LotCheck

Rob Crombie

Product Testing

Nintendo of America

LotCheck Flow

Licensee

PASS

FAIL

NOA Engineering's Lot Check

PASS

FAIL

NCL Lot Check Uji Engineering

PASS

Manufacture

NINTENDO DS

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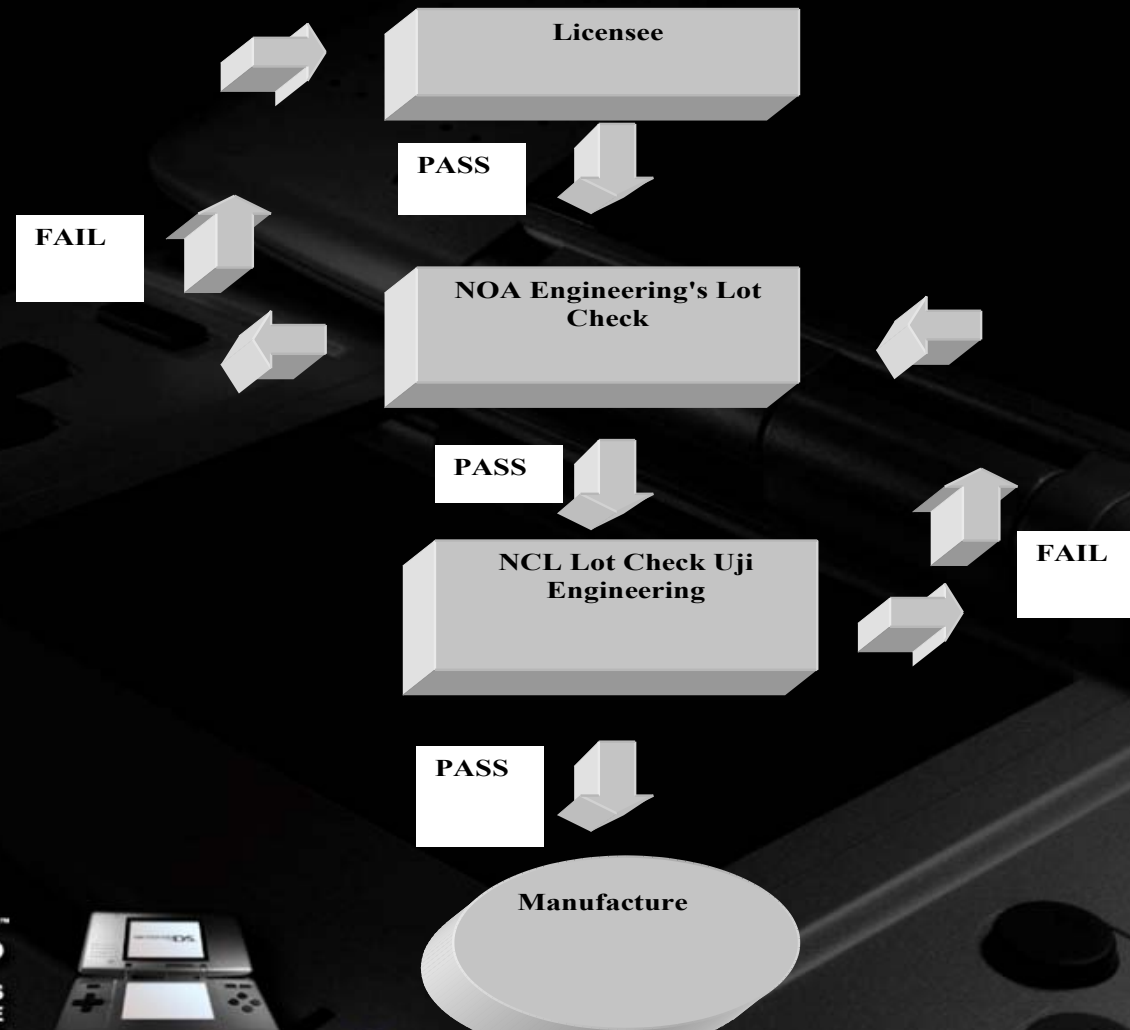
Pre-checks

- When should I submit for pre-check?
- When can I expect results?
- How do I know what I must fix and what are suggestions?
- Is a pre-check worth my time?

Nintendo DS vs. AGB

- IPL
- Switching Backlight Settings
- Touch Screen
- Power Management
- Wireless Communication

Common Problems on AGB That Will Also Apply on DS

- Preventing (and Repairing) Corrupt Save Data
- Constant Writing to Memory
- File Delete or Overwrite
- "Licensed by Nintendo"

Health & Safety

- Health & Safety Warning
- Excessive Flicker
- Regular Patterns
- Contrast and Brightness
- Rapidly Repeating Exerting Pressure

Proper References

- http://www.warioworld.com/
- Document to be posted to Nitro section.

Master ROM Submission

- File Size = Mask ROM Size
- DS Spec Sheet – It's simplified!
- Instruction Manual
- ESRB Rating
- Software Destination Declaration
- Screen Text
- Save Data

Tips

- Fix reported problems before resubmitting
- Use the Developer Support Group as a resource. support@noa.com
- Learn from non-approvals and spread the knowledge within your company.
- Ask us ahead of time: lotcheck@noa.nintendo.com
- Double-check your paperwork.
- Don't wait until the last minute.

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Closing

- Break The Mold
- Create the Next Genre
- Thanks For Coming!