

NITRO-Player Release Notes

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">• Version 1.2.0 release• Added notes about the NITRO-Player version upgrade.
1.1.1	06/06/2005	<ul style="list-style-type: none">• Release of Version 1.1.1
1.1.0	03/28/2005	<ul style="list-style-type: none">• Release of Version 1.1.0
1.0.0	01/31/2005	<ul style="list-style-type: none">• Release of Version 1.0.0• Added "Interrupting Sounds During Stream Playback" to the Known Issues• Changed "NITRO" to "Nintendo DS"
0.2.0	12/06/2004	Added support for the 12/06/2004 version
0.1.0	11/10/2004	Initial version

1 About NITRO-Player

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

The user can perform operations such as playing and stopping sounds using the PC mouse and keyboard. Because the actual playback is routed through the DS, the user can check how sounds will play once they are incorporated into a game. NITRO-Player can also be used to check and adjust sounds in real time for parameters like tempo and volume that can be changed during gameplay. See the NITRO-Player User Manual ([NITRO_Player_UserManual.pdf](#)) for more information.

1.1 Notes on the NITRO-Player Version Upgrade

When using a NITRO-Player DS System program that has been loaded onto a flash card for DS development, always be sure to load the latest version of the DS System program.

1.2 IS-NITRO-DEBUGGER Version

In order to use NITRO-Player, you must have version 1.15.0411.0900 or later of IS-NITRO-DEBUGGER.

2 Revision History

2.1 Version 1.2.0 (09/01/2005)

2.1.1 Added MIDI Reset Feature

You can initialize the MIDI features of a DS System using the NITRO-Player application menu or clicking a toolbar button.

2.2 Version 1.1.1 (06/06/2005)

2.2.1 Cautions with the New Version

When using a DS program for NITRO-Player that is written to a flash card for DS development, be sure to update the card with the newest DS program.

2.2.2 Fixed Bug that Occurred with Execution on IS-NITRO-UIC

With NITRO-Player Version 1.1.0, when a DS program was written to a flash card for DS development and used with IS-NITRO-UIC, the IS-NITRO-UIC was not recognized by the PC. This was fixed.

2.2.3 Fixed Bug with Portamento in Real-Time MIDI

When playing a real-time MIDI and using portamento, the pitch change started at the wrong position. This was fixed.

2.3 Version 1.1.0 (03/28/2005)

2.3.1 Cautions with the Version Upgrade

Before using the DS system program of the NITRO-Player by writing it to a DS development flash card, be sure to update the DS system program to the latest version.

2.3.2 Addition of a Feature for Sequence Skip Playback

By designating the amount of skips in ticks on the sequence panel, when the sequence is played back, playback starts from the designated position.

There are several cautions when using this feature. For further details, refer to the NITRO-Player User Manual.

2.3.3 Addition of a Hard Disk Recording Feature

Waveform data captured with sound capture can now be recorded in real time to a hard drive on a PC. For further details, refer to the NITRO-Player User Manual.

2.3.4 Remembering the Window Position

The position of a window in NITRO-Player is remembered at shutdown and restored to the same position when the application next starts up.

2.3.5 Added Shortcut Key Assignments

Shortcut keys were assigned for the following menu items:

- File -> Reload Ctrl+R
- File -> MIDI Bank Ctrl+B

2.3.6 Bug Fixes

2.3.6.1 Fixed a Bug that Caused a Loss of Control when Opening an Unlabeled Sequence

There was a bug where, for an unlabeled sequence in the sequence archive, if a sequence archive list was made to be displayed on NITRO-Player, NITRO-Player would abnormally shut down. This bug has been fixed.

2.4 Version 1.0.0 (01/31/2005)

2.4.1 Cautions with Version Upgrade

If you are writing a Nintendo DS system program of the NITRO-Player to the Flash Card for DS development, make sure you rewrite with the newest version of the program before using.

2.4.2 Addition of a Heap Simulation Feature

A heap simulation feature was added, which allows for the checking of how the heap state changes when performing operations such as loading or deleting sound data.

2.4.3 Addition of a Feature for Simultaneously Playing Multiple Sequences

Due to the addition of 16 new player windows, multiple sequences can be played back simultaneously.

2.4.4 Addition of a Feature for Referencing / Loading Sequence Variables

A sequence variable panel was added, which can reference and load sequence variables from the NITRO-Player.

2.4.5 Improvement of the Channel Meter

The channel meter that had been displayed on the upper screen of the Nintendo DS has been moved to the lower screen. The information it displays is now more detailed.

2.5 Version 0.2.0 (12/06/2004)

2.5.1 Cautions with Version Upgrade

If you are writing a Nintendo DS system program of the NITRO-Player to the Flash Card for Nintendo DS development, be sure to rewrite with the newest version of the program before using.

2.5.2 Suport Sorting in the List

In the List Window of the NITRO-Player application, clicking on a column header sorts the contents according to the category associated with the header. If you continue to click the same header it switches between ascending and descending order.

2.5.3 Display Path in the Title Bar

A change was made so the path name of the opened sound archive appears in the title bar of the NITRO-Player application.

2.6 Version 0.1.0 (11/10/2004)

Initial version.

3 Known Issues

3.1 Interrupting Sounds During Stream Playback

Stream playback with NITRO-Player is achieved by transferring from the PC the data that is actually loaded in realtime from the ROM. Therefore, the sound may be interrupted during stream playback. This phenomenon is most notable when playing back ADPCM data.

Conversely, even if the sound is not interrupted on the NITRO-Player, it does not guarantee that the playback of the sound will not be interrupted during game.

For checking the stream playback, use of SoundPlayer is recommended.

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