

Release Notes

NITRO-SDK

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Nintendo Co., Ltd.

Version: NitroSDK-2.0

About this package

This package consists of the basic library set needed to develop applications for the Nintendo DS system (development codename "NITRO"). It provides a number of APIs that should increase the efficiency of the NITRO application development process. The hardware registers have been abstracted to aid in creating more readable source code. In addition, standard mechanisms for management of system resources, such as memory and interrupts, are provided.

Items included in this package

- NITRO-SDK library (graphics, OS system, subprocessor component, etc.)
- Online Function Reference Manual
- NITRO Demo program by function
- `make` system with integrated development target switching

Revisions

Because NITRO-SDK 2.0 supports the Nintendo DS System, a number of revisions were made from NITRO-SDK 1.2. For details on past revisions, see the section in the Online Reference Manual that describes the history of revisions up to NITRO-SDK version 2.0.

The main changes are as follows:

- Changed the default target from TEG to TS for IS-NITRO-DEBUGGER and for NITRO-TS, which is the board used for Nintendo DS software development.
- Changed the file extension for ROM binary files from `.bin` to `.srl` and made overall changes and corrections to the procedure for the first build with the `make` rules.
- Updated the sound library distributed with the NITRO-SDK to version 02/22/2005.
- Opened the wireless communications control library (WM), made the wireless communications driver control library (WVR) the upper library of WM, and opened the wireless communications block transfer protocol library (WBT). In step with these changes, opened the *mongoose* and *ichneumon* components that support wireless communications. In addition, stored a DS program with a variety of check tools that support the development of wireless communications programs.
- Opened the DS Download Play library (MB), which communicates with the startup program (IPL) built into the Nintendo DS, and the PictoChat library (CHT). In addition, added functions to the OS library for getting various types of information from the Nintendo DS unit.
- Opened the Card Access library (CARD).
- Opened the Cartridge Access library (CTR DG).
- Opened the Power Management library (PM).
- Opened the Mathematical Computations library (MATH).
- Opened the Pattern Recognition library (PRC).
- Made corrections and added features to the various existing libraries.