Nintendo Wi-Fi Connection for DS

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Software Development Support Group

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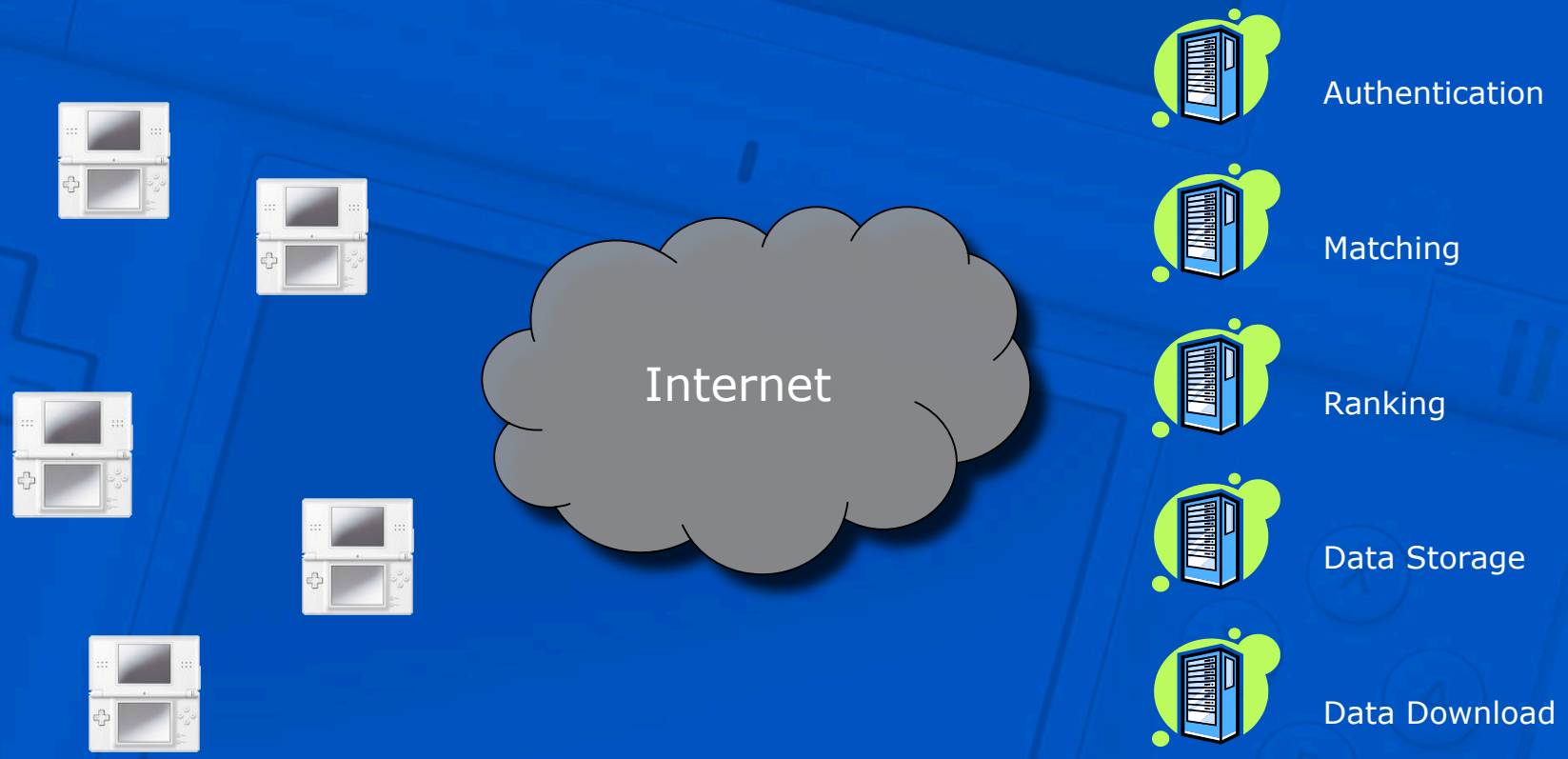
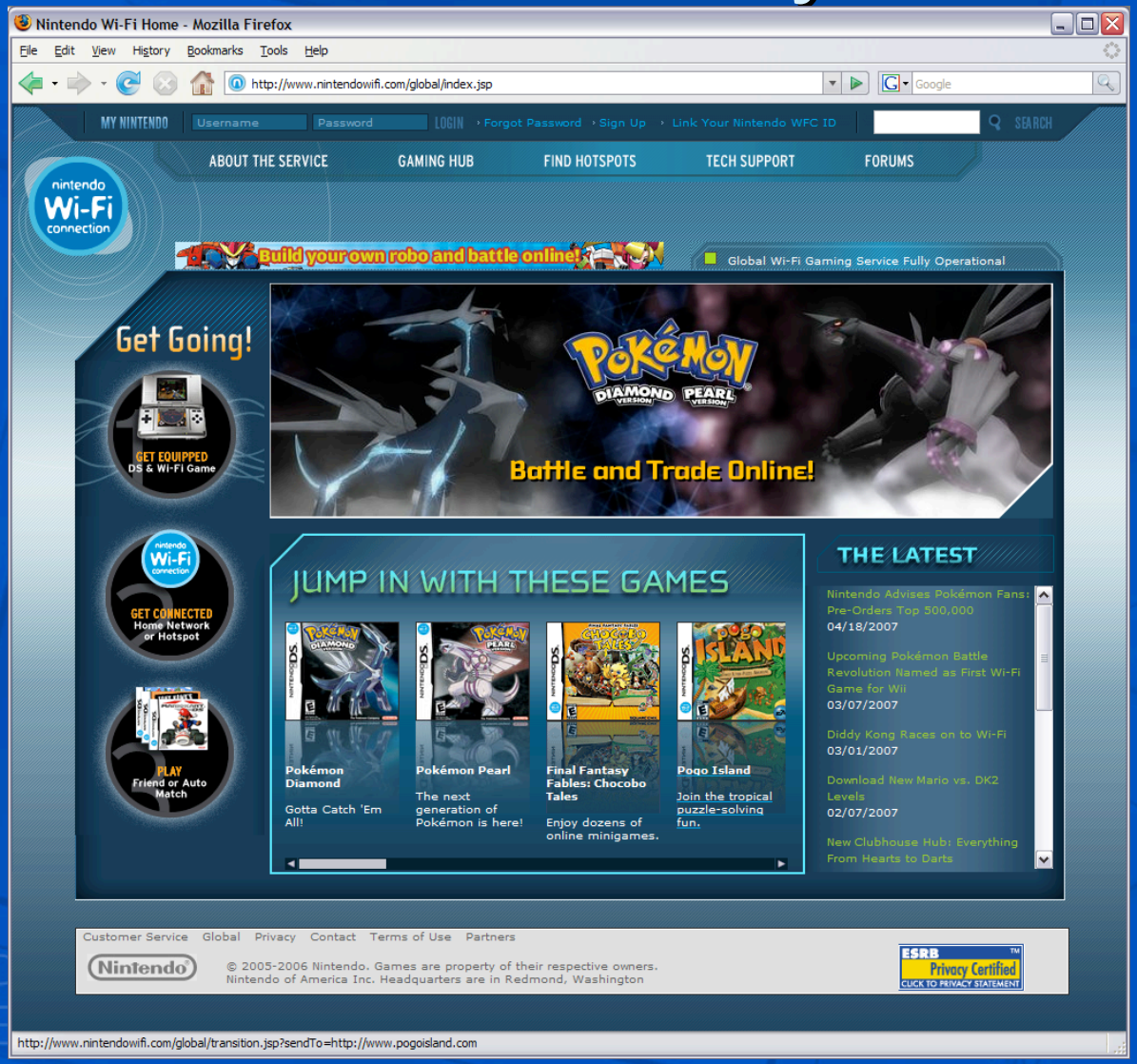
Nintendo Wi-Fi Connection is a logo!

