

Release Notes

NITRO-SDK

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Nintendo Co., Ltd

Version:

NitroSDK-3.1

CONFIDENTIAL

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

Note: NITRO-SDK 3.1 tentatively supports CodeWarrior 2.0 specification. However, any changes due to this update will not affect the current applications. CodeWarrior 2.0 is scheduled to be officially supported in the next release.

To read about all of the changes that have been made in the various portions of the NITRO-SDK prior to version 3.1, see the Revision History section of the Online Function Reference Manual.

Following is a list of the main changes:

- CARD library now supports 8MB flash backup devices.
- Added API to the `CTRDG` library for accessing the AGB backup device.
- Increased access restrictions in the `CTRDG` library to avoid unexpected access to the AGB Game Pak region. When accessing the Game Pak, the user must first check the Game Pak information, then call a `CTRDG_Init` function.
Due to this change, there will be a forced halt of debug string output for functions such as `OS_Printf`, unless the debugger is IS-NITRO-DEBUGGER ver.1.65 or later.
- Because the `.bss` section was not specified in the `.itcm/.dcm/.wram` section, data that should have been placed in the `.bss` section was placed in `.data`. This was corrected by adding the `.bss` section to `.itcm/.dcm/.wram`.
- Added a stack process to the OS library, which adjusts the stack pointer to always be 8-byte aligned in the function call.
- Created the VIB library to regulate Rumble Pak.
- Changed the definition of the `WMGameInfo` structure in the WM library.
- Made corrections and additions to existing libraries.