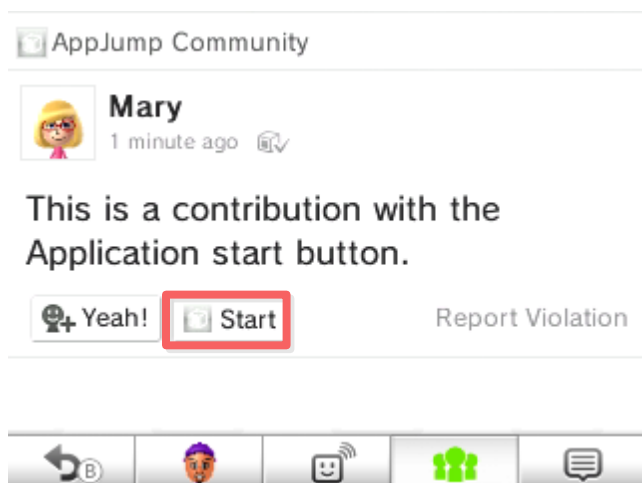
3.3   Reply/Yeah

The Miiverse application allows users to reply to and give Yeahs to posts by other users.

To reply to a post, a user clicks **Comment** in the **Post** field. Users can reply with free-form text and handwritten memos. The text can be up to 200 characters long, regardless of whether characters are single- or double-byte.

Figure 3-12 Comment Button

Users can also give their Yeahs to a post by clicking the **Yeah!** button in the **Post** field. Clicking the **Yeah!** button adds the user's Mii to the post, with the same expression as that of the poster's Mii. The **Yeah!** button can only be clicked once for each post. The **Yeah!** button is disabled on the user's own posts.

Replies and Yeahs are shown as associated with the post to which they are replying.

Figure 3-13 Display of Comments and Yeahs

1 Yeah to the post

2 Comment to the post

3.4   Offline Mode

The 3DS system is not necessarily always connected to the Internet. When playing a game while commuting by train, for example, there may be scenes where the player would like to make a post but the CTR system is not connected to the Internet. For this reason, 3DS provides a feature for saving drafts of posts while offline and supports screenshot attachments.

When Miiverse is launched while not connected to the Internet, the CTR enters offline mode.

Figure 3-14 Offline Mode
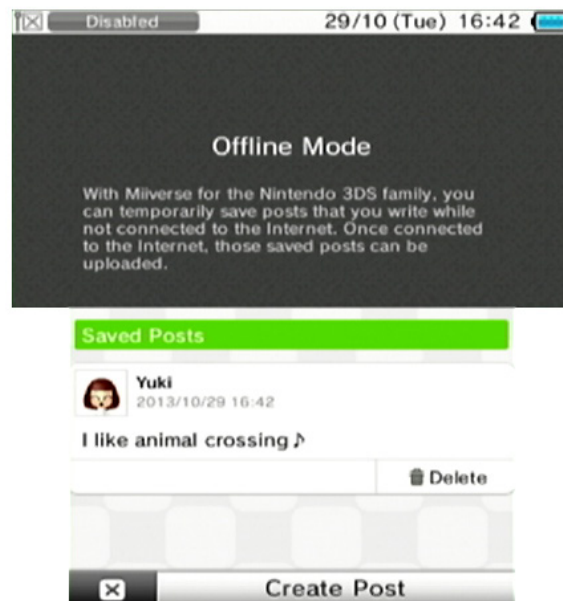
The drafts are saved to the Save List of the Activity Feed. Once connected to the Internet, these drafts get posted when the user taps the Post button. (They are not posted automatically.)

Figure 3-15 Posting from the Save List
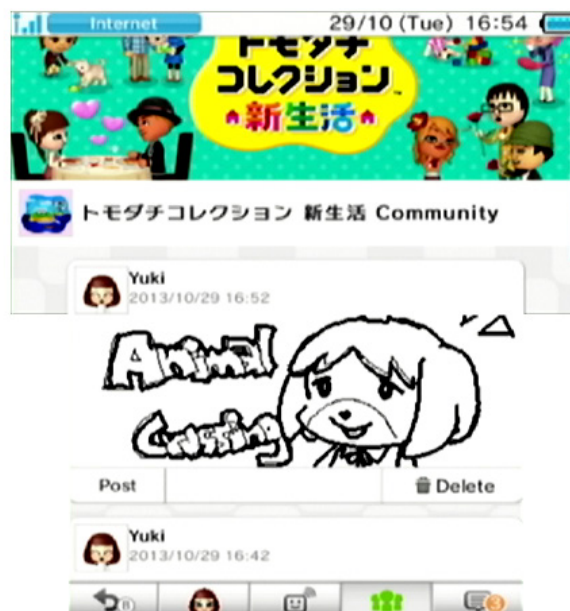
3.5   Profile Settings

Users can configure their Miiverse profiles.

The following information from the profile settings is public to all Miiverse users.

- Mii
- Mii name
- Account ID
- Verified user flag
- Country
- Systems Owned
- Favorite Game Genre

    Select up to three.

- Users can set how the following information is shared.Profile Comment
- Favorite Post
- Birthday
- Connections
- Favorite communities
- Game Experience

    Users can select a gaming skill level of Beginner, Intermediate, or Expert.

Figure 3-16 Display of Profile
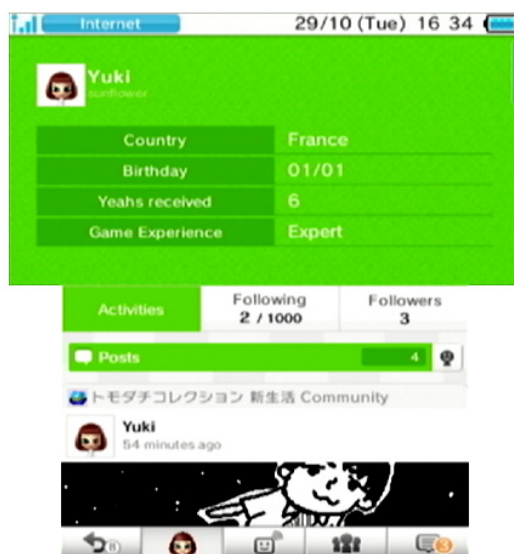
4 Using Miiverse Within Applications (OLV Library)

To use Miiverse, include the OLV library in your application. Even if you do not use the OLV library, communities for Miiverse are created for every 3DS application. However, using the OLV library allows you to build in a means for users to communicate within the application, making communication about the application that much more fun.

