

# Nintendo Wi-Fi Connection NITRO-DWC Programming Manual

Download Edition

Version 1.0.0

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confidential and should be handled accordingly.**

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## Table of Contents

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1	Introduction .....	6
2	Overview .....	7
2.1	Structure of the Download Server.....	7
2.2	Content Confidentiality.....	8
2.3	Content Attributes .....	8
2.4	Features of the DWC Download Library .....	9
2.5	Sample Program .....	9
3	Making a Wi-Fi Connection.....	11
3.1	Initialization .....	11
3.2	Creating User Data .....	11
3.3	Connection Process.....	11
3.3.1	Connecting to the Internet.....	11
3.3.2	Log in to the Nintendo Authentication Server.....	11
3.4	Monitoring Communication Status .....	12
3.5	Disconnecting from the Internet.....	12
4	Downloads .....	13
4.1	Initialization .....	13
4.2	Extracting Files by Specifying Attributes .....	14
4.3	Downloading Files.....	15
4.4	Cancellation Process .....	16
4.5	Checking Progress of the Download .....	17
4.6	Terminating the Library .....	17
5	Content Management .....	19
5.1	5.1 Connecting to the Nintendo Wi-Fi Connection Download Server Management Screen .....	19
5.2	Download Server Management Screen.....	19
5.2.1	Information .....	20
5.2.2	Administration Menu.....	20
5.2.3	Notifications from Nintendo .....	20
5.3	Content Management Screen.....	20
5.3.1	New Registration .....	21
5.3.2	Registration Status .....	21
5.4	Change Administrative Password Screen.....	22
5.4.1	Changing Passwords .....	22
5.5	Get Statistics Log File Screen.....	23
5.5.1	Statistics Log File .....	23

5.6	Recent Log of Connection Tests Screen .....	23
5.6.1	Recent Connection Tests Log .....	24

**Code**

Code 4-1	Initializing the DWC Download Library .....	13
Code 4-2	Specifying Attributes.....	14
Code 4-3	Downloading a File .....	15
Code 4-4	Cancellation Process .....	16
Code 4-5	Checking the Progress of the Download .....	17
Code 4-6	Process for Terminating the Library .....	18

**Tables**

Table 2-1	Examples of Attribute Comparisons.....	9
Table 2-2	Content for the Sample Program.....	10
Table 5-1	Menu Content of the Content Management Screen .....	21

**Figures**

Figure 2-1	Schematic of Server Structure .....	7
Figure 2-2	Access Restricted with a Password .....	8
Figure 4-1	Using File-to-Get Attributes to Limit What Is Acquired .....	15
Figure 5-1	Download Server Management Screen .....	19
Figure 5-2	Content Management Screen .....	21
Figure 5-3	Change Administrative Password Screen.....	22
Figure 5-4	Get Statistics Log File Screen .....	23
Figure 5-5	Recent Log of Connection Tests Screen.....	24

## Revision History

Version	Revision Date	Description
1.0.0	07/21/2006	Revised descriptions of provisional operations to match those of real operations
0.9.1	06/30/2006	Added descriptions specific to the download functionality dedicated package
0.9.0	06/06/2006	Initial version.

# 1 Introduction

This manual focuses on the Nintendo Wi-Fi Connection download service (henceforth called the Nintendo WFC download service). The Nintendo WFC download service encompasses content management from a PC using the Web as well as the use of the Download library of the NITRO-DWC to download content from a DS.

The following features are provided in the Nintendo WFC download service:

- Communicate securely using HTTPS
- Attach attributes in order to extract files
- Attach explanatory text for downloadable games
- Specify the date and time when downloads are possible
- Restrict access points from which downloads are possible
- Register files as large as 1 megabyte
- Register as many as 100 separate sets of content

The following procedure is required to use the Nintendo WFC download service:

1. Contact Nintendo, then submit the application form
2. Get a game code and game password for connecting to and accessing the Download server from a DS.
3. Get a URL for the Content Management screen, an account name, and an administrative password.