Nintendo Wi-Fi Connection is "infrastructure"!



Nintendo Wi-Fi Connecction is "community"!



Nintendo Wi-Fi Connection is live!

Pokémon Diamond
Status – Up!

Pokémon Pearl
Status – Up!

Custom Robo Arena
Status – Up!

Spectrobes
Status – Up!

Winning Eleven Soccer
Status – Up!

Diddy Kong Racing DS
Status – Up!

Yu-Gi-Oh GX Spirit Caller
Status – Up!

Castlevania: Portrait of Ruin
Status – Up!

Bomberman Land Touch
Status – Up!

Final Fantasy III
Status – Up!

Digimon World DS
Status – Up!

Konductra
Status – Up!

Contact
Status – Up!

Clubhouse Games
Status – Up!

Mario vs. DK2
Status – Up!

Open Season
Status – Up!

Star Fox Command
Status – Up!

Tenchu: Dark Secret
Status – Up!

LostMagic
Status – Up!

Bomberman Land Touch
Status – Up!

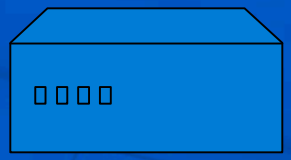
Tetris DS
Status – Up!

Animal Crossing: Wild World
Status – Up!

Mario Kart DS
Status – Up!

Tony Hawk
Status – Up!

Hardware



IS-NITRO-EMULATOR

Production DS

Wi-Fi access point
Nintendo Wi-Fi USB connector
Internet Connection

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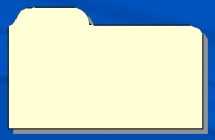
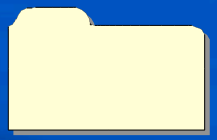
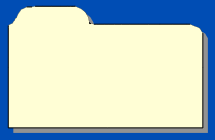
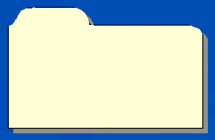
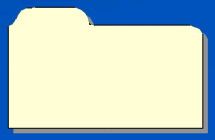
Software