This chapter provides a few examples of how to use the OLV library.

Note: For more information about the OLV library, see the CTR-SDK API Reference.

4.1   What Is Possible With the OLV Library

The following list roughly summarizes the available features using the OLV library.

- Send posts to communities

  You can start the post application from the application and return to the application.

- Receive posts from communities

  You can directly receive posts from the Miiverse server via the application.

- Select communities and create user communities

  You can perform these operations inside the application by preparing a UI.

Note: Contact Nintendo if you have plans for your application to do things like retrieve popular posts, make free-text posts or comments, or report inappropriate content.

4.2   Displaying Posts in Accordance With Application Context

You can use the OLV library to add application-specific data to a post. The application can download the post data to display then post according to the circumstances within the application.

For example, you can display the posts sent by other users at a certain set of coordinates in a field to give a user the feeling of playing together with lots of people, even if that user is actually playing alone.

When loading on a transition from one stage to another, you can display the posts about the stage just cleared as a retrospective on that stage and as a way of indicating the wait time for the next stage to load.

Figure 4-1 Posts Appear at the Field Coordinates From Where They Were Sent by Other Users

Note: Some users might feel uncomfortable if posts by other users are shown within applications, so Nintendo recommends making it possible to turn off the display of posts.

4.3   Receiving Data Asynchronously

You can use the OLV library to add application-specific data to a post. This allows your users to asynchronously exchange data in addition to text and handwritten memos.

Other users will come to play in their own field. This is not real-time, and only involves downloading data posted by users, so there is no need for users to play at the same time.

Users can receive data of avatars and edited levels created by other users, and register and display them in their application.

Users can download ghost data from other users and compete against that.

Figure 4-2 Other Users' Play Data Comes to Play in One's Own Field

4.4　　Using Rewards to Encourage Communication

Designing your application to encourage active Miiverse exchanges can help to keep more users interested and involved in the application for a longer period of time.

You can use the OLV library to check whether in-application postings include comments or Yeahs, or to grant bigger in-application bonuses the more replies there are to a particular post.

4.5　　Posting to a Miiverse Community From an Application

Users can post to Miiverse from within an application. Posts are displayed on the community screen in the Miiverse application. These posts are also visible to the poster and to their friends and followers in the **Activity Feed** and **Profile** screens. Posts can be made by calling the post application from the application.

Applications and users can include any of the following content in posts at their discretion.

- Links to external URLs

  Users can view linked pages using the Internet browser preinstalled on the 3DS console.

- Image data

  Any JPEG images from the application can be attached. The only JPEG format that can be used is the baseline format. An image alpha cannot be set. You can attach JPEG images in sizes of 400x240, 320x240 or 640x480, or stereoscopic MPO images in sizes of 400x240. Image attachments can be displayed from the Miiverse application.

- Application data

This is a data region that can be freely used when posts are received. Application data can be set to communities, and applications can set and attach application data to posts. This included data can be up to 1 KB in size. Application data is not displayed in the Miiverse application.

- Topic tags

  Search keys are in the form of strings up to 50 characters that applications can independently add to posts. A maximum of one topic tag per post can be added.

  Topic tags are used when displaying posts with the Miiverse application. If a topic tag is selected in the Miiverse application, the user can view only those posts that have the same topic tag.

  Topic tags cannot be used within applications for the purpose of filtering specific posts.

- Search keys

  Search keys are in the form of strings up to 50 characters that applications can independently add to posts. A maximum of five search keys per post can be added.

  Search keys are used to filter the data to be obtained when applications obtain data from Miiverse. The determination of whether the search key is included is made using a match on the entire string.

  The search keys are not displayed in the Miiverse application and cannot be used in the Miiverse application for the purpose of sorting posts.

Warning: Line feed codes or HTML tags cannot be used in the body of the post or in topic tags. If such strings are included, they are all shown as text.

Warning: When adding an external URL to a post, only add URLs that meet the conditions set forth in the Pages to Display section of *3DS Guidelines: Internet Browser*. In addition, it is prohibited to add URLs to sites that allow monetary transactions. The specific items may differ depending on the version of the guidelines, so read the appropriate section for your version of the guidelines.

Warning: The maximum number of types of search keys and topic tags that can be used for a particular title is 1000. If a topic tag and a search key have the same name, they are treated as two types.

Note: In topic tags, you can only use the scalable fonts included in the 3DS system, excluding the Nintendo extended characters. For search keys, use the ASCII character set.

Note: Topic tags appear as follows in the post application.

- Any number of characters that can be shown within a width of 240 px are shown.
- Any characters that exceed 240 px are omitted.
- A minimum of 18 characters can always be shown.

4.5.1   Encouraging Users to Post From the Application

You can stimulate communication by encouraging users to post messages when some event occurs in the application.

Care is needed, however, because if you just prompt the user to post something random, the user might not know what to write. One way to handle this is to pre-fill the posting form with text.

If you pre-fill the form with a statement or question (such as "How is X like Y?"), it should be easier to encourage users to post messages because all they need to do is reply.

4.5.2   Adding Topic Tags to Miiverse Posts

It is possible to add topic tags to users' posts to Miiverse from an application. Topic tags can stimulate communication in the application. For example, they can be used to brag to friends about in-application accomplishments.

You can tag a post with a marker as proof that the user has achieved something in the application. A new high score is one example.

Tag a post with the current stage or mode that the user is playing so that other users viewing the post can easily tell where the user is in the application.

