

N I N T E N D O
NITRO-System
mcs Library
Release Notes

Version 1.1.0

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Revision History

Version	Revision Date	Description
1.1.0	2007/03/14	Added support for the 2007/03/14 version.
1.0.5	2006/05/29	Added support for the 2006/05/29 version.
1.0.4	2005/08/26	Added support for the 2005/09/01 version.
1.0.2	2005/03/18	Added support for the 2005/03/28 version.
1.0.0	2005/01/24	Added support for the 2005/01/31 version.
0.3.0	2004/10/28	Added support for the 2004/11/10 version.
0.2.1	2004/10/12	Added cautions about multi-thread operation.
0.2.0	2004/08/26	Added support for the 2004/09/02 version (changed function names and argument types).
0.1.0	2004/08/02	Initial version.

1 About the mcs library

“mcs” is an acronym for “Multiple Channel Stream,” which is the collective name given to the library and a group of application tools that enable Nintendo DS programs to communicate with multiple Windows applications.

1.1 Features of the mcs Library

At this time, the mcs library provides the features described below.

1.1.1 Multiple-Channel Stream Communications Between PC and Nintendo DS System

The mcs library provides a feature for multiple-channel stream communications between multiple Windows applications that run on the PC and applications that run on the Nintendo DS system.

1.1.2 File Input/Output on PC

The mcs library provides a feature that makes it possible to read/write files on Windows, and to enumerate files in directories.

1.1.3 Outputting a Character String to the PC

In the mcs library, a Windows application called the mcs server provides mcs features. The mcs library provides the functionality for outputting character strings from the Nintendo DS application to the console display of this mcs server.

1.2 Multi-Thread Operation

The NITRO-System library is not designed to be thread-safe (that is, to support multi-thread operations). Therefore, when the mcs library functions (with some exceptions) get called from the interrupt handler or from a different thread, the library may not operate normally.

2 Major Changes

2.1 Changes in the 2007/03/14 Version

2.1.1 Support for Turning the Power on for the DS Game Card Slot

A command line option was added for turning the power on for the DS Game Card slot.

2.2 Changes in the 2006/05/29 Version

2.2.1 Bug Fix

The Nintendo DS function `NNS_McsReadFile` did not return the correct size for the file that was read. This problem was fixed.

2.3 Changes in the 2005 /09/01 Version

2.3.1 Debugger Sharing Support

Debugger sharing is supported as of IS-NITRO-DEBUGGER Version 1.56.

2.4 Changes in the 2005/03/28 Version

2.4.1 Addition of Functions

Added the `NNS_McsSeekFile` function, which changes the current file pointer position.

2.4.2 Addition of Features

Made changes in the mcs server application so that the time interval for obtaining data from the Nintendo DS could be changed in the **Options** dialog box.

2.5 Changes in the 2005/01/31 Version

2.5.1 Changes to Functional Behavior

Until now, if the mcs server was not connected to the Nintendo DS system, the functions `NNS_McsOpenFile` and `NNS_McsFindFirstFile` were blocked until that connection was made. As of this version, if there is no connection, an error will immediately result.

2.5.2 Addition of Functions

The following functions have been added.

- `NNS_McsInitPrint`, `NNS_McsPutString`, and `NNS_McsPrintf` are used to output character strings to the mcs server console
- `NNS_McsIsServerConnect` determines the mcs server connection state
- `NNS_McsGetServerErrorCode` gets the code of the error that occurred on the Windows side during file input and output

2.5.3 Revision of Function Names

The name of the `NNS_McsUnregisterRecvResouce` function has been changed to `NNS_McsUnregisterRecvResource`.

2.6 Changes in the 2004/11/10 Version

2.6.1 Function Name Changes

Changed the name of the `NNS_McsGetTotaStreamReadableSize` function to `NNS_McsGetTotalStreamReadableSize`.

2.6.2 Enhanced Features

Made it possible to include PC environment variables in the file name patterns specified with the `NNS_McsOpenFile` and `NNS_McsFindFirstFile` functions.

2.7 Changes in the 2004/09/02 Version

2.7.1 Changed Function Names

The name of the function `NNS_McsGetStreamlReadbleSize` was changed to `NNS_McsGetStreamReadableSize`.

The name of the function `NNS_McsGetTotaStreamlReadbleSize` was changed to `NNS_McsGetTotaStreamReadableSize`.

2.7.2 Changed Argument Types

Previously, the data transmission recognition value that could be determined by the user was type `u32`. However, since only 16 bits were valid, the type was changed to `u16`.

3 Known Problems

There are no known problems at this time.

4 Future Schedule

There are no future release plans at this time.

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