

Release Notes

NITRO-SDK

8/28/2006

Nintendo Co., Ltd
Version: NITRO-SDK Version 3.2

About This Package

This package is a basic library set designed for developing applications for the Nintendo DS system (development code: NITRO). A variety of functions have been created 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 memory management, interrupts, and other system resources.

Contents of this Package

- NITRO-SDK library (Graphics, operating system subprocessor components, and so on)
- NITRO-SDK 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 released packages of the NITRO-SDK prior to Version 3.2, see the "Revision History prior to NITRO-SDK Version 3.2" page of the NITRO-SDK Function Reference Manual.

Below is a list of the main changes:

- Several bugs in the CARD library related to DS card removal have been fixed.
- A bug in the CTRDG library related to Game Pak hot-swapping has been fixed.
- A bug in the CP library related to dividers has been fixed and a note added to the Function Reference Manual.
- The specifications of the `STD_CopyLString` function in the STD library have been fixed. Note that the type of the return value from this function has also been fixed.
- Functions for converting Shift_JIS and Unicode character strings have been added to the STD library.
- A bug in the PM library related to shutdown processing when a DS card is removed has been fixed.
- A bug related to sleep recovery in the PM library has been fixed.
- The link level value in the WM library used when communicating with the Wii system has been adjusted.
- When linking using CodeWarrior Version 2.x or later, it is now possible to specify an overlay group as the symbol search target. In order to support this capability, the `lsf` file format has been expanded and support of the `SearchSymbol` command has been added. For details, see the `makelf` manual. CodeWarrior Version 2.0 is officially supported with this change.
- Part of the ROM format has been changed to support 1 Gbit/2 Gbit ROMs. If you want to output an image using the previous format, specify the `-v1` option with `makerom`.
- Modifications and additions have been made to other existing libraries.