

Release Notes

NITRO-SDK Wi-Fi Library

09/05/2006

Nintendo Co., Ltd.

Version: NitroWiFi-1.2

About This Package

This package is the basic library set for the development of network applications that use the wireless communications functionality of the Nintendo DS (development code: NITRO). The library provides a variety of APIs that improve the efficiency of NITRO application development.

What Is Included in This Package

- The NITRO-SDK Wi-Fi Library (TCP/IP protocol stack, SSL protocol stack, wireless connection management, etc.)
- An online version of NITRO-SDK Wi-Fi Library Function Reference Manual
- Demo programs for library features

Notes

- This package supports NITRO-SDK 3.0 and later.
- This package supports CodeWarrior for Nintendo DS Version 1.2 and later.

Changes

The following changes were made to the various packages released prior to NITRO-SDK Wi-Fi-1.2. For more detailed information, please refer to the change history section specific to the NITRO-SDK Wi-Fi Library 1.2 in the online Function Reference Manual.

- With certain servers, it was not possible to implement TCP/IP and start normal communications. This problem now has been corrected.
- Support has been added for the changed specifications to the `STD_CopyLString` function, which is in NITRO-SDK 3.2 PR and later versions.
- When the UDP receive buffer overflowed, sometimes new packages could not be received. This has been corrected.