Figure 4-3 Assigning Topic Tags to Achievements in the Application
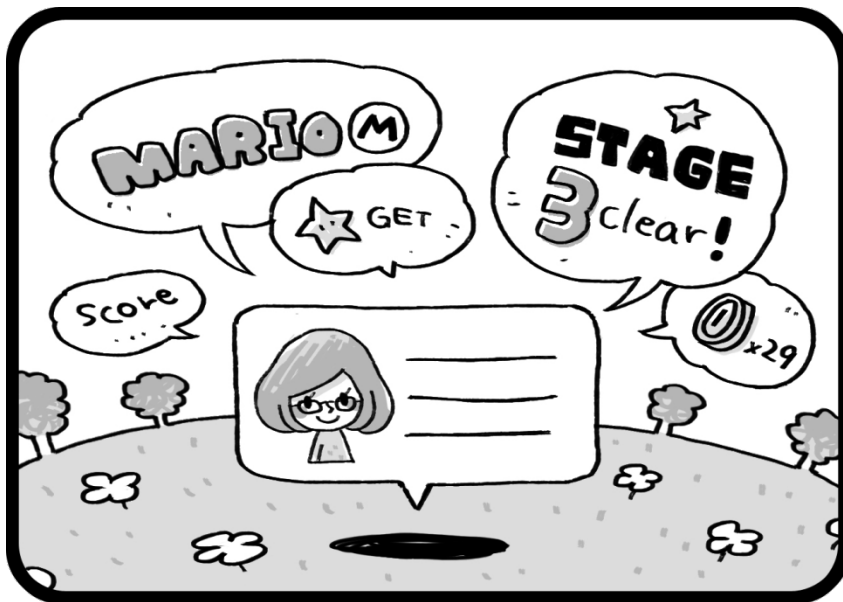
4.5.3   Posting an Application-Specific Image

Images attached to a post can be simple screenshots, or any image optionally controlled by the application. You can motivate users to post by enabling them to post special images generated by the application.

- The image can be related to the data included in the post. For instance, it can be a QR Code for loading data.
- Other elements can be added just to a posted screenshot. For instance, a picture the user created in a drawing application can be framed before sending.

Figure 4-4 Putting a Frame Around an Image Created in a Drawing Application
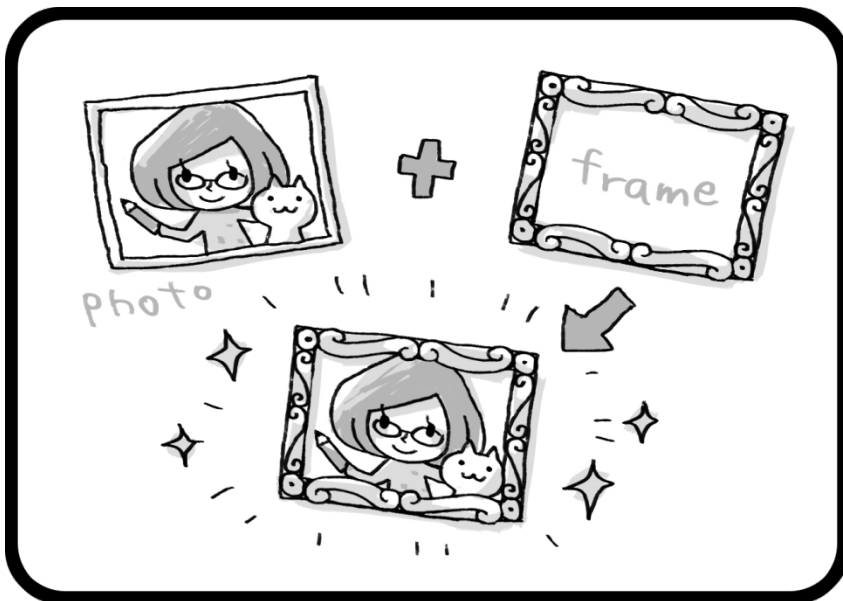
4.6   Getting Posts From a Miiverse Community Within an Application

It is possible to get post data sent to Miiverse and use it in an application. Posts that can be acquired are not limited to posts from the application, but also include posts sent to any community from Miiverse or the post application.

Note: When acquiring a post from within an application, only posts for which approximately one hour has passed since transmission are available for acquisition.

When acquiring post data from within an application, the maximum number of posts to acquire and the search conditions for the post data must be set.

Warning: The number of posts to acquire does not need to be the maximum number of posts that were set. Depending on the conditions, the expected number might not be obtained. Implement so that acquisition of 0 items is not a problem.

Also, because of the way the server system is designed, responses may be returned before all of the caches in the system are updated. For example, if there are five or more posts and you specify that you want to get five of them, in some rare cases you might only get four.

> **Warning:** The post data is acquired in an array, but the order may change depending on the server updates. If implementing the application to acquire postings, do not design so that there is a dependency on the order of the acquired post data array.

4.6.1   Search Conditions of the Post to Acquire

Search conditions can be set when acquiring a post. By setting search conditions and narrowing the search, you can limit the post data to that required by the application. You can set the following search conditions.

- Posts by a specific user

  Get the posts of a specific user by setting the principal ID for that user.

- Posts associated with a specific user

  Get a specific user's own posts and the posts by the friends and followers of the user's Nintendo Network account.

- Posts with a specific search key

  Specify a search key to get only posts that have the specific search key. Multiple search keys cannot be set.

- Posts sent to a specific community

  Get the posts to a community corresponding to a specified community ID. By default, posts from the general community of the corresponding title are acquired.

- Posts made from console using a specific language

  Limit posts based on the system language of the user posting. By default the System Settings language for the user doing the search is used.

- Limit acquisition to a single post from the same poster

  Get a single post from multiple posts sent from the same principal ID. By setting this condition, the acquired post includes only one post from each user.

Post data to be acquired is limited with the default settings for **Posts sent to a specific community** and **Posts from the console using a specific language**. For this reason, when post acquisition is done using the default for the search conditions above, of the posts in the general community for the corresponding title, only post data that was posted from consoles with the same language settings as the language settings of the console acquiring the data is acquired.

Posts can be further limited by setting multiple items. However, friend and follower posts and specific-user posts cannot be set for use at the same time.

4.6.2   Getting Post Data From the Miiverse Server

When getting post data, you can narrow down the posts only needed by the application and get them from the Miiverse server by specifying the various conditions in Section 4.6.1 Search Conditions of the Post to Acquire.

