

NITRO-Player User Manual

Version 1.2.0

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Revision History

Version	Revision Date	Description
1.2.0	09/01/2005	<ul style="list-style-type: none">Added description for MIDI reset
1.1.0	03/28/2005	<ul style="list-style-type: none">Added a description of the hard disk recording featureAdded a description of sequence skip playback
1.0.0	01/31/2005	<ul style="list-style-type: none">Added a description of the heap simulation featureAdded a description of the player windowAdded a description of the sequence variable panelAdded the hardware connection diagramMade the classification of the startup method description more detailedChanged "NITRO" to "Nintendo DS"
0.2.0	12/06/2004	Added a description of sorting in the List Window
0. 1.0	11/10/2004	Initial version

1 Introduction

1.1 About NITRO-Player

NITRO-Player plays and tests the NITRO-Composer sound data through the Nintendo DS (DS).

The user can perform operations using the PC mouse and keyboard—for example, playing and stopping sounds. Because the actual playback is routed through the DS, the user can check how sounds will play once they are incorporated into a game. The NITRO-Player can also check and adjust sounds in real time for parameters like tempo and volume that can be changed during gameplay.

1.2 About this Manual

This manual covers the fundamentals of using NITRO-Player, providing easy explanations about frequently used features. The basic components, steps for configuration, and preparation for use of the NITRO-Player are explained. Examples are then used to help explain the basic procedure to use the NITRO-Player.

This manual provides you with the basics of NITRO-Player. To use NITRO-Player to its full extent, you must be familiar with NITRO-Composer. Therefore, read the *NITRO-Composer* manual before using the NITRO-Player.

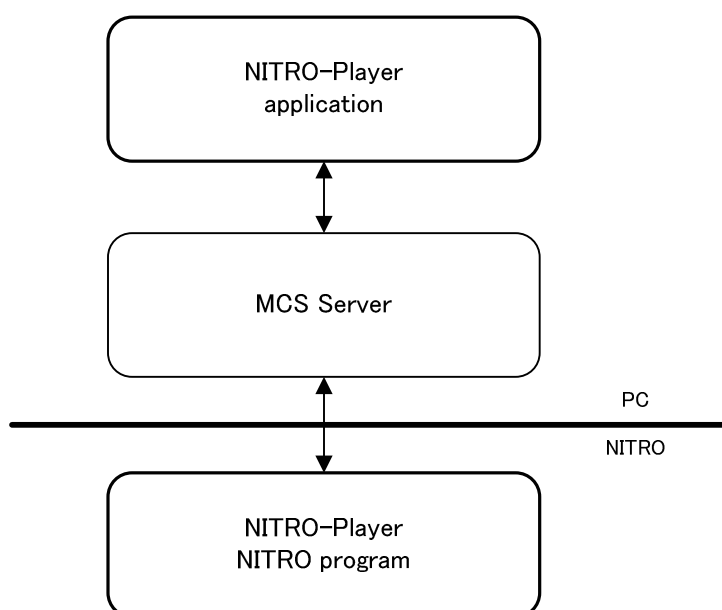
2 Preparing NITRO-Player

2.1 Composition

2.1.1 Schematic Diagram

NITRO-Player consists of the following components:

Figure 2-1 NITRO-Player Schematic



2.1.2 Software

2.1.2.1 NITRO-Player Application

This Windows application has operations load, play, and stop sound data. This application will be referred to as "NITRO-Player" unless otherwise noted.

2.1.2.2 MCS Server

This Windows application is essential for communication between the PC and the DS.

2.1.2.3 NITRO-Player Nintendo DS System Program

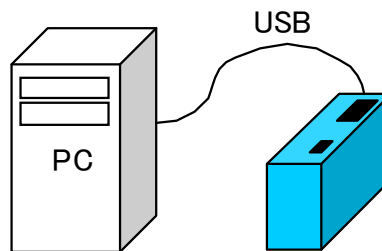
This sound-playing program runs on the Nintendo DS.

2.1.3 Hardware

To use NITRO-Player on the Nintendo DS hardware, you must connect to a PC in one of the following configurations:

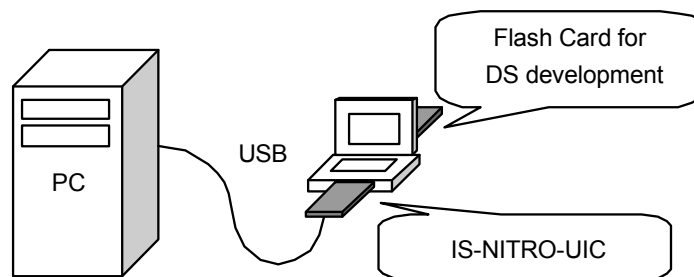
- IS-NITRO-EMULATOR hardware (blue box)

Figure 2-2 Connection with the IS-NITRO-EMULATOR Hardware (Blue Box)



- A DS system connected to IS-NITRO-UIC and a DS development-use flash card

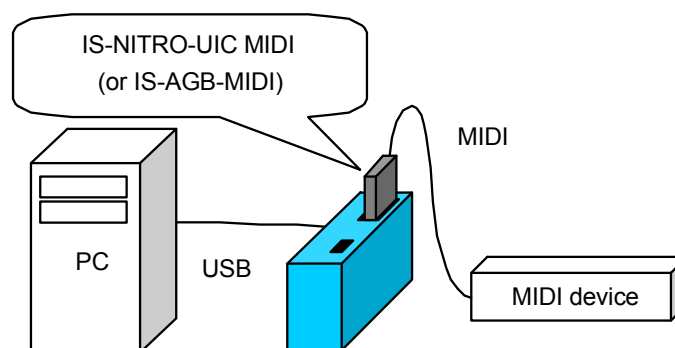
Figure 2-3 Connection with the IS-NITRO-UIC and Nintendo DS System



However, if you plan to use the playback features on a MIDI device, then you must use these configurations:

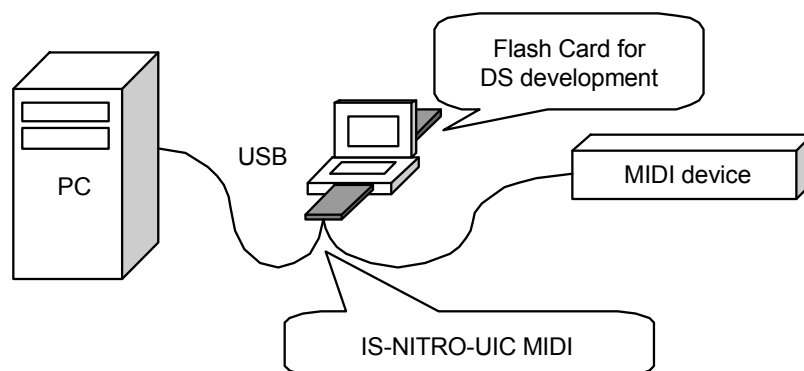
- IS-NITRO-EMULATOR hardware (blue box) and IS-NITRO-UIC MIDI (or IS-AGB-MIDI)

Figure 2-4 Connection with the IS-NITRO-EMULATOR (Blue Box) and IS-NITRO-UIC MIDI (or IS-AGB-MIDI)



- A DS system connected to IS-NITRO-UIC MIDI and a DS development-use flash card

Figure 2-5 Connection with the IS-NITRO-UIC MIDI and Nintendo DS System



2.2 Setup

NITRO-Player is included in NITRO-System. If NITRO-System is set up, NITRO-Player is ready for use.