NitroDWC or 
NitroDWC-DL


NitroWiFi


NitroSDK


NITRO-System

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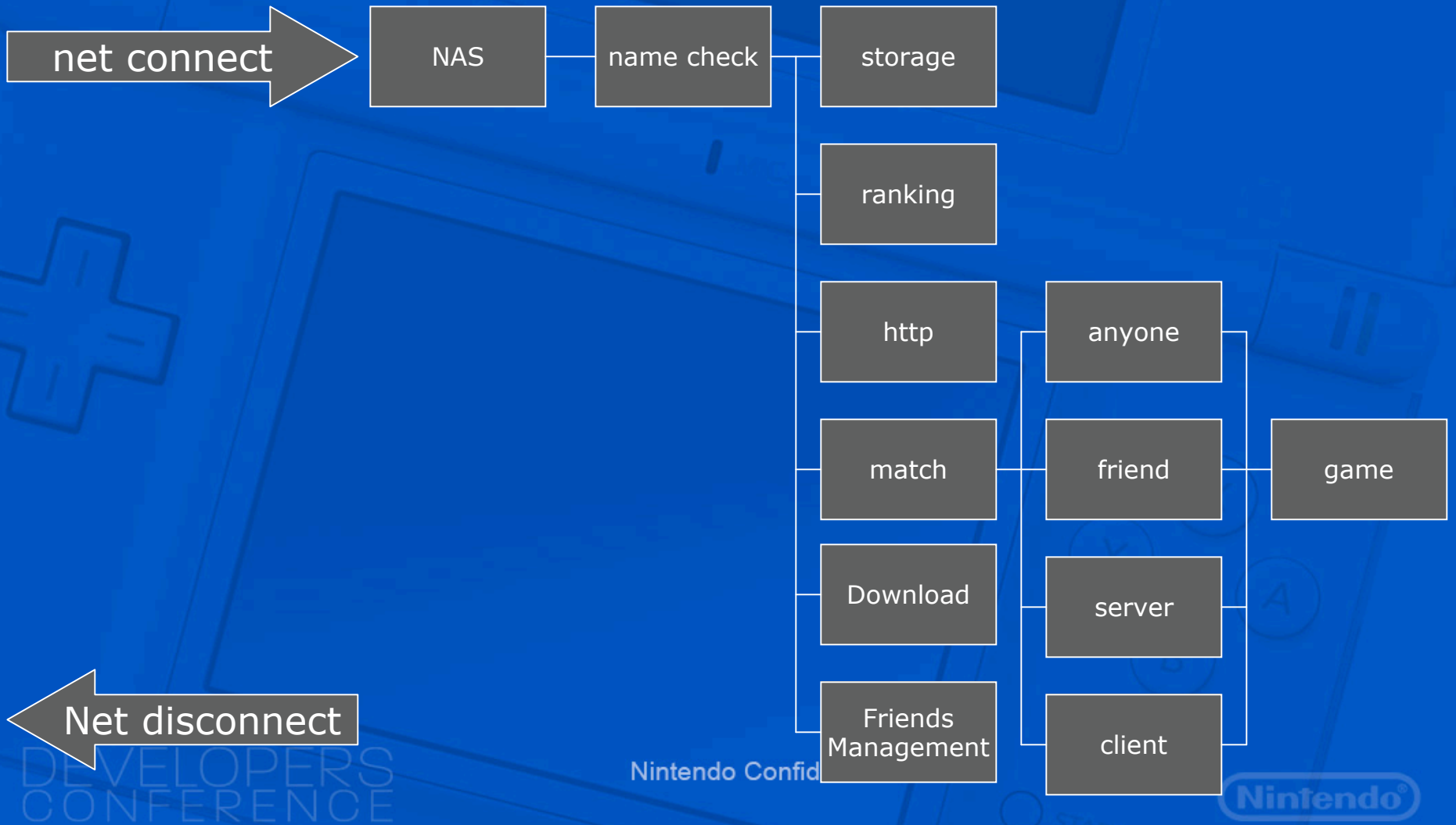
NitroDWC