Warning: The specifications described here for getting posts from the Miiverse server may change with Miiverse server updates.

The following four types of timeline are kept on the Miiverse server. The search criteria determines which timeline the post data is acquired from.

1. Timeline for a specific user

   o This timeline holds the post data sent by a specific user.
   o If the principal ID is set in the search criteria, a list of post data is obtained from this timeline.

2. Activity feed timeline

   o This timeline holds the posts for the user, that user's friends, and the users that user follows.
   o If posts related to a user (friends, follow, or self) is set, a list of post data is obtained from this timeline.

3. Timelines for each search key

   o These timelines each hold post data with a specific search key set.
   o Even if different applications use the same search key, separate timelines are created.
   o If the search criteria are set, a list of post data is obtained from this timeline.

4. Timelines for each community

   o These timelines each hold the post data sent to a specific community.
   o A list of post data can be obtained from the timeline for a specific community by setting that community's ID.
   o The general community for the target application is set by default.

Warning: You cannot get posts to a community for a same title associated with different regions or posts for different titles without merging communities. For more information about merging communities, see the *Miiverse Official Community Application Procedure*.

There are levels of priority for getting timelines. For the four timelines described above, the one with the smallest number in order has the highest priority (1 > 2 > 3 > 4). Also, search criteria other than those used to acquire timelines are used to filter obtained post data. For example, if both the principal ID and search key are specified, the post data from the timeline for a specific user is obtained because its priority is higher than that of the timeline for each search key. In this case, the search key that was set is used to filter the acquired post data.

When acquiring post data from a timeline, the maximum number of items of post data to acquire must be set. The number of posts obtained from the timeline corresponds to the maximum value, but the number obtained is not necessarily the same as the maximum value. When post data is retrieved from the timeline and filtered, if the resulting number of items of data is greater than the maximum number set, the Miiverse server truncates the results and returns only the number of posts set as the maximum number in the application. Also, if the filtering results in a number of posts that is less than the maximum number set, the number of posts returned to the application is equal to or less than the maximum number set.

Figure 4-5 Miiverse Server Post Acquisition Process
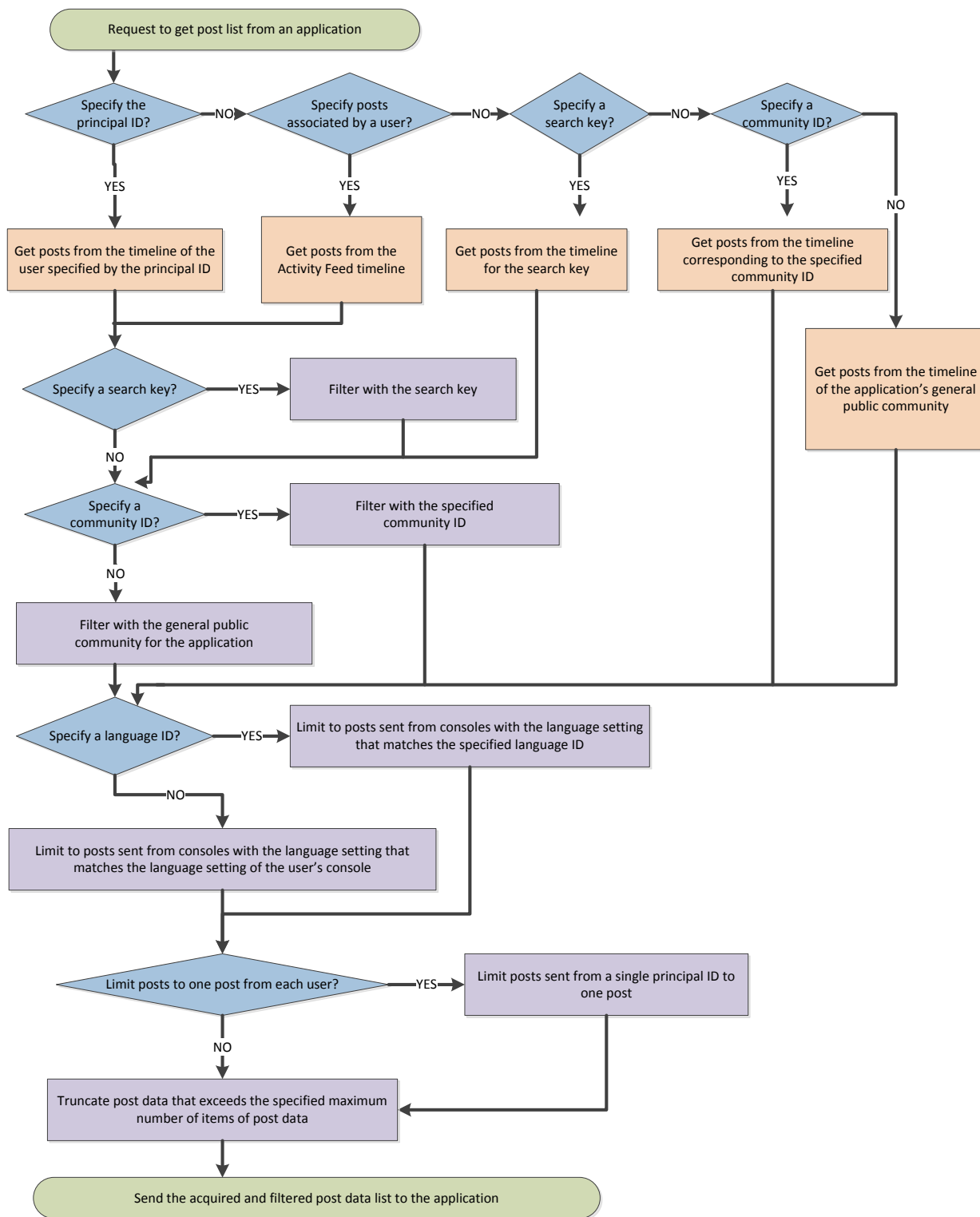
4.7   Features Related to Other Communities

In addition to exchanging post data from within applications, you can also use the OLV library for the following operations.

