
Nintendo TWL Lotcheck Instructions

Version 1.00

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Revision History

Version	Revision Date	Description
1.0	2009/11/30	Initial version

1 Overview

This document contains the items to be checked, procedures for checking, and pass/fail criteria that are used in Nintendo's Lotcheck operations. When submitting materials to Nintendo Lotcheck, first read this document, use the attached *Nintendo TWL Lotcheck Checklist* to check the appropriate test items, and then submit that list.

We recommend that programmers read the *Nintendo TWL Programming Guidelines* carefully as early in the process as possible. Submitting the master will likely go smoother if you use the checklist that accompanies this document. However, this document may not always be up to date with every item in the *Guidelines*. If so, give higher priority to compliance with the content of the *Nintendo TWL Programming Guidelines*.

The information in this document supports the current *Nintendo TWL Programming Guidelines*, version 1.0. However, guidelines are frequently revised. Always confirm that you have the most recent version of the *Guidelines*.

1.1 Test Item Table

The tables of test items are set up as follows.

1.1.1 Guideline Number

This is the section number from the *Nintendo TWL Programming Guidelines* for that item.

1.1.2 Platform

This section lists platform-specific testing criteria.

- TWL-exclusive applications must only meet the criteria specified for the TWL platform.
- TWL-enhanced applications must meet the criteria specified for both the DS and TWL platforms.

1.1.3 Importance

The following notations indicate the relative importance of the topics contained in this document.

- **Required** items that must be completed.
- **Recommended** items suggested for improving the quality or performance of your game.

Test items that are not mentioned in the *Guidelines* should be treated as **Required** items.

1.1.4 Guideline Item

These are the names of items outlined in the *Nintendo TWL Programming Guidelines*.

1.1.5 Test Method

This describes the testing method.

If a number such as 1) or 2) has been assigned here, even if it is for the same check item, the test procedure and the pass/fail determination will differ depending on the features being implemented. Refer to a Pass/Fail Determination or Software to Be Tested item that has been assigned the same number and conduct the appropriate test.

1.1.6 Pass/Fail Determination

This section describes which sort of action will be judged as okay if you implement the procedure described in Test Method.

If a number such as 1) or 2) has been assigned here, this will be a pass/fail determination on a Test Method that has been assigned the same number.

1.1.7 Software to Be Tested

This row indicates whether software is needed to perform the test items. For example, if “Software that uses wireless communications” is written in the Software to Be Tested row, software that supports DS Wireless Communications must be used to conduct the test. However, there is no need to perform the test item steps with software that does not have any implemented wireless communication features.

If a number such as 1) or 2) has been assigned here, even if it is for the same test item, the test procedure and the pass/fail determination may differ depending on the features being implemented. In such a case, refer to the Test Method and Pass/Fail Determination where the same numbers have been assigned.

2 Game Card/Game Pak Slots

2.2 DS Game Card Slot

Guideline Number	2.2.1	Platform	DS/TWL	Importance	Required
Guideline Item	Processing When Booted from a DS Game Card and Card Removal Is Detected				
Test Method	1. Remove the DS Card when the Nintendo DS system is open. 2. Remove the DS Card when the Nintendo DS system is closed. 3. Remove the DS Card during DS Wireless Communications.				
Pass/Fail Determination	1) Passes if the game changes to HALT state. 2) Passes if power turns OFF. (Note: Changes to HALT state for special cards.) 3) Passes if the DS Wireless Communications state changes to OFF, the LED remains on at all times, and the Nintendo DS system changes to the HALT state.				
Software to Be Tested	1), 2) All software except NAND applications and download play software. 3) Software that also supports DS Wireless Communications or PictoChat Search.				

Guideline Number	2.2.3	Platform	DS/TWL	Importance	Required
Guideline Item	Card Application ROM Type Setting				
Test Method	Use TWL MasterEditor to confirm the ROM-type setting.				
Pass/Fail Determination	Passes if the ROM-type setting matches the setting (mask ROM or one-time PROM) specified by the company that made the application.				
Software to Be Tested	All software except TWL NAND applications.				

Guideline Number	2.2.5	Platform	DS/TWL	Importance	Required
Guideline Item	Strict Adherence to Use of Libraries				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if Nintendo's library is used.				
Software to Be Tested	Software that accesses a DS Game Card (including the backup region).				