The following is a simple explanation of how to configure NITRO-System. If NITRO-System is already set up, the following operation is unnecessary. For more details, read the NITRO-System documentation.

2.2.1 Extract the Package

Decompress the NITRO-System package using a decompression tool.

2.2.2 Set Environment Variable

Set the environment variable `NITROSYSTEM_ROOT` to the absolute path for the extracted directory `NitroSystem`. Everything included in this directory is indicated by `$NitroSystem`.

2.3 NitroPlayer Directory

Files associated with NITRO-Player are stored within the `NitroPlayer` directory. The path for the `NitroPlayer` directory is:

```
$NitroSystem\tools\win\NitroPlayer
```

Everything within this directory is hereafter indicated using `$NitroPlayer\`.

3 Basic Operations

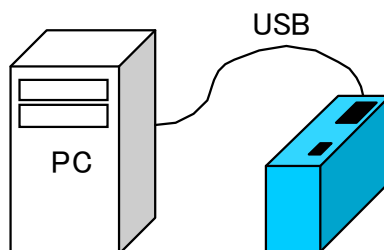
3.1 Starting NITRO-Player

There are a number of ways to start NITRO-Player, but the methods depend on the hardware configuration. Select the appropriate configuration based on your hardware.

- Running IS-NITRO-EMULATOR hardware (blue box)
- Running IS-NITRO-UIC and the Nintendo DS system
- Running IS-NITRO-EMULATOR hardware (blue box) and IS-NITRO-UIC MIDI (or IS-AGB-MIDI)
- Running IS-NITRO-UIC MIDI and the Nintendo DS system

3.1.1 Running with IS-NITRO-EMULATOR Hardware (Blue Box)

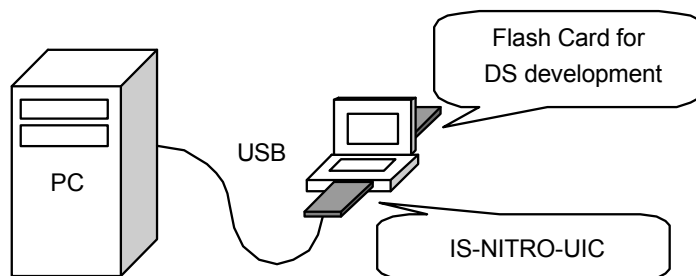
Figure 3-1 Connection with the IS-NITRO-EMULATOR Hardware (Blue Box)



- (1) Check that the IS-NITRO-EMULATOR hardware (blue box) is correctly connected to the PC. If some other applications that use the blue box are running, you must exit the application before starting NITRO-Player.
- (2) Start MCS Server from the PC. Click the shortcut `$NitroPlayer\mcsserv_EMU`. Once MCS Server starts, the NITRO-Player DS system program will start automatically on the DS. Wait until the NITRO-Player logo appears on the screen.
- (3) Start the NITRO-Player application from the PC. Execute `$NitroPlayer\NitroPlayer.exe`.

3.1.2 Running with IS-NITRO-UIC and Nintendo DS System

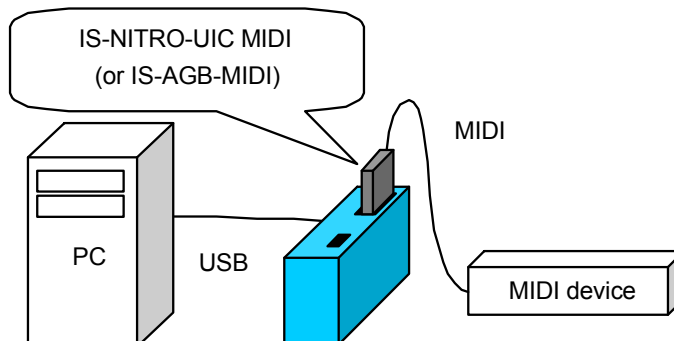
Figure 3-2 Connection with the IS-NITRO-UIC and Nintendo DS System



- (1) In order to start NITRO-Player on a DS system, you must first write the NITRO-Player DS system program to a DS flash card used for development. The executable file to write is
`$NitroPlayer\nito\ARM9-TS\Release\NitroPlayer.srl`.
- (2) Check that the PC and the DS system are connected via IS-NITRO-UIC. If another application that connects to the DS system is running, you must exit the application before starting NITRO-Player.
- (3) Turn on the DS system power and start the NITRO-Player DS system program. Wait until the "NITRO-Player" logo appears on the screen.
- (4) Start MCS Server on the PC. Execute using the shortcut `$NitroPlayer\mcsserv_UIC`.
- (5) Start the NITRO-Player application on the PC. Execute `$NitroPlayer\NitroPlayer.exe`.

3.1.3 Running with IS-NITRO-EMULATOR Hardware (Blue Box) and IS-NITRO-UIC MIDI (or IS-AGB-MIDI)

Figure 3-3 Connection with the IS-NITRO-EMULATOR (Blue Box) and IS-NITRO-UIC MIDI (or IS-AGB-MIDI)