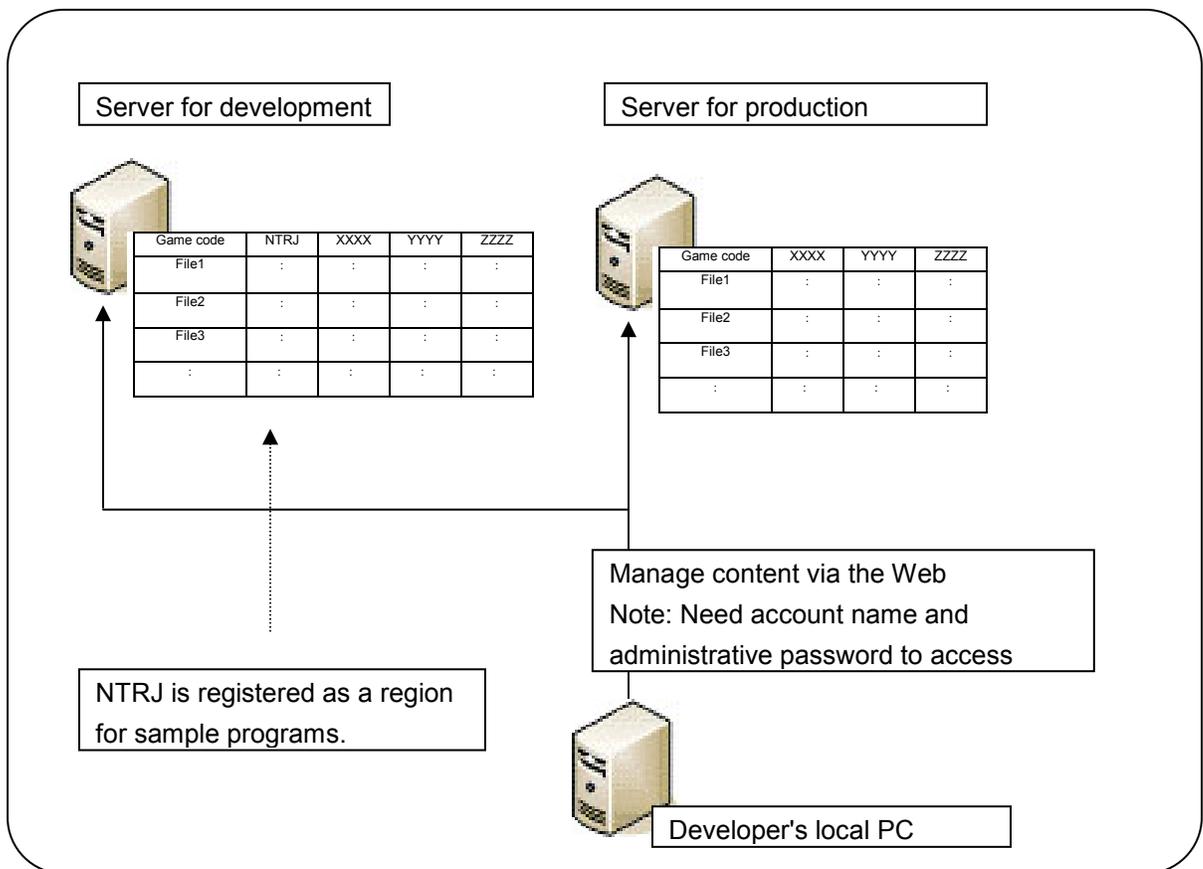
## 2 Overview

This chapter presents a general overview of the Nintendo WFC download service

### 2.1 Structure of the Download Server

The Download server for registering content is divided into a development server and a production server, as shown in Figure 2-1. Use the development server to develop and debug code, and the production server for the production version ROM. You switch between servers from the DS based on the setting in the `DWC_SetAuthServer` function.

**Figure 2-1 Schematic of Server Structure**

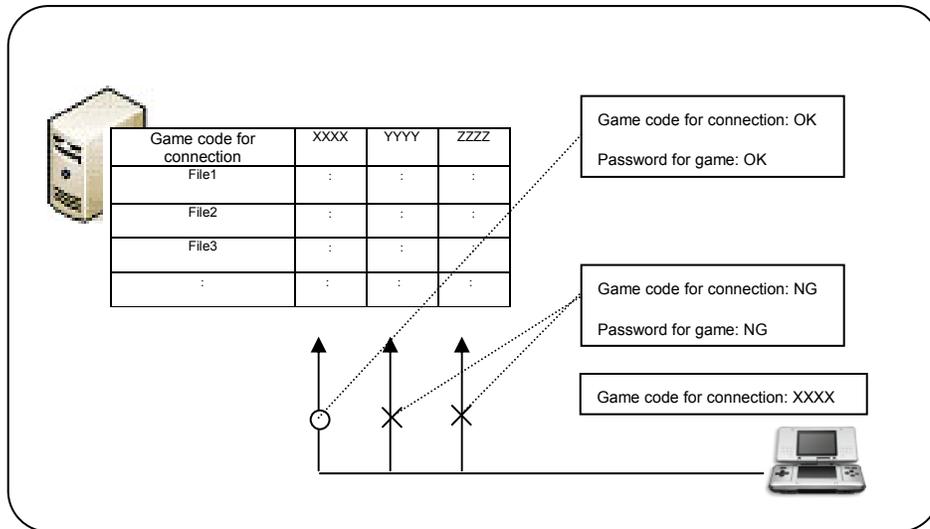


After you have applied to use the Nintendo WFC download service, you will be assigned disk space and a management screen on each server for every game. Content is registered via the Web by connecting to this management screen. To access this screen, you need to use the URL, account name, and administrative password provided by Nintendo.