4.7.1   Using Application Data

Application data is data that can be set to communities and attached to posts from inside applications. Consisting of up to 1 KB of binary data, application data can include any information you want. Applications can retrieve and use application data when using the community.

Below are some examples of what you can do by setting application data in a community or attaching it to a post from inside an application and then retrieving it in your application to use.

* Specify the community to use within the application.
* Allow only certain users to view or post.
* Make the community available only for a specific period of time, such as during a campaign.

4.7.2   Creating User Communities

Users can also create their own application-related communities. User communities can be used to promote closer communication between users than you would find in an official community.

The OLV library can be used to create a user community. If you are creating an application that supports user communities, use the OLV library in the application to implement it. Community codes are automatically assigned to communities created by users. To join a community, users must enter the community code.

The following information can be set when creating a community.

* Community name
* Community description
* Community icons
* Application data

Note: You cannot use newline codes or HTML tags in the name of a user community. Doing so crashes the screen displayed in the Miiverse application.

4.7.3   Community Matchmaking

Community matchmaking is a feature for participants in the community to join in matchmaking. Matchmaking can occur even among users who are not in a friend relationship.

If a community code is specified in the search conditions for the NEX matchmaking feature, matchmaking can be done only with members of that community. (NEX is a communication library

provided by Nintendo.) For more information about NEX matchmaking, see *3DS Overview: Communication Features*.

Miiverse communities are designed so that users participating in one community can join in matchmaking with other users in that community.

After matchmaking, users can enrich their community experience by posting in the community about the matchmaking session.

4.8   Notes on Using the OLV Library

Note the following when using the OLV library.

- You can use the OLV library to get the following information. Of the information listed below, those related to posts can be retrieved about an hour after they are actually created. All other information can be retrieved immediately after its creation.

  o Posting to Communities
  o Comments
  o Communities
  o Users

Note: The restriction on the time that must pass when retrieving posts is for the production environment. In development environments, posts can be retrieved five minutes after they are created. See Section 6.3 Server Environment Used by Miiverse for information about each environment.

Note: If the application specifies a post by a friend, followed user, or the user, no error occurs, but the number of retrieved posts is zero.

4.9   Post Application

When posting to Miiverse from an application, it would be too much of a burden on developers for each application to implement its own user interface for posting, so Nintendo provides the Post Application, which applications can call from the OLV library. For more information, see the *CTR-SDK API Reference*.

Note: Line breaks cannot be entered in the Post Application.

4.9.1   Posting to Communities

You can post up to 255 characters of text (100 characters initially), a handwritten message, Mii expressions, and spoiler alert flags.

Figure 4-6 Posting to Communities

The image data for the handwritten messages is a 320×120-pixel (H×W), 1-bit color BMP image.

4.9.2   Stamps

Stamps are images supplied by the application that can be set in a handwritten memo. Setting stamps from the OLV library makes it possible to use them in the Post App.

Figure 4-7 Stamp Feature

Images that can be set as stamps must be 1-bit color BMP images of 100×100 pixels for the smaller size or 200×200 pixels for the larger size and have stamp data and mask data. The total number of stamps that can be registered for a single application is 100.

4.9.3   Frames

The frames feature makes it possible to set a default image to display in a handwritten message of the Post App from the OLV library. Users can also write on the frame image.

Figure 4-8 Frame Feature
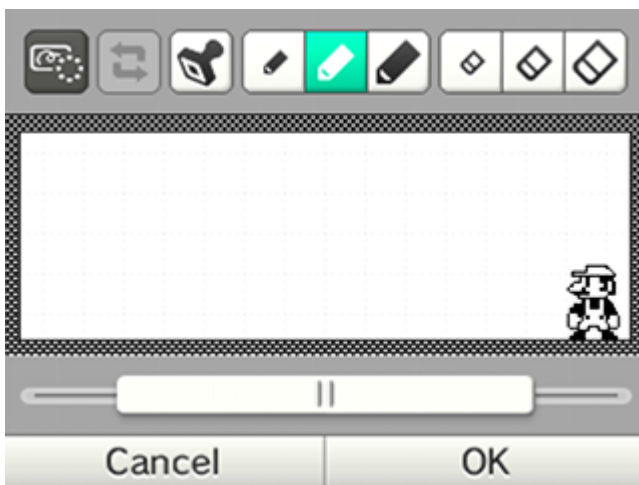
Images that can be set in frames are the same as those for handwritten messages: 320×120 pixels (H×W), 1-bit color BMP images.

5 Important Information

This chapter describes important things to note when developing for Miiverse or using it.

5.1   Compliance With 3DS Guidelines

The *3DS Guidelines* note several compliance requirements for using Miiverse. Make sure that your implementation complies with the following sections and chapters.

- General - Using screenshots from Miiverse
- Internet communication - Miiverse

Warning: The specific items may differ depending on the version of the guidelines, so read the appropriate section for your version of the guidelines.

5.2   Copyright Display

In Miiverse, there is no display of copyright in the basic operations. If you want to display a copyright in a screenshot or a community, however, do the following.

5.2.1   Processing Screenshots

When you want to explicitly indicate that a screenshot is posted using Miiverse, it is possible to insert a copyright notice into the screenshot image.

Specifically, the content of the framebuffer can be rewritten during the process that suspends the application when the HOME Button is pressed.

5.2.2   Copyright Display in Communities

If you want to display a copyright in a community, insert the copyright notation within the community's banner image. The location and format of the copyright notation is up to you.

5.3   Using Official Communities

Keep the following points in mind, not only when using Miiverse features from the application, but also during application development and planning phases, and when considering how best to support users after the application launches.

5.3.1   Available for All Applications to Use

Users can access Miiverse from the HOME Menu, so as a rule, one or more official communities are prepared for every application, not just for those that use the OLV library. (At a minimum, a general community is assigned to the application.) There is an exception to the rule, however, and official communities are not set up for the following kinds of applications.

- Applications with a risk that personal information will be leaked (like applications that require registration of an address).
- Applications designed mainly for communication between users (like chat and messaging applications).
- Applications centered around UCG using camera shots and voice.
- Applications that could spur the kinds of posts that are prohibited by the Miiverse Code of Conduct.

