

N I N T E N D O
NITRO-System

NITRO-Player
Release Notes

Version 1.3.0

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Revision History

Version	Revision Date	Description
1.3.0	2007/03/14	Release of version 1.3.0.
1.2.0	2005/09/01	Release of version 1.2.0. Added notes for the NITRO-Player version upgrade.
1.1.1	2005/06/06	Release of Version 1.1.1.
1.1.0	2005/03/28	Release of Version 1.1.0.
1.0.0	2005/01/31	Release of Version 1.0.0. Added "Sound Breaking Up During Stream Playback" to the Known Issues. Changed "NITRO" to "Nintendo DS."
0.2.0	2004/12/06	Release of version 0.2.0.
0.1.0	2004/11/10	Initial version.

1 About NITRO-Player

NITRO-Player is a tool that supports the creation of sound data for the Nintendo DS system (henceforth referred to as “DS”). It allows playing the sound data created for NITRO-Composer on the DS, making it possible for users to hear their creations.

With NITRO-Player, the user can play and stop sounds, and perform other operations with the help of a PC mouse and keyboard. Because playback is routed through the DS, the user can check how sounds will play once they are incorporated into a game. For the parameters that can be changed while the game is playing, such as tempo and volume, NITRO-Player can also check and adjust sounds in real time.

For more information, see *NITRO-Player User Manual* (NITRO_Player_UserManual.pdf).

This package is still in development, so the specifications may change in future versions.
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1.1 Notes on the NITRO-Player Version Upgrade

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

1.2 IS-NITRO-DEBUGGER Version

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

2 Revision History

2.1 Version 1.3.0 (2007/03/14)

2.1.1 Added a Feature for Specifying the Types of Files to Convert

Added a feature for specifying the types of files to convert. It may be possible to reduce the conversion time by using this feature. For details, refer to the *NITRO-Player User Manual*.

2.2 Version 1.2.0 (2005/09/01)

2.2.1 Added MIDI Reset Feature

Using the NITRO-Player application menu or clicking a toolbar button allows you to initialize the MIDI features of a DS System.

2.2.2 Fixed Bug where the Conversion Log Could Not be Displayed Beyond a Certain Number of Characters

Corrected a problem where the log displayed when performing conversion under NITRO-Player could not be displayed beyond a certain number of characters.

2.3 Version 1.1.1 (2005/06/06)

2.3.1 Precautions for 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 flash card with the newest DS program.

2.3.2 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 bug was fixed.

2.3.3 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 bug was fixed.

2.4 Version 1.1.0 (2005/03/28)

2.4.1 Precautions for the New Version

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

2.4.2 Addition of a Feature for Sequence Skip Playback

When the sequence is played back, it will be enabled for playback from the designated position if the number of skips in ticks on the sequence panel is designated.

Several precautions exist for this feature. For further details, refer to the *NITRO-Player User Manual*.

2.4.3 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, see the *NITRO-Player User Manual*.

2.4.4 Recording the Window Position

The position of a window in NITRO-Player can now be recorded at shutdown and restored to the same position when the application is started again.

2.4.5 Added Shortcut Keys

Shortcut keys were assigned for the following menu items.

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

2.4.6 Bug Fixes

2.4.6.1 Fixed a Bug that Caused a Loss of Control when an Unlabeled Sequence was Opened

For an unlabeled sequence in the sequence archive, if a sequence archive list was displayed on NITRO-Player, the program would shut down abnormally. This bug was fixed.

2.5 Version 1.0.0 (2005/01/31)

2.5.1 Precautions for the New Version

If you are writing a DS console-side program from the NITRO-Player to the flash card for DS development, make sure you rewrite with the newest version of the program before use.

2.5.2 Addition of a Heap Simulation Feature

Added a heap simulation feature which allows you to check how the heap state changes when operations such as loading or deleting sound data are performed.

2.5.3 Addition of a Feature for Simultaneously Playing Multiple Sequences

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

2.5.4 Addition of a Feature for Referencing / Loading Sequence Variables

Added a sequence variable panel which can reference and load sequence variables from the NITRO-Player.

2.5.5 Improvement of the Channel Meter

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

2.6 Version 0.2.0 (2004/12/06)

2.6.1 Precautions for the New Version

If you are writing a DS console-side program from the NITRO-Player to the flash card for DS development, be sure to rewrite with the newest version of the program before use.

2.6.2 Support for List Sorting

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. Continuing to click the same header will switch between ascending and descending order.

2.6.3 Display Path in the Title Bar

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

2.7 Version 0.1.0 (2004/11/10)

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 loaded in realtime from the ROM. Therefore, the sound may be interrupted during stream playback. This phenomenon is most notable when playing back the ADPCM data.

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

We recommend that you use SoundPlayer to confirm stream playback.

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