## 2.2 Content Confidentiality

The disk space for registering games is divided up by the connection-use game codes. In order to protect the confidentiality of each game, there is also a game-use password that restricts access when connecting to the Download server from the DS. The game-use password is supplied by Nintendo after you have applied to use the Nintendo WFC download service.

**Figure 2-2 Access Restricted with a Password**



**Note:** Different game titles can share the same disk space by using the same connection-use game code and game-use password.

## 2.3 Content Attributes

Up to the three attributes can be attached to content registered in the Download server. These attributes are called “content attributes.” The attributes specified on the DS side for getting files are called “file-to-get attributes.” The content attributes and the file-to-get attributes are compared to determine which file lists and files can be downloaded. By controlling these attributes, you can filter and restrict the content that is available.

The comparison follows these rules:

- A file is downloadable if the content attributes and the file-to-get attributes match fully.
- If the file-to-get attributes are NULL strings, all files are unconditionally downloadable.

Table 2-1 provides some examples of how content attributes and file-to-get attributes combine to determine what can be downloaded. Note that two adjacent quotes “” in the table denote the NULL string.

**Table 2-1 Examples of Attribute Comparisons**

Example Number	Content Attributes			File-to-Get Attributes			Remarks
	1	2	3	1	2	3	
1	"A"	"B"	"C"	"A"	"B"	"C"	Complete match, so downloadable
2	"A"	"B"	"C"	""	""	""	Attributes 1, 2, 3 are ignored, so downloadable.
3	"A"	"B"	"C"	""	"B"	"C"	Attribute 1 is ignored and attributes 2 and 3 match, so downloadable.
4	"A"	"B"	"C"	""	"1"	""	Attributes 1 and 3 are ignored but attribute 2 does not match, so not downloadable.
5	""	"B"	"C"	"A"	"B"	"C"	Attribute 1 does not match, so not downloadable.  <b>Note:</b> If a content attribute is the NULL string, the corresponding file-to-get attribute must also be the NULL string in order for them to match.

## 2.4 Features of the DWC Download Library

The DWC Download library (the function group with names starting with `DWC_Nd`) lets you:

- Set the file-to-get attributes
- Get the number of files
- Get the file list
- Download files
- Check the progress of the download

## 2.5 Sample Program

The connection-use game code for the sample program is "NTRJ." The content for the sample program is registered on the development server

Starting the sample program activates the Settings utility. It is here that you set the access point for the connection.

Once the Settings utility is completed, the connection to the Internet begins. After the connection is established, use `DWC_NdSetAttr` to set the file-to-get attributes. After the attributes are set, they are compared and a list of downloadable files is obtained from the server.

Select a file from the list to begin downloading that file.

**Table 2-2 Content for the Sample Program**

File Name	File Size in Bytes	Attribute 1	Attribute 2	Attribute 3
64k.txt	65536	a		
64k_2.txt	65536	a	b	
128k.txt	131072	a	b	c
128k_2.txt	131072	b		
256k.txt	262144	b	b	
256k_2.txt	262144	b	b	c
512k.txt	524288	c		
512k_2.txt	524288	c	b	
1024k.txt	1048576	c	b	c

## 3 Making a Nintendo Wi-Fi Connection

When the download dedicated package (hereafter, DWC-DL) is used, there is no need for user data, friend relationship structures, associations with the DS console and Game Card, etc. As a result the procedure when connecting to the Internet is much simpler than it is with the normal DWC package. Use this chapter as a reference when making a Nintendo Wi-Fi Connection using DWC-DL.

**Note:** When not using DWC-DL, please refer to the Nintendo Wi-Fi Connection Nitro-DWC Programming Manual.

### 3.1 Initialization

---

As with the normal DWC package, when using DWC-DL the `DWC_Init` function performs the initialization. In addition, use the `DWC_SetMemFunc` function to set all the functions that will allocate/deallocate memory used by the DWC library overall.