Besides these kinds of applications, there are also others that by their nature would not have communities.

If you would like to set up communities for a title that has been released already, please contact Nintendo.

5.4   Cautions About Types of Hardware and Settings

Errors sometimes occur when checking the various Miiverse features in the following states.

- When using the PARTNER-CTR or IS-CTR series debuggers.
- When using development hardware or a debugger for the first time.
- When the system has been reformatted.
- When the system-related information (such as the network settings, your Mii, or your Nintendo Network ID) is not set correctly.
- When the Miiverse application has never been started before.
- When the unique ID and OLV access key are not set appropriately for the development environment.

If you have reformatted the system, set the system-related information, start the Miiverse application, and then proceed to the community page.

When checking official communities in the development environment, or when checking applications that use the OLV library, use the Config tool to set the OLV access key.

Note: These errors do not occur on the IS-SNAKE DevKit debugger (with the standard 2 GB or more memory).

5.5   Cautions When Using CTR-SDK Versions Prior to 7.0

Master ROMs built using CTR-SDK versions prior to 7.0 cannot be submitted.

However, if for some reason you need to switch to the Miiverse application and post a message or comment while running an application built with a version prior to 7.0, the behavior is basically as follows.

- Screenshots cannot be attached from the development environment

- Screenshots can be attached from the product environment

If the following conditions apply to your application, make a note to that effect in the "Note to registration staff" section of the Community Registration Sheet when sending your application to Nintendo.

- You want to be able to attach screenshots from the development environment
- You want to prevent attaching screenshots from the product environment

In applications built with CTR-SDK 7.0 or later, screenshots can be posted from either the development environment or the product environment.

6 Overview of the Development Process

This chapter describes the development process. The Miiverse features can be used from an application by using the OLV library. This chapter also describes the procedure for using Miiverse in applications using the OLV library.

Figure 6-1 Overview of the Development Process
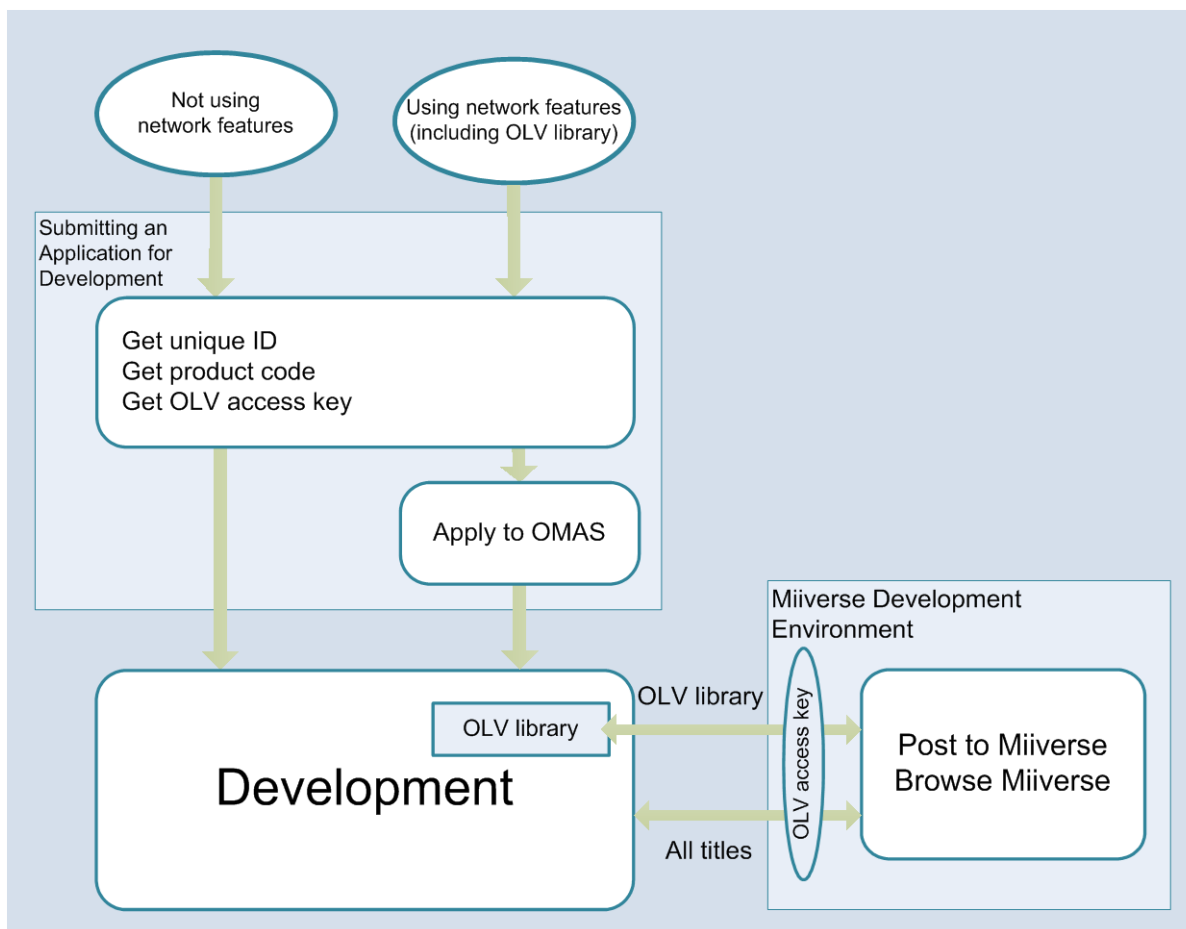
6.1   Submitting an Application for Development

The OLV access key is set in addition to a product code and unique ID for each 3DS title. Apply separately to OMAS (Online title MAnagement System) for applications that use the OLV library.

Warning: Development using the OLV library can begin once the unique ID and OLV access key are provided. However, you must apply on OMAS to release a title that uses the OLV library.

6.2   Development Work

Consider the following points during application development.