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NitroDWC-DL

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NitroWiFi

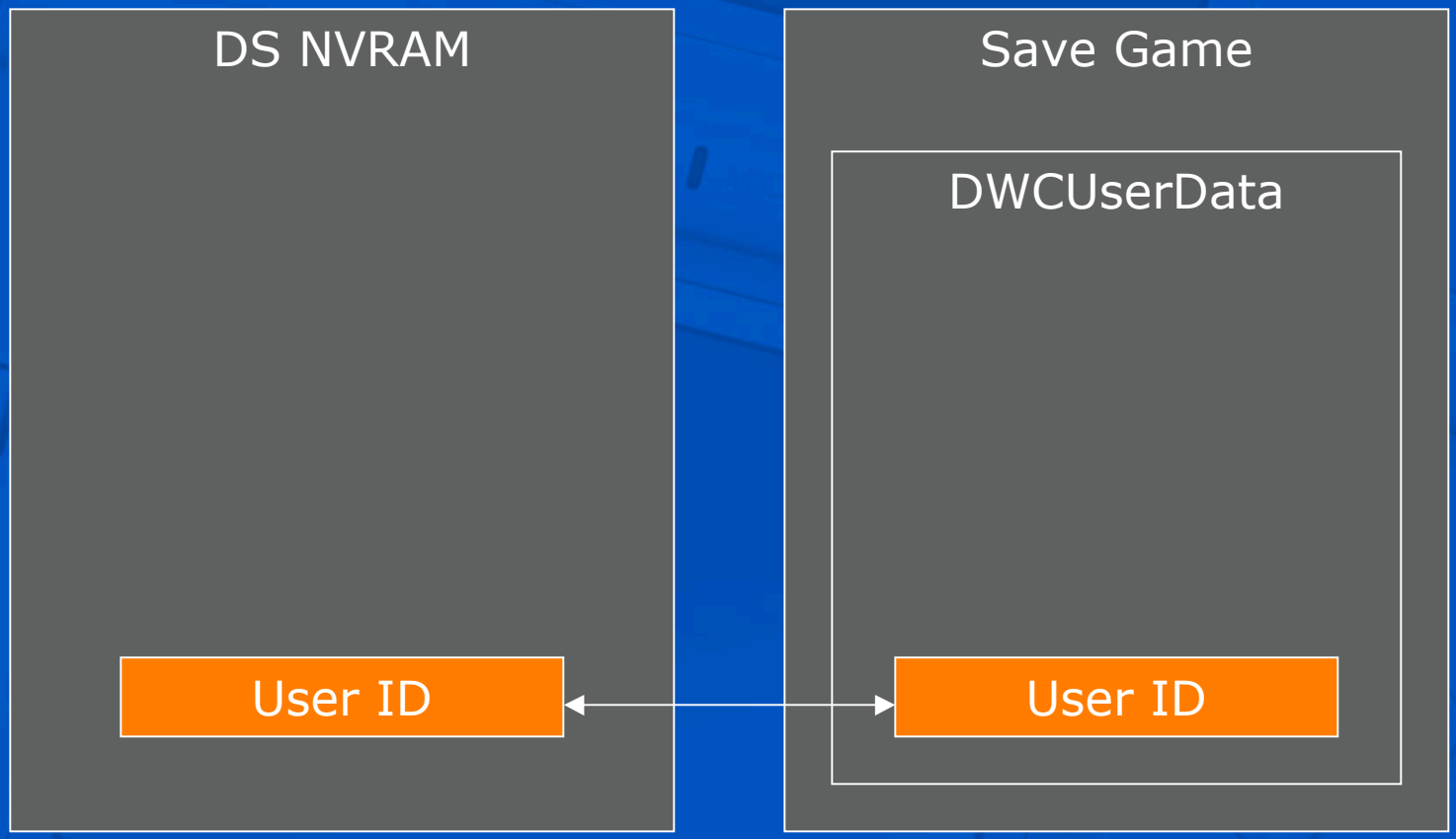