### 3.2 Creating User Data

---

There is no need to create user data for the DWC-DL.

### 3.3 Connection Process

---

With DWC-DL, the process for making a Nintendo Wi-Fi Connection is divided into the following two phases:

- Connect to the Internet (make a Nintendo Wi-Fi Connection and get an IP address)
- Log in to the Nintendo authentication server.

#### 3.3.1 Connecting to the Internet

---

The connection is made in the same way as with the normal DWC package.

#### 3.3.2 Log in to the Nintendo Authentication Server

---

When logging in to the Nintendo authentication server, use the `DWC_NASLoginAsync` function, and not the `DWC_LoginAsync` function. (There is no need to initialize match-making or friend relationship functionality with the `DWC_InitFriendsMatch` function.) After calling this function, call the `DWC_NASLoginProcess` function at a frequency of every game frame to advance the login process. When the `DWC_NASLoginProcess` function return value is `DWC_NAL_STATE_SUCCESS`, the login has completed.

Once the login has completed, perform the download processes as described in Chapter 4,

Downloads.

### **3.4 Monitoring Communication Status**

---

With the normal DWC package, communication status is monitored with the `DWC_ProcessFriendsMatch` function. As that function, however, includes match-making and friend relationship functionality, it cannot be used with DWC-DL.

DWC-DL therefore uses the `DWC_UpdateConnection` function to monitor communication status.

Once the log-in to the Nintendo authentication server has completed, call this function at a frequency of each game frame.

### **3.5 Disconnecting from the Internet**

---

Disconnection occurs in the same way as the normal DWC package

## 4 Downloads

### 4.1 Initialization

---

After the Nintendo Wi-Fi Connection has been made and the authentication process completed, call the `DWC_NdInitAsync` function and initialize the DWC Download library, the group of functions that begin with `DWC_Nd` (see Code 4-1).

HTTP communications take place in the background during the initialization process, so be sure to give sufficient processing time for threads that have lower priority than the main thread during the process. When the initialization process has completed, the specified callback function gets called.

**Note:** The callback function specified here is shared as the callback by the processes that initialize the DWC Download library, get the number of files, get the file list, and download the files.

#### Code 4-1 Initializing the DWC Download Library

```
bool callback;
char gamecd[] = {"NTRJ"};           // Game code for connection
char passwd[] = {"ABCDEF"};        // Game-use password provided by
Nintendo

void init_dwc_nd( void )
{
    callback = FALSE;
    if ( DWC_NdInitAsync( nd_callback, gamecd, passwd ) == FALSE )
    {
        disp_init_nd_error();       // Error process
        return;
    }
    wait_callback();                // Wait for callback
}

// The callback function
void nd_callback (DWCNdCallbackReason reason, DWCNdErr err, int servererr)
{
    callback = TRUE;
    switch ( reason )
    {
        // Callback at time of initialization process
        case DWC_ND_CBREASON_INITIALIZE:
            if ( err != DWC_ND_ERROR_NONE )
            {
```

```

        disp_init_nd_cb_error(); // Error process
    }
    break;
// Callback when getting number of file lists
case DWC_ND_CBREASON_GETFILELISTNUM:
    :
    :
}
}

```

## 4.2 Extracting Files by Specifying Attributes

By using the `DWC_NdSetAttr` function to specify file-to-get attributes, you can extract certain kinds of files (see Code 4-2). Up to three attribute strings can be specified to extract files. If no attributes have been specified, all files will be treated as downloadable. The attribute string is a string of up to 10 ASCII characters ending with the NULL terminator.

### Code 4-2 Specifying Attributes

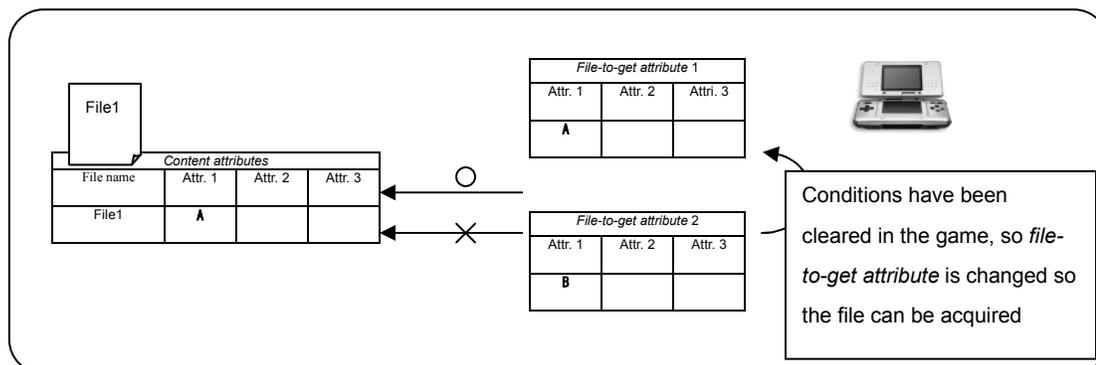
```

char attr1[] = {"A"};
char attr2[] = {"B"};
char attr3[] = {"C"};

void set_attr( void )
{
    if ( DWC_NdSetAttr( attr1, attr2, attr3 ) == FALSE )
    {
        disp_set_attr_error(); // Error process
    }
}