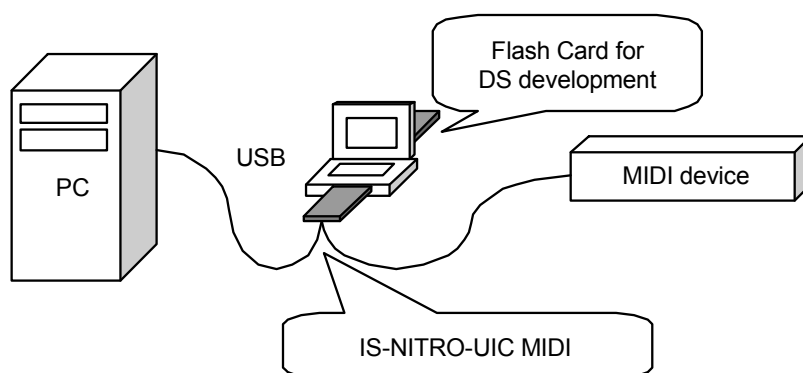


- (1) Check that the IS-NITRO-EMULATOR hardware (blue box) is correctly connected to the PC. If other applications that connect to the IS-NITRO-EMULATOR hardware (blue box) are running, you must exit the application before starting NITRO-Player.
- (2) Insert IS-NITRO-UIC MIDI (or IS-AGB-MIDI) into the GBA Game Pak slot of the IS-NITRO-EMULATOR.
- (3) Start MCS Server on the PC. Execute using the shortcut `$NitroPlayer\mcsserv_EMU_MIDI`. Once MCS Server starts, the NITRO-Player DS system program starts up automatically on the DS system. Wait until "NITRO-Player" appears on the screen.
- (4) Start the NITRO-Player application on the PC. Execute `$NitroPlayer\NitroPlayer.exe`.

Do not remove or insert a Game Pak into the GBA Game Pak slot of the IS-NITRO-EMULATOR while MCS Server is running. First, make sure MCS Server has stopped.

3.1.4 Running with IS-NITRO-UIC MIDI and the Nintendo DS System

Figure 3-4 Connection with the IS-NITRO-UIC MIDI and Nintendo DS System



- (1) In order to start up NITRO-Player on the DS System, you must first load the NITRO-Player DS system program to the flash card for DS development. Load the executable file `$NitroPlayer/nito/ARM9-TS/Release/NitroPlayer.srl`.
- (2) Confirm that the PC and the DS system are connected via IS-NITRO-UIC MIDI. If any other

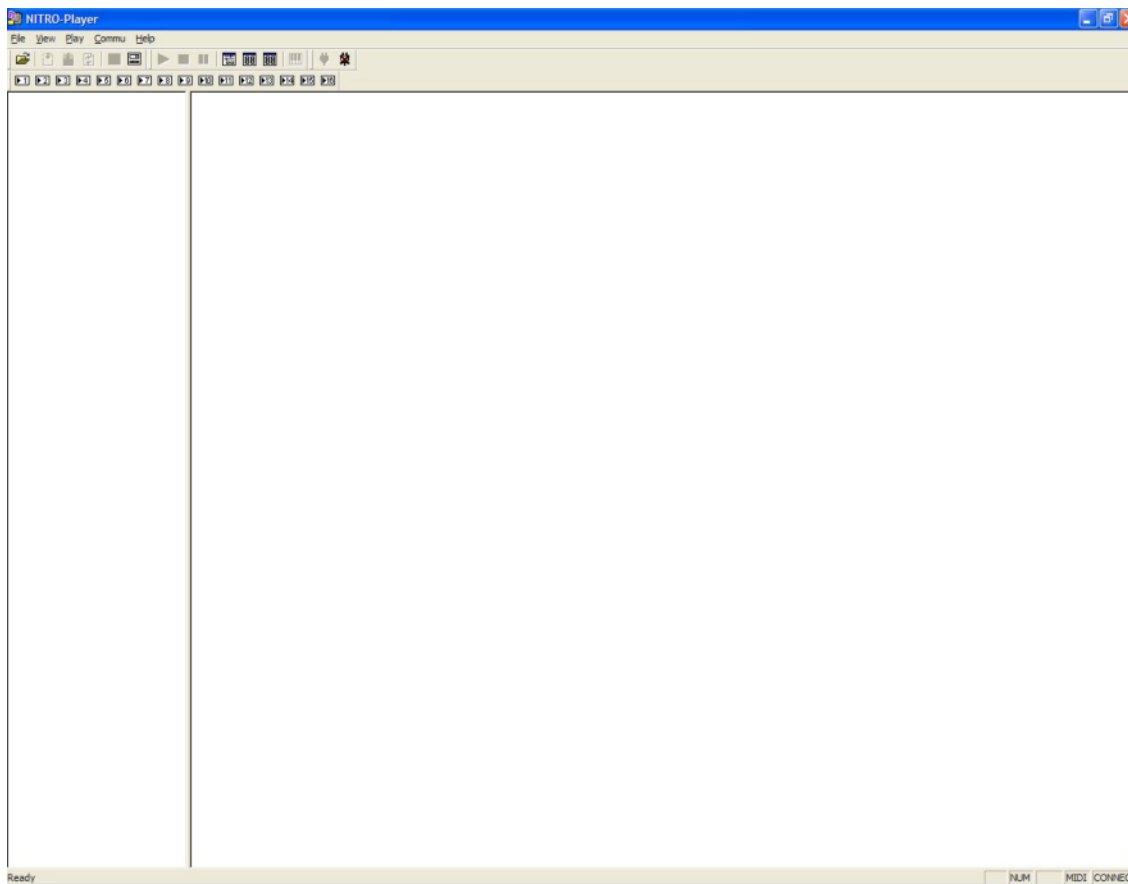
applications that connect to the DS are running, you must exit the application before starting NITRO-Player.

- (3) Turn ON the DS system power, and run the NITRO-Player DS system program. Wait until the "NITRO-Player" logo appears on the screen.
- (4) Start the MCS server on the PC. Run the shortcut called \$NitroPlayer/mcsserv_UIC.
- (5) Start the NITRO-Player application from the PC. Run \$NitroPlayer/NitroPlayer.exe.

3.2 Start Screen

If NITRO-Player has started correctly, the following window appears on the screen:

Figure 3-5 The NITRO-Player Start Screen



If NITRO-Player is properly connected to a Nintendo DS system, "CONNECT" appears on the right side of the status bar of the window as shown in Figure 3-6 Indicator.

Figure 3-6 Indicator



If "CONNECT" does not appear, no connection has been established with the DS system. Check the connection for any problems.

"MIDI" appears on the status bar next to "CONNECT" to indicate that the real-time MIDI playback feature is enabled. If "MIDI" does not appear, the real-time MIDI playback feature is disabled.