Simple, Comfortable, Free

Profile Creation

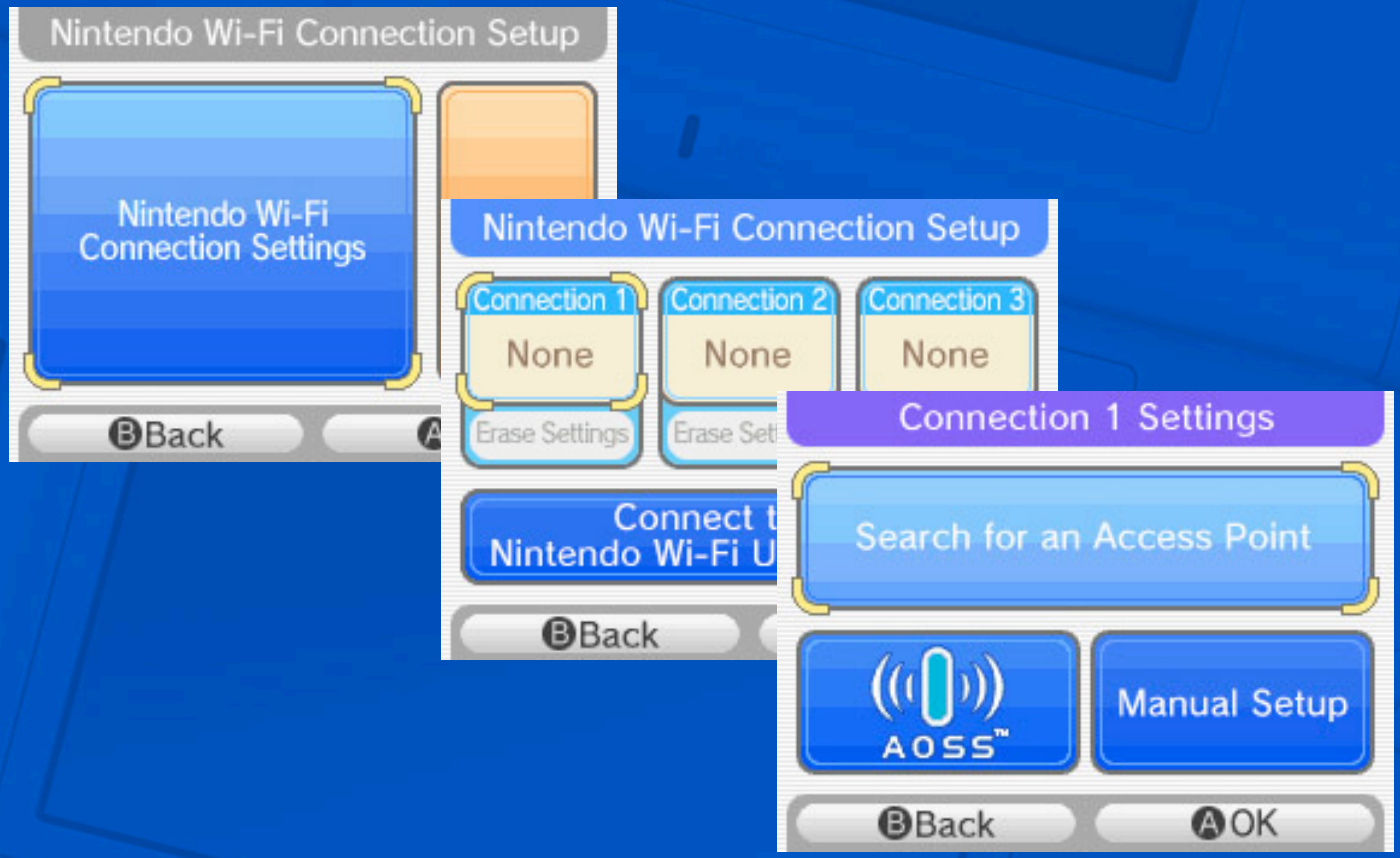
Contact Management

Matching

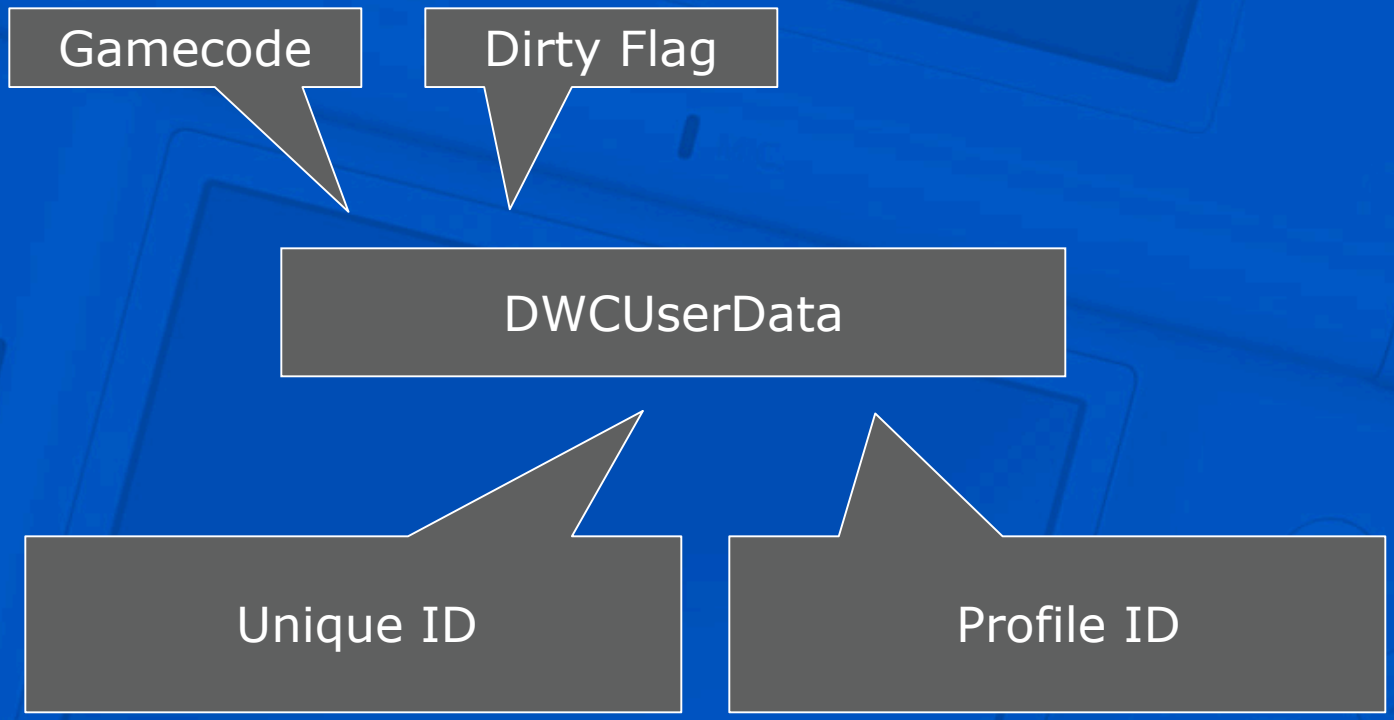
