Release Notes

Nintendo Co., Ltd
Version: NitroSDK-2.2

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 2.2, see the Revision History part of the online Function Reference Manual.

Below is a list of the main changes:

- A feature for sending user-defined extended parameters (max. 32 bytes) to the child program during DS single-card play has been added to the MB library.
- Several corrections have been made to the entire communication processing section of the WM library.
- The CARD library has been made to support 512-kilobit EEPROMs and 256-kilobit FRAM backup devices.
- Revised so that the directory containing the file that calls `#include` is added to the search path for `#include` when performing a build using `Makefile`.
- A function for performing fast Fourier transform has been added to the MATH library.
- A restriction has been eliminated so that 8 megabytes of expanded main memory region for debugging can be used even by DS single-card child programs.
- A function for converting back and forth between date/time data and total number of elapsed seconds has been added to the RTC library.
- The specifications of each of the functions related to KeySharing have been changed in order to minimize the size of the WM library. In addition, since future plans call for the elimination of KeySharing feature, a note regarding this intention was added to the documentation. In the future, developers are asked to instead use those DataSharing-related functions which have the same functionality.
- Made corrections and additions to existing libraries.