

Release Notes

NITRO-SDK

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Nintendo Co., Ltd

Version: NitroSDK-2.1

About this Package

This package is a basic library set, designed for use in the development of applications for the Nintendo DS system (development code: NITRO). A variety of APIs have been prepared to make NITRO application development more efficient. Hardware registers have been abstracted and high-visibility source code has been created. Also provided is a standard mechanism for the management of memory, interrupts and other system resources.

The Contents of this Package

- NITRO-SDK library (Graphics, OS system subprocessor components, etc.)
- Online version of Function Reference Manual
- Demo programs for NITRO features
- *make* system that combines the switching of development targets

About the Changes

To read about all of the changes that have been made in the various versions of the NITRO-SDK prior to NITRO-SDK 2.1, see the Revision History part of the online Function Reference Manual.

Below is a list of the main changes:

- The sound library stored in NITRO-System and its related files (documents as well as samples) have been placed in NITRO-SDK.
- The memory map has been revamped. The default size of the MainRAM region allocated to ARM9 has been increased by 128 Kbytes, and in step with this, ARM7 and DTCM have been moved to other locations.
- Added support for a build option that can specify different types of ROM for use by the program. In addition to conventional mask ROM, can now also specify one-time PROM.
- Expanded the language codes, adding formal support for the Chinese market.
- Made corrections and additions to existing libraries.