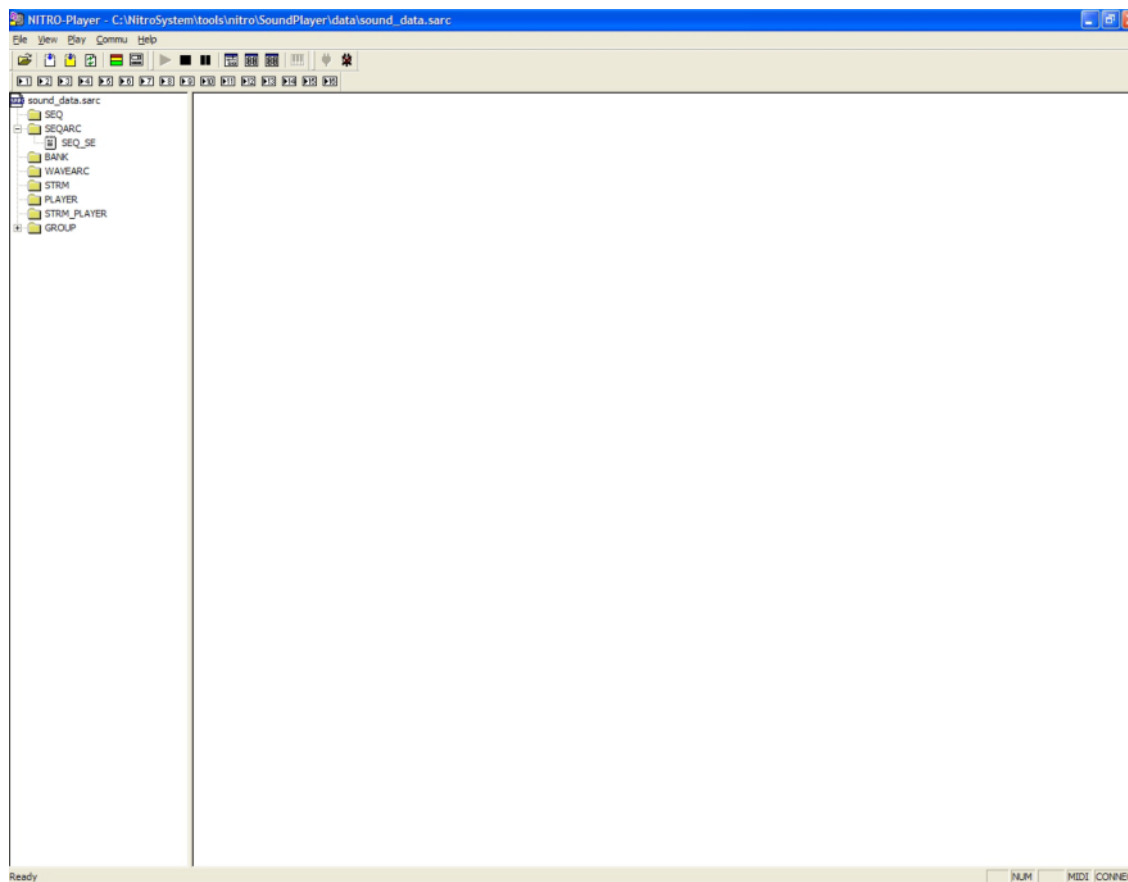
3.3 Opening Sound Data

With NITRO-Player running, the next step is to load sound data. Open the sound data in the file `$NitroSystem\tools\nitro\SoundPlayer\data\sound_data.sar`. There are different ways to open the file:

- Select [Open] from the [File] menu and then choose the file from the dialog box.
- Drag and drop the file into the NITRO-Player window.

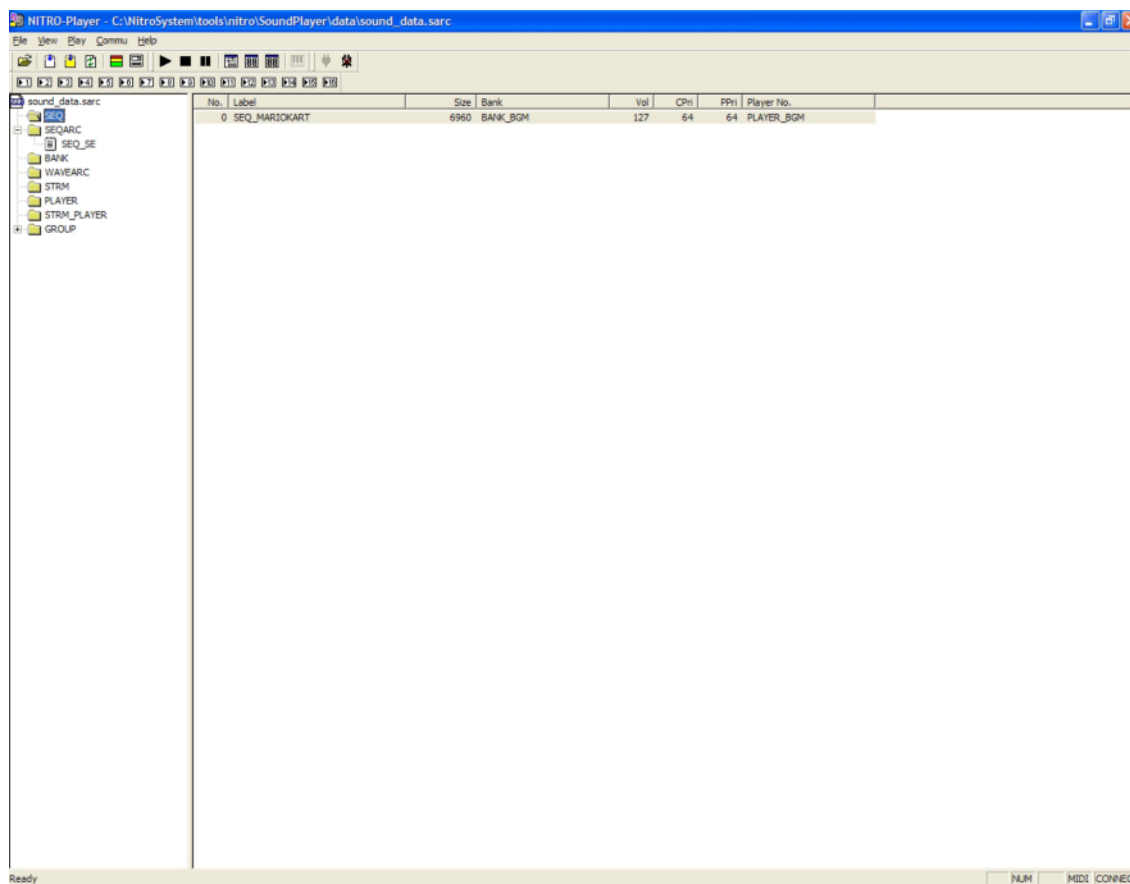
A window appears when the file is opened. This window remains displayed during the conversion of the sound data, and then closes when conversion is completed. Once the conversion has completed successfully, the following window appears:

Figure 3-7 Opened Sound Data



The folder pane shows the data structure of the Sound Archive. Each folder icon represents a corresponding section. Click on the SEQ folder in the folder pane to display its contents.