Card / Console Pairing



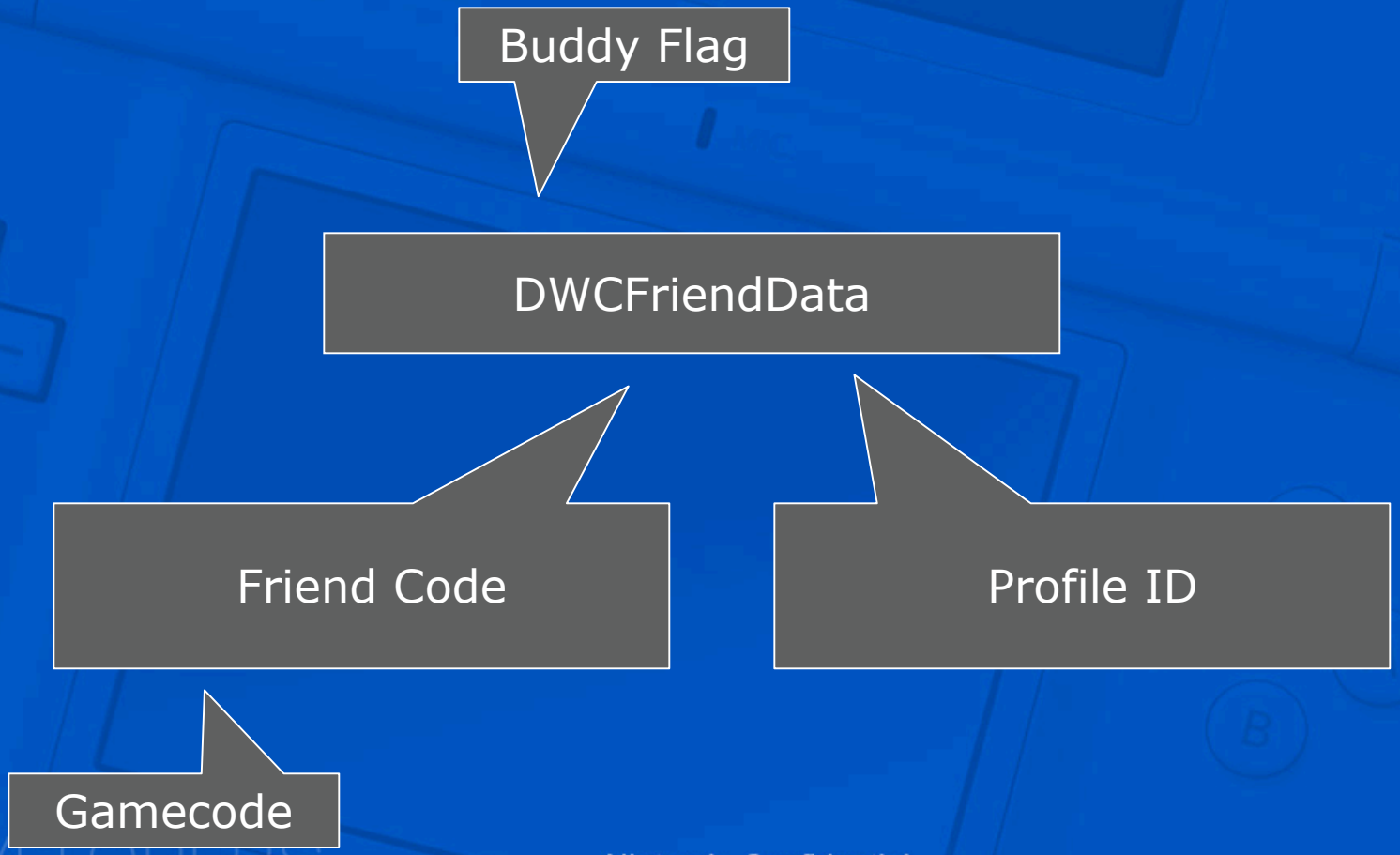
Setup Utility



DWCUserData



DWCFriendData



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