2.3 Game Pak Slot

Guideline Number	2.3.1	Platform	DS	Importance	Required
Guideline Item	Detection of Removal with Games That Do Not Use Game Paks				
Test Method	Start playing a game while any Game Pak is inserted, and then remove the Game Pak.				
Pass/Fail Determination	Passes if the game proceeds as if the Game Pak is not inserted.				
Software to Be Tested	Software that does not support GBA Game Paks and DS Option Paks.				

Guideline Number	2.3.2	Platform	DS	Importance	Required
Guideline Item	Detection of Removal with Games That Use Game Paks				
Test Method	1) Remove or reinsert the supported Game Pak while in Active Mode, and continue gameplay. 2) Remove the supported Game Pak while in Sleep Mode, open the Nintendo DS system, and then reinsert it and continue gameplay. 3) Remove the supported Game Pak while in Sleep Mode, reinsert it while the Nintendo DS system is still closed, and then open the Nintendo DS system and continue gameplay.				
Pass/Fail Determination	1), 2) Passes if the game stops, or if the game progresses in the same way as if no Game Pak is inserted. 3) Passes if the game does not use any special specifications such as the exchange of data between Game Paks.				
Software to Be Tested	1) through 3): Software that supports GBA Game Paks. 2) and 3): Software that supports transition to Sleep Mode when the Nintendo DS system is closed.				

Guideline Number	2.3.3	Platform	DS	Importance	Recommended
Guideline Item	Swapping of GBA Paks with the Same Title During Sleep Mode				
Test Method	Remove the Game Pak while the Nintendo DS system is in Sleep Mode. With the Nintendo DS system closed, insert another Game Pak of the same title. Open the Nintendo DS system and continue gameplay.				
Pass/Fail Determination	Passes if the Nintendo DS system performs the same actions as when it is opened and there is no GBA Game Pak inserted in the slot.				
Software to Be Tested	Software that supports GBA Game Paks and transition to Sleep Mode when the Nintendo DS system is closed.				

Guideline Number	2.3.4	Platform	DS	Importance	Required
Guideline Item	Access to Game Paks				
Test Method	Insert any non-supported GBA Game Pak and continue the game. Test this on an actual Nintendo DS system. Also confirm that the program source does not have code for accessing an unsupported GBA Game Pak.				
Pass/Fail Determination	Passes if the game does not access the data from the unsupported GBA Game Pak.				
Software to Be Tested	Software that supports GBA Game Paks.				

Guideline Number	2.3.5	Platform	DS	Importance	Required
Guideline Item	Access to DS Option Paks				
Test Method	Insert any non-supported DS Option Pak and continue the game. Test this on an actual Nintendo DS system, and also confirm that the program source does not have code for accessing a non-supported DS Option Pak.				
Pass/Fail Determination	Passes if it does not access any region of the non-supported DS Option Pak.				
Software to Be Tested	Software that supports DS Option Paks.				

2.4 Nintendo DS Rumble Pak

Guideline Number	2.4.1	Platform	DS	Importance	Required
Guideline Item	Games That Require the Rumble Feature				
Test Method	Play a game without the Nintendo DS Rumble Pak inserted.				
Pass/Fail Determination	Passes if the game can progress all the way to the end without a DS Rumble Pak.				
Software to Be Tested	Software that supports DS Rumble Paks.				

Guideline Number	2.4.2	Platform	DS	Importance	Required
Guideline Item	Detecting Rumble Pak Removal				
Test Method	Remove the DS Rumble Pak while playing the game.				
Pass/Fail Determination	Passes if the game does not stop and if no process that affects the game is performed.				
Software to Be Tested	Software that supports DS Rumble Paks.				

Guideline Number	2.4.3	Platform	DS	Importance	Recommended
Guideline Item	Switching Nintendo DS Rumble Feature On/Off				
Test Method	Play an actual game and switch the Rumble Feature ON and OFF.				
Pass/Fail Determination	Passes if the DS Rumble Pak rumbles as expected in scenes when the Rumble Feature is switched ON but not when the Rumble Feature is switched OFF.				
Software to Be Tested	Software that supports DS Rumble Paks.				

Guideline Number	2.4.4	Platform	DS	Importance	Recommended
Guideline Item	Avoid Continuous Operation of the Nintendo DS Rumble Pak				
Test Method	Play the game until you come to where the Rumble Feature is being used.				
Pass/Fail Determination	Passes if the rumbling does not continue for a prolonged period of time.				
Software to Be Tested	Software that supports DS Rumble Paks.				