Figure 3-8 Selected SEQ Sequence



The contents of SEQ are displayed in the file pane. As shown in **Error! Reference source not found.**, the contents of the selected folder in the folder pane appear in the content pane of the NITRO-Player window. In this case, the content of the SEQ folder or a list of sequence data appears in the content pane. The data size and information about the bank being used are also shown in the window.

Click on other folders in the folder pane to display their contents.

3.3.1 Sorting Items

Click on column headers in the content pane to sort and order the content. Clicking the header twice will toggle the order between ascending and descending.

3.4 Start/Stop Sequence

To play the sequence, select the SEQ folder. Select the sequence in the content pane, from the [Play] Menu click [Playback]. The requested data is transferred and played on the DS system.

To stop the playback, from the [Play] menu select [Stop]. Select [Pause] from the [Play] menu to pause the sound. To resume playback, select [Pause] again. If a sequence is paused and [Playback] is selected, the sequence will play from the beginning.

If necessary, sound data is sent from the PC to the DS system for sequence playback. Sending this data can result in a time delay between when [Play] is selected and actual playback begins.

3.5 Precautions When Quitting the Application

To quit the application, reverse the startup procedure:

- (1) Quit NITRO-Player.
- (2) Quit MCS Server.
- (3) If necessary, turn the DS system power off.

4 The Player Window

4.1 What is the Player Window?

In the main window, you can start or stop sequence playback. However, to play multiple sequences at once, you must use the player window.

The player window is the small sub-window shown in **Error! Reference source not found..**

Figure 4-1 The Player Window

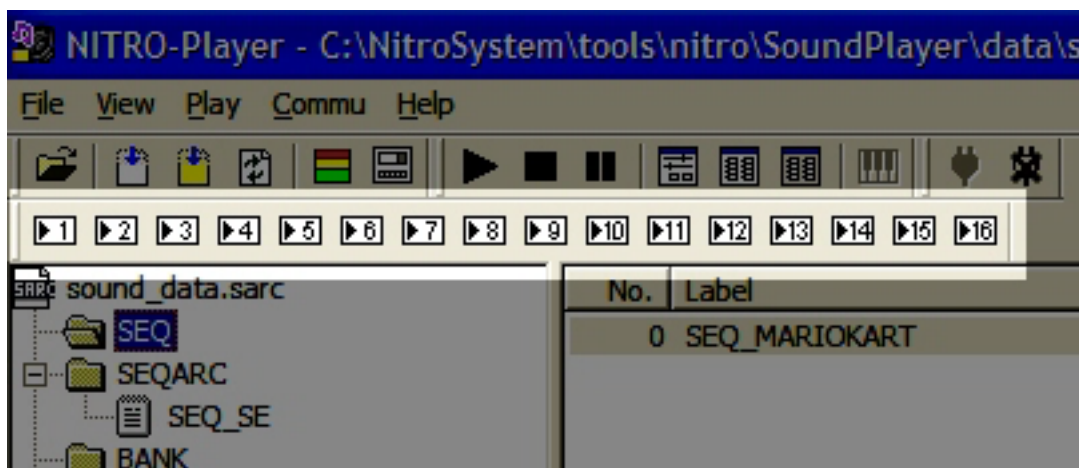


Sequences can also be played back and stopped in this window.

4.2 Opening the Player Window

Each of the 16 buttons in a row on the toolbar corresponds to one player window.

Figure 4-2 The Player List Toolbar



Click one of these buttons to open a player window. Clicking the same button repeatedly will show and

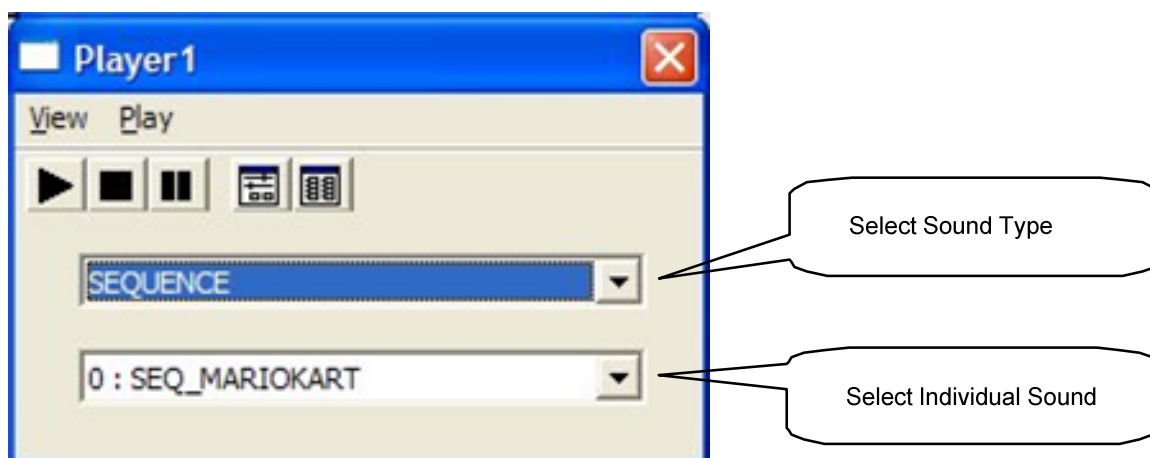
hide the window.

Sixteen player windows can be displayed at one time.

4.3 Playback Method

First, select the sound you want to play using the two drop-down combo boxes as shown in **Error! Reference source not found.**

Figure 4-3 The Player Window (Sound Selection)



The Sound Type Selection combo box determines the type of playback sound. The three types of sound are: sequence, stream, and sequence archive. If you choose sequence archive, any sequence archive can be selected. The Individual Sound Selection Combo box allows you to select the sequence or stream to be played back.

After selecting these settings, the sound can be played back from the player window in the same way that it is played from the main application window. However, if you use shortcut keys for playback, the sound will play in the active window.