```

By using this extraction process, you can set restrictions for when a file can be downloaded. For example, you can set attributes to only allow download after some event has occurred in the game, or after the player has reached a certain level in the game.

**Figure 4-1 Using File-to-Get Attributes to Limit What Is Acquired**

### 4.3 Downloading Files

Call the `DWC_NdGetFileListNumAsync` function to get the total number of files that can be downloaded. Call the `DWC_NdGetFileListAsync` function to get a partial list or a complete list of these downloadable files. The file list contains information on the file name, the explanatory text for the game, the attributes, and the file size. It also clearly shows the user which files can be downloaded.

To start downloading a file from the obtained file list, call the `DWC_NdGetFileAsync` function. Specify the file information structure (`DWCNdFileinfo`) representing the file you want to download as the function argument (see Code 4-3).

#### Code 4-3 Downloading a File

```
DWCNdFileinfo *info;
char          *buffer;

void get_file( void )
{
    int num, no;

    // Get the number of files
    callback = FALSE;
    if ( DWC_NdGetFileListNumAsync( &num ) == FALSE )
    {
        disp_get_filenum_error();    // Error process
        return;
    }
    wait_callback();                // Wait for callback
```

```

// Secure buffer for file list being obtained
info = alloc_info_buffer(( sizeof( DWCNdFileinfo ) * num ));

// Get file list
callback = FALSE;
if ( DWC_NdGetFileListAsync( info, 0, num ) == FALSE )
{
    disp_get_filelist_error();    // Error process
    return;
}
wait_callback();                // Wait for callback

// Select which file to get
no = select_download_file();
// Secure buffer for file being gotten
buffer = alloc_file_buffer( info[no].size );

// Get the file
callback = FALSE;
if ( DWC_NdGetFileAsync( &info[no], buffer, info[no].size ) == FALSE )
{
    disp_get_file_error();        // Error process
    return;
}
wait_callback();                // Wait for callback
}

```

## 4.4 Cancellation Process

The processes that initialize the library, get the number of files, get the file list, and download a file can all be canceled by calling the `DWC_NdCancelAsync` function (see Code 4-4).

### Code 4-4 Cancellation Process

```

bool cancel;                // TRUE entered on cancellation request from user

void wait_callback( void )
{
    cancel = FALSE;
    while( 1 )
    {
        if ( callback == TRUE ) break;
    }
}

```

```
// Cancellation process
if ( cancel == TRUE )
{
    if ( DWC_NdCancelAsync() == FALSE )
    {
        disp_cancel_error();    // Error process
    }
    break;
}

// Wait for V blank.
// During this wait process, you need to give threads that have
// lower priority than the main thread sufficient processing time,
// so use the OS_WaitVBlankIntr function or some other way.
GameWaitVBlankIntr();
}
}
```

The cancellation process starts when the `DWC_NdCancelAsync` returns `TRUE`. After that, `error = DWC_ND_ERROR_CANCELED` is entered in the callback for the function whose process was cancelled.

## 4.5 Checking Progress of the Download

---

Use the `DWC_NdGetProgress` function to check on the progress of a download (see Code 4-5).

### Code 4-5 Checking the Progress of the Download

```
void check_progress( void )
{
    u32 received, contentlen;

    if ( DWC_NdGetProgress( &received, &contentlen ) == TRUE )
    {
        OS_TPrintf( "Download %d/100%n", ( received*100)/contentlen );
    }
}
```

## 4.6 Terminating the Library

---

Call the `DWC_NdCleanupAsync` function to terminate the DWC Download library. After the process of terminating the library has completed, the callback function specified in the argument of `DWC_NdCleanupAsync` is called (see Code 4-6).

