

N I N T E N D O
NITRO-System

Release Notes

Release Version: 4/26/2004

**The contents in this document are highly
confidential and should be handled accordingly.**

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Revision History

Version	Revision Date	Description
	4/26/2004	Initial version.

1 Introduction

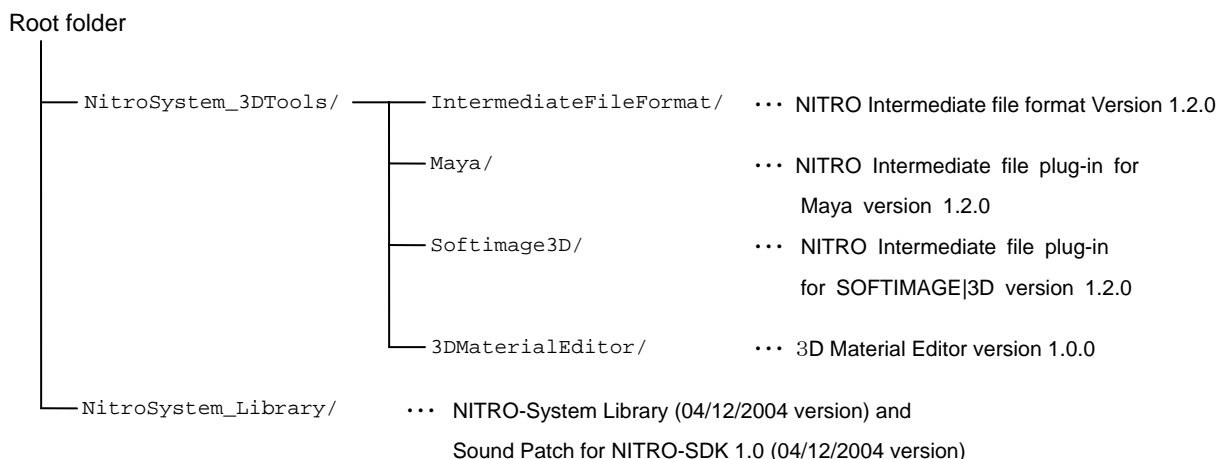
This release is the 4/26/2004 version of the NITRO development environment Nintendo NITRO-System. This release supports the NITRO-SDK 1.0 (4/9/2004 version) in the NITRO-Devkit 4/12/2004 that was released separately.

NINTENDO NITRO-System is a general name for a set of basic tools and libraries that can be used to develop game software for the NITRO system. It was developed to supply the basic tools and libraries to be used in a wide variety of game software so that game software developers could focus on creating game content. For an overview on the NITRO-System, refer to NitroSystem/docs/Readme/NITRO-System-Overview.pdf that is available in the NITRO-System-Library-040412.zip file located in the NITRO-System Library folder.

For questions about this environment, contact support@noa.com.

2 Contents of this Package

This package consists of the following folders:



2.1 NITRO Intermediate File Format Version 1.2.0

This is the intermediate file format used for NINTENDO NITRO-System. Refer to NITRO_IntermediateFileFormat.pdf for details about the format.

2.2 NITRO Intermediate File Plug-in for Maya Version 1.2.1

This is the plug-in for output from Maya 5.0.1 to the NITRO intermediate file format. Refer to `Setup_MayaPlugin.pdf` for information about installation. Refer to `NITRO_MayaPlugin.pdf` for information about its usage.

2.3 NITRO Intermediate File Plug-in for SOFTIMAGE|3D Version 1.2.0

This is a plug-in for output from SOFTIMAGE|3D version 4.0 to the NITRO intermediate file format. Refer to `Setup_Softimage3D_Plugin.pdf` for information about installation. Refer to `NITRO_Softimage3D_Plugin.pdf` for information about its usage.

Note: SOFTIMAGE|3D is not currently supported for the US market. If you want to develop using SOFTIMAGE|3D, please contact support@noa.com.

2.4 3D Material Editor Version 1.0.0

3D Material Editor is an application that runs on Windows. It loads intermediate files exported from a 3DCG tool via a special plug-in and can be used to verify model structure or to edit material configuration. The edited material configuration is written back to the intermediate file.

See `NNS_3DMaterialEditor.pdf` for details.

2.5 NITRO-System Library and Sound Patch for NITRO-SDK 1.0

For details on the NITRO-System Library, see `NitroSystem/docs/Readme/NITRO-System-Overview.pdf` and `NitroSystem/docs/Readme/NITRO-System-Library_ReleaseNotes.pdf` that can be extracted from the `NITRO-System-Library-040412.zip` file.

In addition, for details on the NITRO-SDK1.0 Sound Patch, see `NitroSDK-SoundPatch-040412/NitroSDK-SoundPatch/Readme-NitroSDK-SoundPatch.txt` that can be extracted from the `NitroSDK-SoundPatch-040412.zip` file.

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