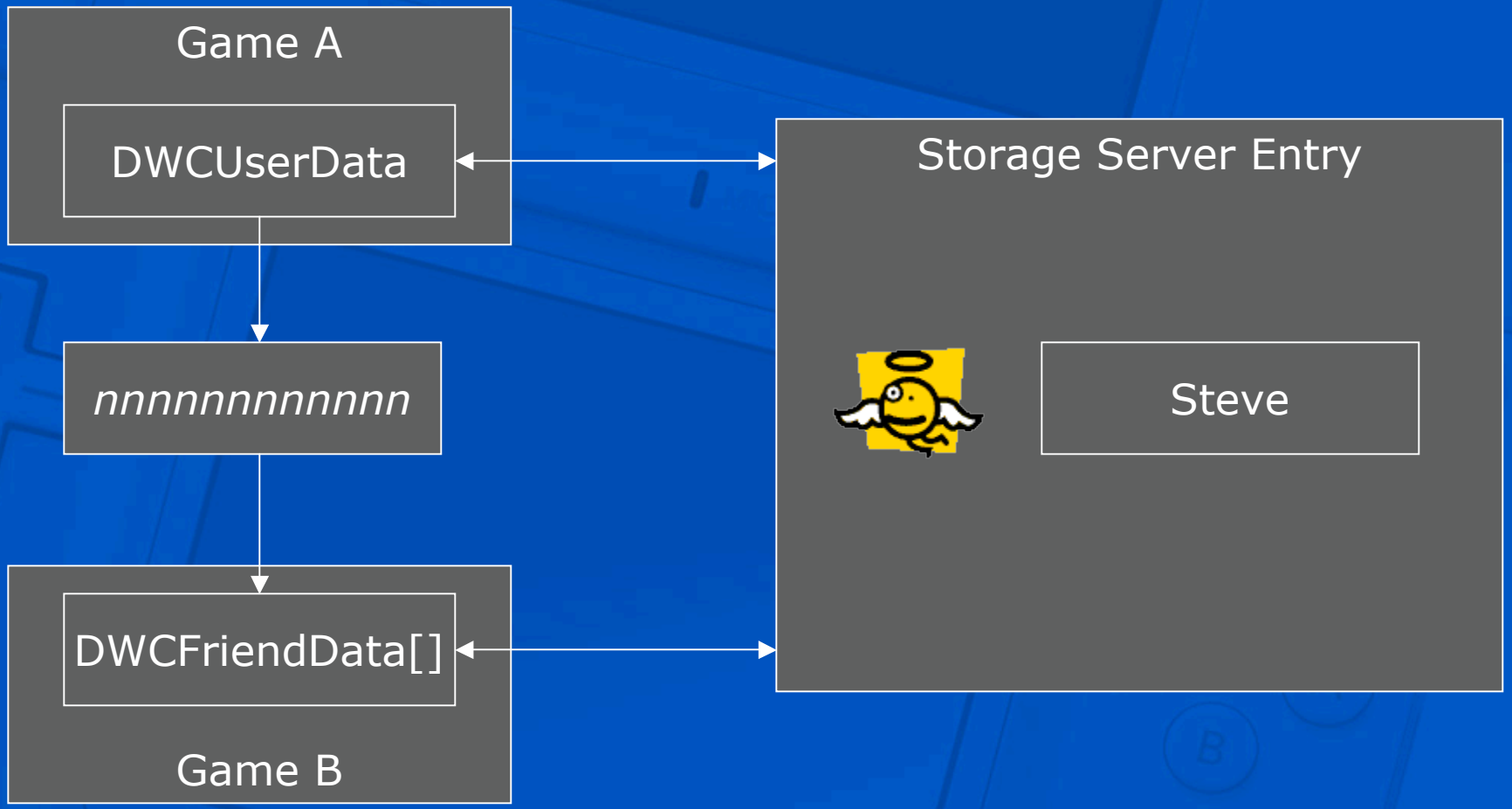
Friend Code



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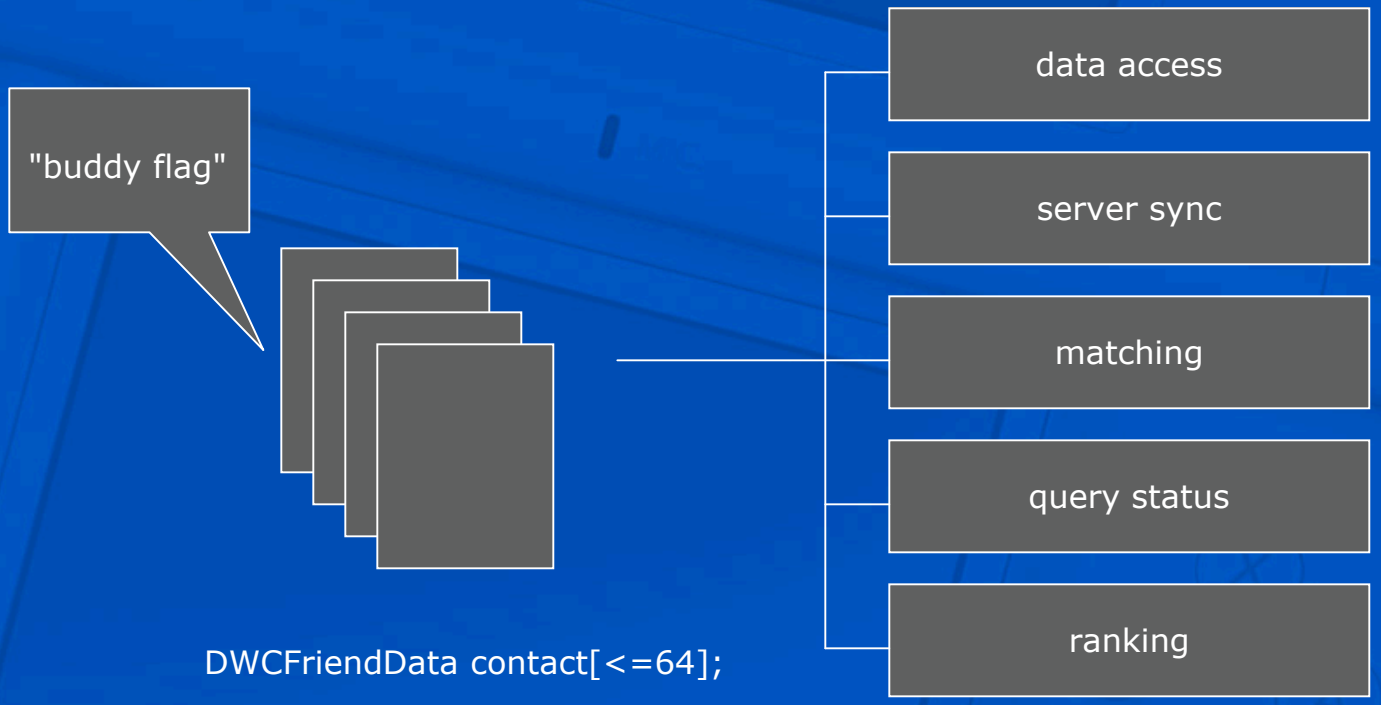
"Friend Roster™"