**Code 4-6 Process for Terminating the Library**

```
BOOL cleanup;

void cleanup_dwc_nd ( void )
{
    cleanup = FALSE;

    DWC_NdCleanupAsync( nd_cleanup_callback );

    while( 1 )
    {
        if ( cleanup == TRUE ) break;

        // Wait for V blank.
        // During this wait process, you need to give threads that have
        // lower priority than the main thread sufficient processing time,
        // so use the OS_WaitVBlankIntr function or some other way.
        GameWaitVBlankIntr();
    }
}

void nd_cleanup_callback ( void )
{
    cleanup = TRUE;
}
```

## 5 Content Management

### 5.1 5.1 Connecting to the Nintendo Wi-Fi Connection Download Server Management Screen

Connect to the Nintendo Wi-Fi Connection Download Server Management screen (hereafter, the Download Server Management screen) in the following way:

1. Access the screen using a PC Web browser and the URL provided by Nintendo
2. At the authentication screen, enter the account name and the administrative password provided by Nintendo. (You can change the password at the management screen.)

### 5.2 Download Server Management Screen

The following screen is displayed when you log in to the Download Server Management screen.

Figure 5-1 Download Server Management Screen



### 5.2.1 Information

---

The following content is displayed on the Download Server Management screen:

- **Language:** Select the language for the management screen. Choose between Japanese and English.
- **Time Zone:** Select the time zone for the management screen to use.
- **Target Game:** Shows the name of the target game.
- **Connection Code:** Shows the target connection game code.
- **Administrator:** Shows the name and e-mail address of the registered administrator.
- **Current Time/Date:** Shows the current time and date.
- **Prior Login Time/Date:** Shows the time and date in the specified time zone for the last time logged in.
- **Prior Login IP:** Shows the IP address used the last time logged in

### 5.2.2 Administration Menu

---

The following content is displayed in the Administration menu:

- **Content Management:** Link to the Content Management screen.
- **Change Admin Password:** Link to the Change Password screen.
- **Get Statistics Log File:** Link to the Get Statistics Log File screen. Note that this will appear only on product servers.
- **Link to Recent Log of Connection Tests:** Link to the Recent Log of Connection Tests screen.

### 5.2.3 Notifications from Nintendo

---

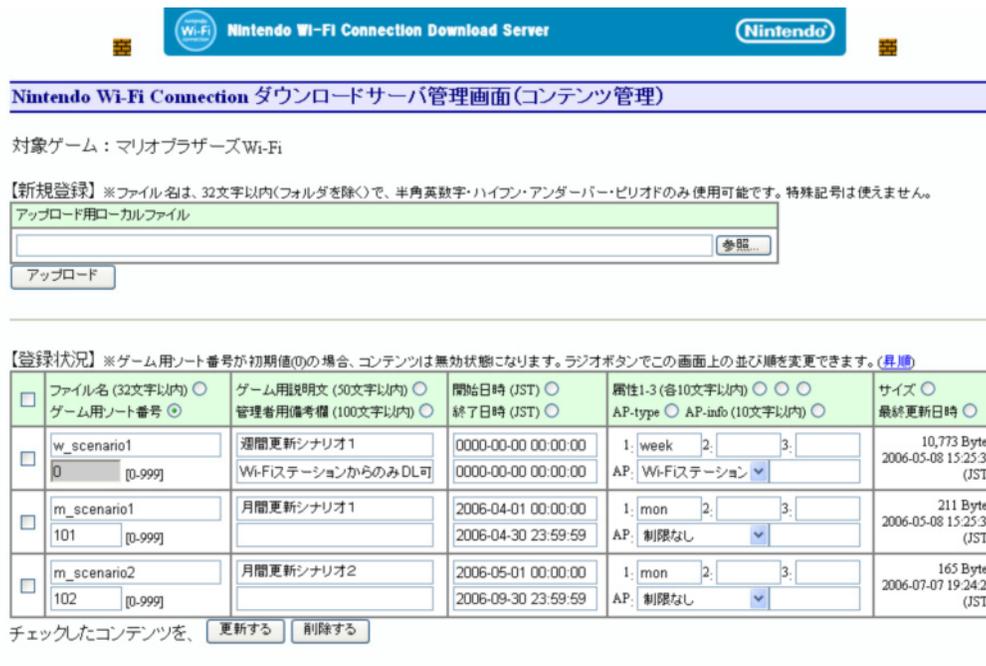
Notifications from Nintendo are shown here.

## 5.3 Content Management Screen

---

From this screen you can register downloadable content as well as check and configure that content.

Figure 5-2 Content Management Screen



### 5.3.1 New Registration

Use this to register content that can be downloaded.