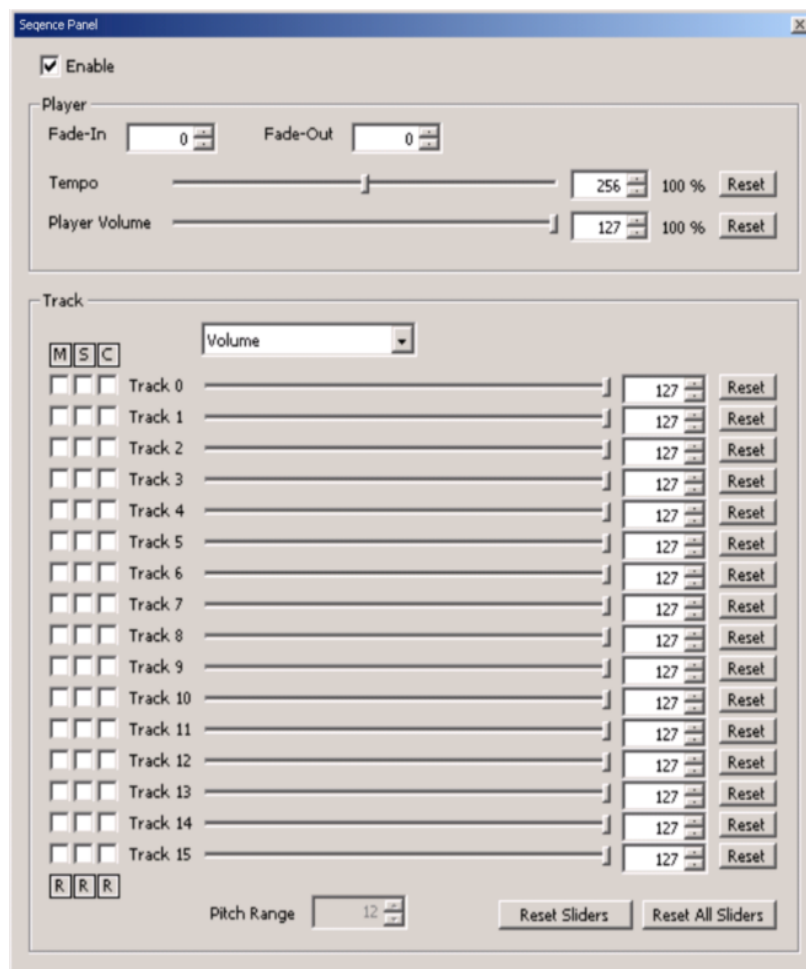
5 Sequence Panel

5.1 What Is the Sequence Panel?

The Sequence Panel allows you to recreate most of the controls available in the game program—for example, mute and volume.

To open the Sequence Panel, from the [View] menu select [Sequence Panel]. This opens the Sequence Panel dialog box shown in **Error! Reference source not found.**

Figure 5-1 The Sequence Panel



Use the controls to change settings and see how they change while a sequence. Try moving the *Tempo* slider to hear the tempo changes in real time.

5.2 Explanations of Features

This section provides information about the features in the Sequence Panel dialog box in **Error! Reference source not found.**

5.2.1 Enable Checkbox

Deselecting the [Enable] check box disables all your configured settings and restores the default settings on the Sequence Panel. Selecting the [Enable] check box again re-enables your configured settings..

5.2.2 Fade in / Fade out

Select values for [Fade-In] and [Fade-Out] to fade sound in and out when sequences begin and end. The unit value is one frame.

5.2.3 Skip

If Skip is given a value, playback starts from a designated position. The value unit is one tick.

A greater number of skips increases the skip process and will delay the start of playback. There are cases where additional sounds do not play correctly during the skip process.

5.2.4 Tempo

The tempo of the sequence can be changed by setting a percentage value. The value 256 represents full tempo (100%), or no change in tempo. Click [Reset] on the right to revert to the initial value of 256.

5.2.5 Player Volume

Use this setting to change the player volume for the sequence. The value 127 represents full volume (100%), or no change in volume. Click the [Reset] button on the right to revert to the initial value of 127.

5.2.6 Mute / Solo

There are columns of check boxes to the left of the slider bars. The left column marked [M] stands for "mute" and the center column marked [S] stands for "solo." The 16 check boxes in each column correspond to one track.

If the [M] check box is selected, no sound will come from that track. If the [S] check box is selected, sound will come from only that track. If an [S] check box is selected, any selected [M] check boxes are ignored.

Pressing the [M] or [S] button toggles the check status of Mute or Solo. Click the [R] buttons at the bottom of each column to deselect all the check boxes in that column.

5.2.7 Couple

The [C] column of check boxes is used to couple tracks together. By selecting the [C] boxes for different tracks, changing the position for one of the track sliders will change the sliders for all of the selected tracks. The couple feature allows you to change parameters on multiple tracks at once.

Pressing the [C] button toggles the check status of Couple. Click the [R] button at the bottom of this column to deselect all the check boxes in the column.

5.2.8 Track Parameters

This set of 16 slider bars are associated with the 16 tracks in the sequence. The parameters shown in Table 5-1 can be set separately for each track using the corresponding slider. Choose which parameter to set from the Volume combo box above the sliders. Table 5-1 provides more information on these parameters.

Table 5-1 Meanings of the Track Parameter Values

Parameter	Meaning of the Values
Volume	Values take a range of 0 to 127, representing 0% to 100% of volume.
Pitch	Positive values raise the pitch; negative values lower the pitch. A value of 64 changes the pitch by a semitone. (12 semitones = 1 octave)
Pan	Positive values move pan (location) right; negative values move pan left. Pan = 0: sound is centered +64: output only from right -64: output only from left

Once a parameter value has been changed, it remains in the state you chose. If you change the parameter type back, the slider holds the previously set position. Each [Reset] button to the right of the slider restores the settings of the current parameter to its initial value. [Reset Sliders] restores the currently selected parameter to the initial values for all of the tracks. [Reset All Sliders] restores all parameters, including the parameters that are not selected, for all of the tracks to their initial values.

5.2.9 Pitch Range

The [Pitch Range] value can be modified when [Pitch] is selected from the parameter drop down list. The [Pitch Range] determines how much you can change the pitch of a track. The initial value is 12 and has a range of ± 12 semitones. A smaller value narrows the pitch range but allows to make precision adjustments. A larger value increases the pitch range but affects the precise adjustments.