6.2.1   Region Settings

In the development environment, the card region and system region can be set to any value for posting to communities. Set the card region in the banner spec file (BSF file) and the system region with the corresponding system updater. The community to which posts are made changes depending on the card region. For this reason, if the card region settings differ, posts cannot be retrieved across regions even if they are for the same application.

Warning: Making posts with the system region and card region set differently—a combination that would never occur in the production environment—could result in being unable to follow future specification changes. For this reason, avoid making posts in that manner.

Warning: The supported settings are available when the following two conditions are met. Do not use any other settings.
1. The console region and game region are the same.
2. The console region and game region are set to only one of the following: Japan, North America, or Europe.

6.3   Server Environment Used by Miiverse

The following server environments are available for Miiverse development and operations.

Table 6-1 Miiverse Server Environment

Environment Name	Description
Development environment	This environment is used for application development.
Production environment	This is the production environment that users actually use.

6.3.1   Development Environment Server

A development environment server for Miiverse is available to developers. Set the OLV access key when checking applications that use the OLV library or when checking official communities in a development environment. This OLV access key is set using the Config tool. The developer does not need to make an effort to connect to the development server. The connection is made automatically. If the settings are correct, only the communities for the title being developed are shown. You do not need to worry about information leaking to the developers of other titles because no messages posted from other titles are displayed.

Warning: If the sample unique ID and the OLV access key are set, posts are made to the sample general community. All developers can view the sample general community, so be sure not to post any screenshots or information about titles under development.

6.3.2   Differences Between the Development and Production Environment Servers

The development environment server has the following characteristics that are not found on the production environment server.

- The only communities that can be viewed or posted to are the communities of titles for which the unique ID and OLV access key have been set.

  o Information outside of communities (such as posts to the Activity Feed or profiles) is available for all users to view. Note that screenshots of titles under development and other such information can be seen by other developers, so take care not to leak information.

- Communities are automatically created by the posts from applications.

  o When a unique ID and OLV access key has been set for an application, a general community is created automatically for that application when the first post is made from the application.
  o If you want to use a general community that can be shared among applications with different unique IDs, refer to the Miiverse Official Community Application package and include a message to that effect when submitting the registration sheet. Do this before the general community is created automatically.

- The delay before being able to retrieve a post from inside an application is different.
- An announcement community is not created. If you want to use an announcement community during development, use a sub-community instead. Apart from the icon displayed in the Miiverse application, there is no difference between announcement communities and sub-communities.

  o Use announcement communities as a normal user rather than as a verified user.

7 The Operating Policy for Miiverse

This chapter describes the operating policy for Nintendo's Miiverse and the support policy for posting to communities for each application.

7.1   Basic Policies

The following lists Nintendo's basic policies for Miiverse use.

- Ensuring the safety of users and their possessions is the top priority.
- The use of Miiverse by the user is assumed to be carried out in agreement with the Nintendo Network User Agreement (as referenced from the 3DS System Settings) and the *Miiverse Code of Conduct* (as referenced from Settings/Other in the User Menu in Miiverse), both separately provided.

Nintendo's game devices are used by many younger users, so services are managed to filter out malicious or potentially damaging content.

7.2   Handling Post Content

Problematic posts will be dealt with by Nintendo, in response to user reports, and possibly deleted based on the standards described in the Miiverse Code of Conduct, which is displayed to users. Handling of such reports covers all titles and occurs around the clock.

7.3   Prohibited Post Content

The following list shows the kinds of post content that are prohibited and that will be deleted, as described in the *Miiverse Code of Conduct*, which is displayed to users. Should such posts occur in communities within Miiverse, Nintendo will delete them in response to reports or as necessary, and measures will be taken to prohibit the offending user from posting again.

7.3.1   Content Prohibited From Posts to Ensure Family-Friendly Miiverse Use

- Personal information

  (Information that can be used to identify an individual, such as their address, phone number, email address, name of school attended, or real name.)

- Information that is intended primarily to arrange for meetings with other users

  (Exchanges about times and dates or places, for example.)

- Violent content

  (Information that could facilitate a suicide or that is cruel or violent.)

- Content that is inappropriate or in violation of the law

  (Information that could contribute to the use of narcotics or other illegal drugs or entice minors to drink alcohol, smoke, or gamble.)

- Harassing or badmouthing others

  (Content that could damage someone else's reputation, impersonate them, or discriminate against them.)

- Obscene content

  (Content that is obscene, that constitutes child pornography, or that could contribute to prostitution or sexual exploitation.)

- Other inappropriate content

  - Falsehoods
  - Content that infringes on someone else's copyrights or intellectual property rights, publicity rights, or privacy (without permission)
  - Religious or political content
  - Acts disruptive to a community (spamming posts, intentionally blank posts, or posts that contain meaningless lines or strings)
  - Content related to the transfer or lending of goods or funds between users
  - Calls to participate in demonstrations or to contribute or donate money to a cause
  - Requesting the Nintendo Network IDs of users' friend lists or making Nintendo 3DS or similar friend code available to a community or otherwise requesting the disclosure of others' friend codes or attempting to establish friend relationships in communities by means other than making friend requests (not including disclosing the community code of a community that the user has created himself or herself)
  - Expressions relating to excretion or vomiting or similar acts that could make others feel uncomfortable
  - Impersonating another user on Miiverse, such as a verified user or celebrity
  - Other nuisance behaviors or acts that violate the Network Services Agreement or the service agreements that apply to the various games or services

7.3.2   Content Inconsistent With the Goals of Miiverse

- Content inconsistent with the relevant game software or topics of a community
- Content posted for advertising and commercial gain

  (Content intended for use in business transactions or inducements to business transactions [including advertisements, excluding those permitted by Nintendo], or transactions that require personal information, particularly when posted by a business that does not make public its affiliation with the aim of benefiting a certain business, such as in stealth marketing.)

7.4   Determining Whether to Post UGC

The relevant guidelines applicable to UGC depend on whether that UGC is displayed in Miiverse.

7.4.1   UGC Displayed in Miiverse

UGC that is displayed in Miiverse is managed and controlled by Nintendo. This includes text, handwritten memos, and images such as screenshots. For more information, see the section about exchanging UGC in Miiverse in the *3DS Guidelines*.