Directly enter a filename for **File** or use the **Browse** button to choose a target file from the local PC, then press **Upload to register content**.

**Note:** Do not exceed more than 100 items or file sizes greater than 1 Mbyte.

### 5.3.2 Registration Status

This displays a list of registered content.

From here you can change the settings of registered content or delete content. Simply check the box to the left of the content you want to change and press either **Update** or **Delete**.

Table 5-1 Menu Content of the Content Management Screen

	Description
File Name	The name of the file (up to 32 characters) to reference from the DS.
Game Sort Number	The sort order (ascending) of the file list reflected when the file list is obtained. Content is invalidated if 0 is specified.
Game Description	The description (up to 50 characters) that is obtained along with the file list. Referenced as a UTF-16LE character string.
Admin Comments	A comment field that the administrator is free to use.

	Description
Starting Date/Time Ending Date/Time	The valid period of the content, specified as <i>year-month-date hour:minute:second</i> . Note: "0000-00-00 00:00:00" is treated as if nothing has been set. If specified for the starting date/time, the valid period lasts until the ending date/time. If specified for the ending date/time, the valid period starts at the set starting date/time but has no expiration date/time.
Attributes	The content attributes. These are used as a filter when getting file lists and files. (See section 2.3, Content Attributes.)
AP Type	This can be used to restrict the access points from which the content can be downloaded. Only the access points of the type specified (unrestricted, retail access point, hotspots) will allow connections to that type of access point for downloads.
AP Info	Only valid when retail access point is specified for AP Type. Based on information unique to retail access point, you can further refine from which retail access point downloads will be possible.  Note: You should not normally set this. If this is needed within a game specification for some reason, contact Nintendo first.
Size	The registered file size.
Date/Time of Last Update	The date/time when content was last updated.

## 5.4 Change Administrative Password Screen

From this screen you can change the password for the Download Server Administration screen.

Figure 5-3 Change Administrative Password Screen

Nintendo Wi-Fi Connection Download Server

Nintendo

Nintendo Wi-Fi Connection ダウンロードサーバ管理画面(管理画面用パスワード変更)

対象ゲーム：マリオブラザーズ Wi-Fi

【パスワードの変更】※管理画面にログインするためのパスワードです。

パスワード入力

旧パスワード

新パスワード

新パスワード(確認)

変更

### 5.4.1 Changing Passwords

To change the password:

1. Enter the current password in the old password field.
2. Enter the new password in the new password field.
3. Confirm the new password by entering it a second time in the confirm new password field.
4. Click **Change** to change the password.

## 5.5 Get Statistics Log File Screen

In the Get Statistics Log File screen, you can get an access log (one tab-delimited text file per single day's activity) for the download server.

**Note:** This page is for product servers only. It will not be available on development servers.

Figure 5-4 Get Statistics Log File Screen

The screenshot shows the 'Nintendo Wi-Fi Connection ダウンロードサーバ管理画面 (統計用ログファイル取得)' page. It includes a header with the Nintendo logo and a title bar. Below the header, it specifies the target game as 'Mario Plaza Wi-Fi'. A note indicates that log files are generated daily at UTC time. A table lists downloadable log files for various dates in June 2006, including file names and sizes. A section titled 'ログファイルについて' explains that files are zip-compressed and do not include file lists. A table of '主な結果コードの説明' (Main Result Code Explanations) is provided, listing error codes like 101 (Invalid parameter), 103 (Invalid token), 104 (Token expired), 105 (File not found), 106 (Attribute differed), 107 (Contents expired), 108 (Non-target AP), and 110 (Invalid password) with their respective messages and causes.

対象ゲーム：マリオプラザーズWi-Fi

【統計用ログファイル】※UTC時間にて1日1ファイルのログファイルが生成されます。

ダウンロード可能ログファイル一覧

- 2006-06-30 (1Lines, 175Bytes)	- 2006-06-29 (1Lines, 175Bytes)	- 2006-06-28 (1500000Lines, 371726Bytes)	- 2006-06-27 (1Lines, 175Bytes)	- 2006-06-26 (1Lines, 175Bytes)
- 2006-06-25 (1Lines, 175Bytes)	- 2006-06-24 (1Lines, 175Bytes)	- 2006-06-23 (1Lines, 175Bytes)	- 2006-06-22 (1Lines, 175Bytes)	- 2006-06-21 (1Lines, 175Bytes)