6 The Sequence Variable Panel

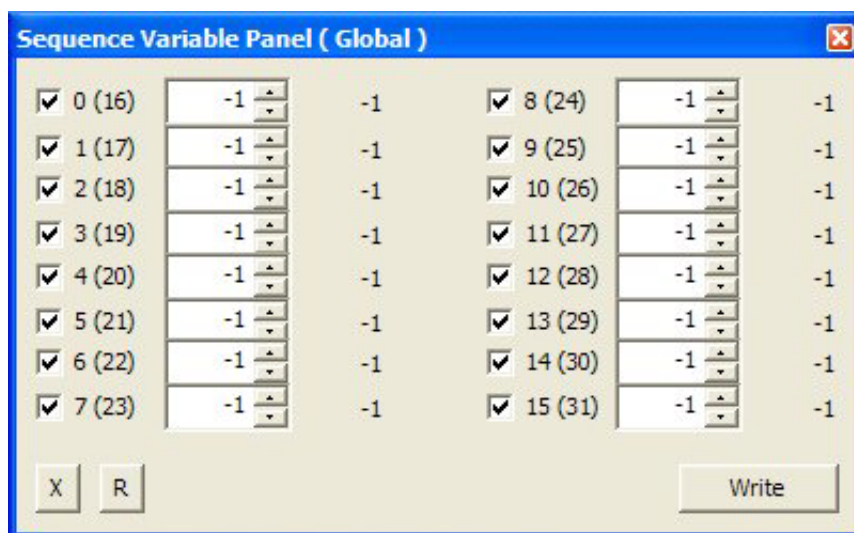
6.1 What is the Sequence Variable Panel?

Using the sequence panel allows you to reference and write the “sequence variable” variables that can be handled in the sequence data.

There are two types of sequence variables: local variables and global variables. These variables are accessible through the Sequence Variable Panel. However, since both variables share the same dialog box, both are explained simultaneously.

To open the Sequence Variable Panel, click on “Display” and select either “Sequence Variable Panel” or “Global Sequence Variable Panel.” The Sequence Variable Panel dialog box is shown in Figure 6-1.

Figure 6-1 The Sequence Variable Panel



6.2 A Description of Its Features

Each of the 16 items corresponds to one of 16 individual sequence variables. The sequences are numbered from 0-15.

6.2.1 Referencing Variables

The current value of each of the variables is displayed to the right of the combo box. For local variables, the variable cannot be obtained if the sequence is not playing currently. If a variable cannot be obtained, a hyphen (-) will be displayed.

6.2.2 Writing Variables

A variable value can be written by inputting a value in the combo box and clicking "Write" in the bottom right corner.

The check boxes indicate whether or not the variable will be written. Variables that are not selected will not be rewritten when you click "Write."

Clicking "X" will toggle the box state. Clicking the "R" button will clear the check boxes.

6.2.3 Writing During Sequence Playback

If you play back a sequence with a sequence variable panel open for a local variable, the value of the variables in the sequence variable panel will be written at the same time the sequence is played back. However, the value for the unselected check boxes will not be written.

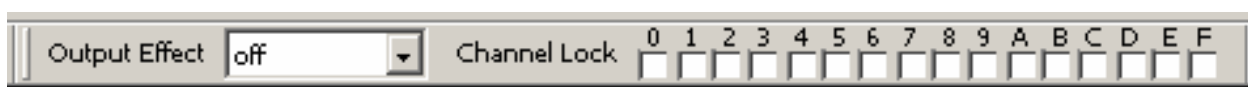
7 Sound System Settings

7.1 What are Sound System Settings?

Sound System settings allow you to apply output effects to sounds (e.g., surround and restricting channels for playback).

To configure the sound system settings, from the [View] menu select [Sound System settings]. The toolbar appears in the NITRO-Player window as shown in Figure 7-1

Figure 7-1 Sound System Settings



7.2 Output Effect

[Output Effect] determines the type of output effect applied to sounds. Once the output effect type is selected from the drop down combo box, the effect is applied immediately to the sound.

Table 7-1 Types of Output Effects

Option	Description
Off	The Output Effect feature is not used (the default setting)
Normal	Normal (stereo) mode
Surround	Surround sound mode
Headphone	Headphone mode
Mono	Mono mode

Channels 1 and 3 are used for output effects; therefore, if you lock these channels using the feature for restricting voicing channels (as explained below) you cannot select any Output Effect other than "Off."

7.3 Restricting Voicing Channels

Channel Lock is used to check the playback while restricting voicing channels. Selected channels will not be used for voicing. This feature can emulate how higher-priority sounds restrict lower-priority sounds to hear how they sound.

The number above each checkbox corresponds to the channel numbers used in the DS sound circuit.

7.4 The Hard Disk Recording Feature

The waveform data from a DS sound output captured with sound capture can be recorded in real-time to a PC hard disk. However, since sound capture is used, the output effects must be set to something besides off in advance.

To display the file dialog box, click "Record" on the Sound System settings toolbar. Enter a name for the output file. The output waveform data will be in WAV format.

When recording is finished, a dialog box will appear displaying the recording results. If an error occurred, the recorded waveform data will have skips because the PC and DS communications did not synchronize in time to record. Refer to section 7.4.1- Avoiding Errors and re-record the data.

7.4.1 Avoiding Errors

Adhering to the following recommendations will help avoid errors:

- Make the interval for obtaining data from the DS onto the MCS server as short as possible (16 ms is recommended). For further details, refer to the MCS Server Manual.
- Avoid commands that load data during recording. By loading data needed for playback ahead of time, the frequency of errors can be reduced.
- Avoid streaming playback. Errors are more likely to occur during streaming playback due to the increased communication burden between the PC and the DS.

Avoid processes that place a greater burden on the PC during recording. Errors are more likely to occur because the processes on the MCS server slow down.

8 Heap Simulation

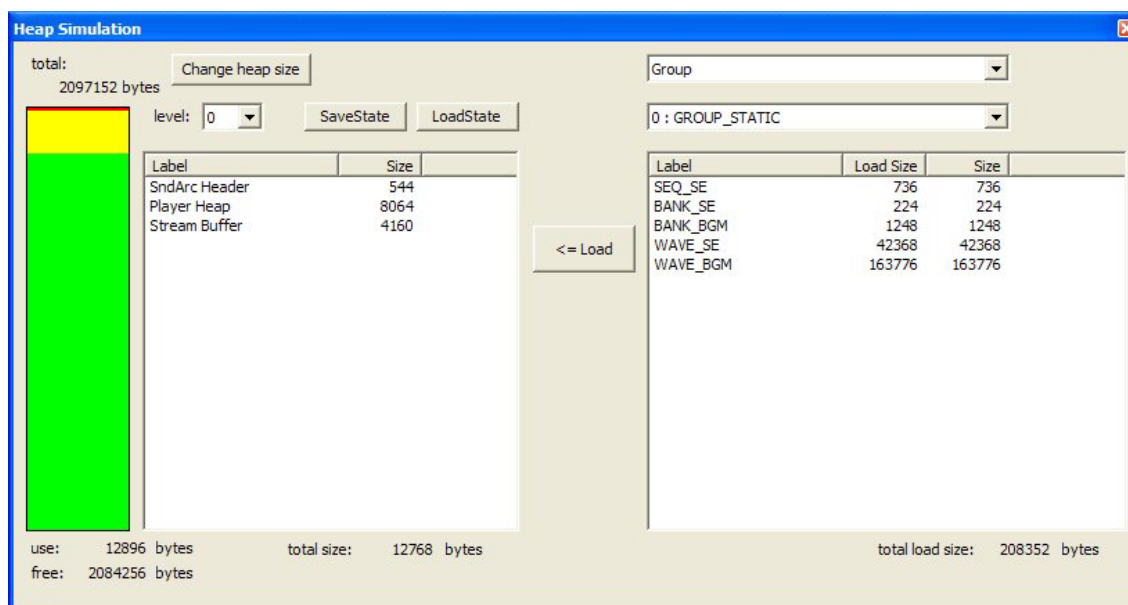
8.1 What is Heap Simulation?