DWCFriendData contact[<=64];

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"Friend" & "Rival"

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Friend:

- Friend code entered through UI
- Obtained by means outside of the game
- "Friend" privileges
- Required

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Rival:

- Contacts encountered by the game
- Do not have friend privileges
- Optional

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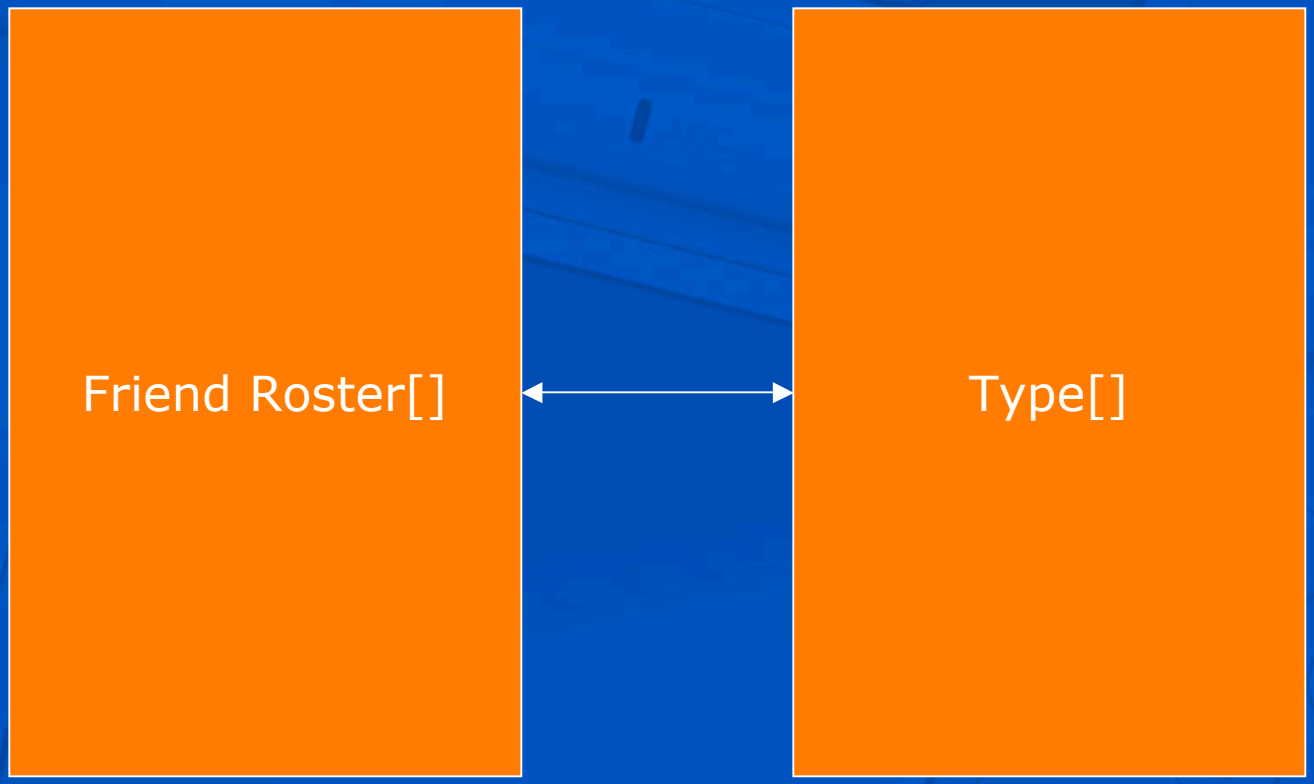
Friend Roster, Friend & Rival



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MP Friend Exchange

- Call DWC_Init() – create unique ID
- Create DWCUserData with save game
- Create exchange token
- Exchange token in MP game
- MP game players are friends

Peer Matching for Anyone

- No lobby
- Specify n players
- Match filter
- Player evaluation callback
- Matched callback
- Will only match for other players also in same matching process

Peer Matching for Friends and Rivals

- Lobby Friend Roster for state
- Create index for members to match
- Match for n players
- Can match Friend of friend
- Player evaluation callback
- Matched callback
- Will only match for other players n same matching process

Client / Server Matching

- Server game setup server, max players, new client callback, matched callback
- Client lobby for servers using "Friend Roster"
- Client connects to server using Friend Roster index
- Client uses matched callback
  - New client callback, if other system tries connection to the client.

Ranking Server Access

- Post category, score, user data
- Get own rank
- Get global, near, and relative rank for Friend Roster
- Up to 10 entry results
  - Up to 30 entry results will be available soon.
- Access frequency is limited

Game Messaging

- DWC handles NAT traversal
- Associate ID
- Connection mask (32bit)
- "Reliable" and "Unreliable" (UDP)

Thank You!
support@noa.com