ログファイルについて

UTC時間にて1日1ファイルのログファイルが生成されます。ファイルはzip圧縮されています。ログファイルの内容は、コンテンツのダウンロード処理に関するものです。ファイル数・リストの取得処理は含まれていません。ログファイルはタブ区切りのテキストファイルとなっています。改行コードはCR+LFです。各項目の説明は下記の通りです。ログファイルの表示期間(保存期間)は30日間です。期間内にダウンロードしてご利用ください。

項番	説明	主な結果コードの説明
1	接続用ゲームコード	結果コード
2	ダウンロード日時(UTC)	メッセージ
3	ダウンロード日時(JST)	原因
4	IPアドレス	101 Invalid parameter パラメータが不明しい(User-Agent不正を含む)
5	製品コード(ROMヘッダ情報)	103 Invalid token 暗号鍵が一致しない/リフレッシュ値が一致しない
6	Wi-FiコネクションID	104 Token expired トークンの有効期限(24時間)切れ
7	MACアドレス	105 File not found コンテンツが存在しない
8	ファイル名	106 Attribute differed 属性が一致しない
9	結果コード	107 Contents expired コンテンツの有効期限切れ
10	AP情報 (S: Wi-Fi Station, W: Wayport)	108 Non-target AP サービス対象でないAP
11	要求属性1	110 Invalid password パスワードが一致しない
12	要求属性2	
13	要求属性3	

### 5.5.1 Statistics Log File

You can get a log file by clicking on the desired date in the list of downloadable log files.

**Note:** The content of the log file differs from that described in section 5.6, Recent Log of Connection Tests Screen, and refers only to downloads. No log is kept of file list or file number get processes

## 5.6 Recent Log of Connection Tests Screen

In the Recent Log of Connection Tests screen, you can see the fifty most recent log activities for server access.

Figure 5-5 Recent Log of Connection Tests Screen

Nintendo Wi-Fi Connection ダウンロードサーバ管理画面(接続テスト用直近ログ参照)

対象ゲーム：マリオブラザーズWi-Fi  
 現在日時：2006-07-21 16:46:18 (JST)

【接続テスト用直近ログ(7件)】 ※直近24時間のDS接続ログを最新順で表示します。(最大50件)

接続日時 (JST)	DS IPアドレス	接続コード	製品コード	Wi-Fi接続ID	MACアドレス	処理内容	ファイル名	結果コード	offset/num	AP情報	属性1	属性2	属性3
2006-07-21 14:40:06	222.222.222.222	AMBJ	AMBJ	1234567890000000	0009bf123000	Download	boot1	-	-/-	-	-	-	-
2006-07-21 14:39:29	222.222.222.222	AMBJ	AMBJ	1234567890000000	0009bf123000	List	-	-	-/-	-	-	-	-
2006-07-21 14:39:18	222.222.222.222	AMBJ	AMBJ	1234567890000000	0009bf123000	Num	-	-	-/-	-	-	-	-
2006-07-21 14:38:19	111.111.111.111	AMBJ	AMBJ	1234567890123000	0009bf123456	Download	boot1	-	-/-	Wi-Fi Station	-	-	-
2006-07-21 14:38:02	111.111.111.111	AMBJ	AMBJ	1234567890123000	0009bf123456	Download	-	101	-/-	Wi-Fi Station	-	-	-
2006-07-21 14:37:43	111.111.111.111	AMBJ	AMBJ	1234567890123000	0009bf123456	List	-	-	-/-	Wi-Fi Station	-	-	-
2006-07-21 14:37:30	111.111.111.111	AMBJ	AMBJ	1234567890123000	0009bf123456	Num	-	-	-/-	Wi-Fi Station	-	-	-

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### 5.6.1 Recent Connection Tests Log

The following content is displayed:

- **Connection Date/Time:** The date and time (JST or Japan Standard Time) of the connection.
- **DS IP Address:** The IP address of the connecting DS.
- **Connection Code:** The Game Code provided by Nintendo to connect to the download server.
- **Product Code:** The Game Code provided by Nintendo.
- **Connection ID:** The Nintendo Wi-Fi Connection ID of the connecting user.
- **MAC Address:** The fixed MAC address of the connected DS.
- **Process:**
  - download:** a file download process
  - list:** the file list get process
  - num:** the file number get process
- **File Name:** The name of the downloaded file.
- **Result Code:** Error messages returned from the server. (For more information, see the description of primary result codes in the Get Statistics Log File screen.)
- **offset/num:** Parameters used when getting lists.
- **AP Info:** Information for the connected access point.
- **Attribute 1:** Attribute 1 of the retrieved file
- **Attribute 2:** Attribute 2 of the retrieved file
- **Attribute 3:** Attribute 3 of the retrieved file



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