Using a heap simulation feature, you can check how the state of a given heap will change when loading or deleting data.

In order to perform a heap simulation, you must switch to the heap simulation mode. Data is loaded manually in heap simulation mode. Therefore, sequence playback will fail if the necessary data is not loaded.

From the “Display” menu select “Heap Simulation” to go into heap simulation mode. The heap simulation window will open. As long as this heap simulation window is open, you are in heap simulation mode. Once the heap simulation window is closed, you will leave that mode.

Figure 8-1 The Heap Simulation Window



8.2 An Explanation of the Heap Simulation Screen

The two large view appear in the Heap Simulation Screen. The left region shows the current heap state. The right region shows the data that you can select for loading.

8.2.1 The Heap Meter

The red, yellow, and green bar meter on the left displays how much of the overall heap is being used.

Red indicates that the region is in use. Yellow indicates how much memory the data you want to load will consume when loaded. Green is the unused region of the heap.

8.2.2 The Heap List

The heap list panel (left) displays the contents of the data loaded to the heap.

The contents of the heap are displayed in the heap list by choosing the hierarchy level using the Level drop-down combo box. Changing the value in the "Level" drop-down combo box will allow you to view the contents of another hierarchy level.

8.2.3 The Load Data List

The load list panel (right) displays the contents of the data that will be loaded.

The two drop-down combo boxes above this pane allow you to select what to load. Making a selection will display the data to be loaded in this pane. If any data has already been loaded, a 0 will appear in the "Load Size" column and the entry will be grayed out.

8.3 How to Operate Heap Simulation

8.3.1 Changing the Heap Size

The size of the sound heap must be configured. Click "Change heap size" and a dialog box to enter the heap size will appear. After you enter the heap size, click "OK".

8.3.2 Selecting the Data to Load

Select the data you want to load using the two combo drop-down boxes above the load data list.

The first combo box allows you to select the type of data you want to load. You can select "Group," "Sequence," "Bank," "WaveArc," or "SeqArc,"

Individual data can be designated with the bottom combo box.

Once you have made your selection, click "Load". The data will load onto the heap.

8.3.3 Hierarchy Level Operations

The operations SaveState and LoadState can be performed on the heap.

Click "SaveState" to save the current heap state and increase the hierarchy level by one.

Click "LoadState" to restore the current level to its initial state.

8.4 Cautions During Sequence Playback

When you are not in the heap simulation mode, the sequence playback operations are the same. However, if the data needed to play back a sequence is not loaded in advance, the sequence cannot be played back..

If playback fails, an error message will be output to the MCS server window. For further details about this error message, refer to 10.1- Error Messages.

9 Other Features

9.1 Convert

Once the sound data has been updated, the data can be converted using NITRO-Player. The results of the conversion are immediately available on NITRO-Player.

To convert the sound data, from the [File] menu select [Convert]. A dialog box appears during the conversion process, and then under normal circumstances, closes automatically when the conversion process ends. The content displayed in the NITRO-Player window changes to reflect the new sound data. You can now resume using the sound controls.

If an error is generated during the conversion process, an error message appears including details about the error that occurred. To handle the conversion error, read the error message and fix the sound data.

9.2 Real-time MIDI Playback

If the PC is connected to IS-NITRO-UIC MIDI or IS-AGB-MIDI, you can perform real-time MIDI playback. If the hardware is properly connected, "MIDI" appears on the right side of the status bar of the window as shown in Figure 9-1.

Figure 9-1 MIDI Indicator



For real-time MIDI playback, you must set the bank that will be used for playback. To do this, select the BANK folder in the folder pane and then select the bank from the content pane. Select [MIDI bank] from the [Play] menu to register the specified bank that will be used for MIDI playback. After doing these steps, sound can be played by sending MIDI signals to the MIDI input of IS-NITRO-UIC MIDI or IS-AGB-MIDI.

9.2.1 MIDI Reset

If you want to reset the MIDI status, select MIDI Reset from the Playback menu. MIDI reset stops notes generated by real-time MIDI playback and the control change is set to the default value.

9.3 Connecting / Disconnecting the Nintendo DS

When Nitro-Player starts, NITRO-Player normally connects to the DS automatically; but if the connection fails, NITRO-Player will start in the disconnected state. To attempt a connection to the DS, from the [Communications] menu select [Connect].

9.4 Nintendo DS Operations

Once NITRO-Player is ready for use, the DS interface can be used for playback.

The DS controls are exactly the same as those for the NITRO-Composer SoundPlayer. For details, see the NITRO-Composer manual.

However, Nintendo DS operations cannot be performed when in heap simulation mode.

10 Appendix

10.1 Error Messages

If a sequence fails to play back, an error message will appear in the MCS server window.

Table 10-1 List of Error Messages

Error Message	Description
Low Priority	Playback is not possible because a sequence with a higher priority is currently playing.
Invalid Seq No	Undefined sequence number.
Invalid SeqArc No	Undefined sequence archive number.
Invalid Bank No	Undefined bank number.
Invalid WaveArc No	Undefined waveform archive number.
Invalid Group No	Undefined group number.
Invalid SeqArc Index	Undefined sequence archive index.
Invalid Stream No	Undefined stream number.
Invalid Stream Player No	Undefined stream player number.
Memory Over	Insufficient memory. No more data can be loaded.
Too Large Data	Playback is not possible because the amount of data is too large.
Not Found Wave Data	Waveform data not found. (Heap Simulation Mode)
Not Found Bank Data	Bank data not found. (Heap Simulation Mode)
Not Found Seq Data	Sequence data not found. (Heap Simulation Mode)
Not Found SeqArc Data	Sequence archive data not found. (Heap Simulation Mode)
Not Enough Player Heap for Wave	The player heap is too small to load the waveform data.
Not Enough Player Heap for Bank	The player heap is too small to load the bank data.
Not Enough Player Heap for Seq	The player heap is too small to load the sequence data.

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