7.4.2   UGC Not Displayed in Miiverse

UGC that is not displayed in Miiverse is not deleted or otherwise handled by Nintendo in response to user reports. This includes file attachments and other data that can only be checked within an application. This is because Nintendo cannot check the UGC unless it is tested within the application.

When an application uses UGC that is not displayed in Miiverse, developers must comply with the content in *3DS Guidelines: UGC*, and support the UGC in accordance with the type.

7.5   Support for Spoilers (Development and Production Environment Differences)

Users themselves can determine whether to set a spoiler flag when a post includes spoiler content.

Also, if a post that includes spoilers is posted without a spoiler flag set, it will be automatically marked as "Under Review" if there are a certain number of reports from other users.

When Nintendo checks a post in the production environment and determines that it includes spoilers, it is permanently handled as including spoilers. Nintendo does not check or make judgments about posts in development environments, however, so those remain marked "Under Review."

In the Miiverse application, "Under Review" posts and those that include spoilers are marked as including spoilers, and their content is hidden.

> **Note:**   Nintendo recommends either of the following ways of handling cases where applications retrieve posts that include spoilers.
> (1) Display spoiler posts with the spoiler information hidden, as in the Miiverse application. (This method is preferred if it is supported in the application.)
> (2) When displaying posts first, show a warning that the posts include spoilers.

> **Note:**   With the OLV library, if you include posts containing spoilers when getting post data (by setting `FLAG_WITH_SPOILER` as an argument to `SetFlags`), both "Under Review" and spoiler posts will be included in the list you receive. When determining whether the posts include spoilers (by setting `FLAG_SPOILER` as an argument to `TestFlags`), "Under Review" posts will be false and spoiler posts will be true. If you get the data without posts

that contain spoilers, neither the "Under Review" posts nor the spoiler posts will be included.

7.6   Activities of Verified Users

Because Nintendo guarantees the identity of a verified user, great discretion must be exercised when posting content.

- Do not post advertisements that have no connection to the application of the community in which the post appears, or advertisements for products that run on non-Nintendo platforms.

  o When displaying posts that include advertising in applications, make sure to observe the rules in Section 7.6.1 Rules for Displaying Posts That Include Advertising in Applications.

- Do not make posts that would be covered by Section 7.3 Prohibited Post Content, or perform actions as a user that would be in violation of the *Miiverse Code of Conduct*.
- Observe the rules detailed in *Guide to Using Official Accounts in Miiverse*.

Note: For more information about verified users, see Section 3.2.3.2 Display of Posts by Verified Users and the *Guide to Using Official Accounts in Miiverse*.

7.6.1   Rules for Displaying Posts That Include Advertising in Applications

Just like with regular posts, the OLV library can be used to retrieve and display posts by verified users from inside an application. You must follow the rules outlined below when a verified user includes advertising in a post to a community that can be viewed inside an application.

- You must get prior consent from users (readers) that they want to view posts in the application that include advertising.

  o The ability to show and hide advertising at any time must be provided.
  o Hide must be the default setting for showing and hiding advertising.

- Posts that include advertising must not be visible to users living in the province of Quebec, Canada who are 13 years of age or younger.

Note: To implement applications in a way that conforms to these rules, Nintendo recommends posting messages that include advertising to announcement communities only.

Revision History

Version	Revision Date	Category	Description
3.0	2015-02-09	Additions	• 3.2.6 Starting an Application from a Post • 4.9 Post Application • 5.2.1 Processing Screenshots • 5.4 Cautions About Types of Hardware and Settings • 5.5 Cautions When Using CTR-SDK Versions Prior to 7.0

Version	Revision Date	Category	Description
		Changes	• General Changed information to reflect the 3DS family. Deleted the previous information. Corrected mistakes. Changed some terms for use in the production environment (such as "screenshot" and "spoiler"). Changed "API" to "function." Added/changed information about the behavior of the development environment (see 6.3.1, 6.3.2, and 7.5). Moved caution information to "5 Important Information." • 1.1 About This Document Noted that the term "3DS" indicates the Nintendo 3DS family. Deleted the note that provided additional information. • 1.2 Terminology Added the terms "Miiverse application," "Post App," and "principal ID." • 2 What Is Miiverse? Added text about corresponding regions. • 2.3 Communities Added a note. • 2.4.1 Parental Controls Deleted text related to restrictions. • 3.1 Startup Added information about cases where the Miiverse application cannot start. • 3.2.1 Post Content Deleted information about not being able to use line breaks. Added information about the conditions for setting a spoiler flag. • 3.5 Profile Settings Updated the content to the latest version. • 4 Using Miiverse Within Applications (OLV Library) Changed the title of the chapter. • 4.1 What Is Possible With the OLV Library Added a note. • 4.5 Posting to a Miiverse Community From an Application Revised information about the display of topic tags in the Post App. • 4.6 Getting Posts From a Miiverse Community Within an Application Added a note. • 4.7.3 Community Matchmaking Added information describing NEX and matchmaking. • 6.2.1 Region Settings Changed some terms and expressions. • 7.3 Prohibited Post Content Changed information to match the *Miiverse Code of Conduct*. • 7.5 Support for Spoilers (Development and Production Environment Differences) Added text to the title. Added a note.

Version	Revision Date	Category	Description
2.0	2014-05-27	Additions	• 1.3 Related Documents • 2.1.4 Communicating Beyond the Bounds of the Application • 4 OLV Library Usage • 5.1 Compliance with CTR Guidelines • 7.4.1 UGC Displayed in Miiverse • 7.4.2 UGC Not Displayed in Miiverse • 7.6 Activities of Verified Users
		Changes	• General Fixed typos, standardized notation, and revised old text. Added a description about posting from applications. • 2.3 Communities Added a description about user communities. Changed figures.
1.1	2014-02-18	Changes	• 3.2.2.1 Posts to Communities Revised sizes of images that can be posted. • 3.5 Profile Settings Deleted number of Yeahs received because it was made private.
1.0	2013-12-02	—	Initial version.

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