Guideline Number	2.4.5	Platform	DS	Importance	Required
Guideline Item	Stopping the Nintendo DS Rumble Pak				
Test Method	1) Pause the game while the DS Rumble Pak is rumbling. 2) Transition to Sleep Mode while the DS Rumble Pak is rumbling. 3) Execute a software reset while the DS Rumble Pak is rumbling.				
Pass/Fail Determination	Passes if the rumbling stops instead of continuing.				
Software to Be Tested	1) Software that supports DS Rumble Paks. 2) Software that supports DS Rumble Paks and transitions to Sleep Mode. 3) Software that supports DS Rumble Paks and has a software reset feature.				

Guideline Number	2.4.6	Platform	DS	Importance	Required
Guideline Item	Using the Nintendo DS Rumble Pak with the Microphone				
Test Method	Use the microphone during the game.				
Pass/Fail Determination	Passes if the DS Rumble Pak does not rumble.				
Software to Be Tested	Software that supports both the DS Rumble Pak and the microphone.				

2.6 Backup Memory

Guideline Number	2.6.1	Platform	DS/TWL	Importance	Required
Guideline Item	Restriction on Library Use				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if it uses Nintendo's library.				
Software to Be Tested	Software that supports backup memory.				

Guideline Number	2.6.3	Platform	DS/TWL	Importance	Required
Guideline Item	Prohibition of Use of the Backup Memory Default Values				
Test Method	Change all backup memory values to FFh or other values, and start a game.				
Pass/Fail Determination	Passes if the game can progress as designed up to the point of the first save.				
Software to Be Tested	Software that supports backup memory.				

Guideline Number	2.6.4	Platform	DS/TWL	Importance	Required
Guideline Item	Disabling the Display of Error Messages for Default Backup Data				
Test Method	Change all backup memory values to FFh or other values, and start a game.				
Pass/Fail Determination	Passes if no misleading error messages are displayed for the backup data that is part of the factory settings.				
Software to Be Tested	Software that supports backup memory.				

Guideline Number	2.6.5	Platform	DS/TWL	Importance	Required
Guideline Item	Endurance of Backup Memory				
Test Method	Play the game and count the number of writes to the backup memory.				
Pass/Fail Determination	Passes if there are not an excessive number of erase-writes. See the Table for erase-write suggested levels in the <i>Nintendo TWL Programming Guidelines</i> .				
Software to Be Tested	Software that supports backup memory.				

Guideline Number	2.6.7	Platform	DS/TWL	Importance	Required
Guideline Item	Backup Data Reliability				
Test Method	<ul style="list-style-type: none">Turn the power OFF while overwriting backup data and restart the game.Referring to the memory map of backup data, use a development tool, a general-purpose binary editor or other application to modify areas thought to be valid, and restart the game.				
Pass/Fail Determination	Passes if the program does not exhibit unusual behavior even when backup data has been corrupted.				
Software to Be Tested	Software that supports backup memory.				

Guideline Number	2.6.9	Platform	DS/TWL	Importance	Recommended
Guideline Item	Display a Message When Backup Data Is Corrupted				
Test Method	Follow the procedures described in Guideline Number 2.6.7 and reload the corrupted data.				
Pass/Fail Determination	Passes if an error message is displayed when backup data is detected as corrupted data.				
Software to Be Tested	Software that supports backup memory.				

Guideline Number	2.6.10	Platform	DS/TWL	Importance	Required
Guideline Item	Removing Corrupted Backup Data				
Test Method	Follow the procedure described in Guideline Number 2.6.7, corrupt the backup data, and restart the game.				
Pass/Fail Determination	Passes if the backup data is deleted or overwritten by valid backup data.				
Software to Be Tested	Software that supports backup memory.				

Guideline Number	2.6.11	Platform	DS/TWL	Importance	Required
Guideline Item	Display While Writing to the Backup Memory				
Test Method	Check the display portion in the program source code while writing to memory.				
Pass/Fail Determination	<p>Passes if a message indicating the game is saving is displayed while the game is writing to memory.</p> <p>The entire writing period is targeted, when consecutively writing to memory.</p>				
Software to Be Tested	Software that requires 0.5 seconds or longer when writing data.				

Guideline Number	2.6.12	Platform	DS/TWL	Importance	Required
Guideline Item	Animation Display While Writing to Backup Memory				
Test Method	Verify display of animation while writing data to the backup memory.				
Pass/Fail Determination	Passes if the game displays animation somewhere on a screen when it takes more than 5 seconds to write the data.				
Software to Be Tested	Software that requires 5 seconds or longer when writing data.				

Guideline Number	2.6.15	Platform	DS/TWL	Importance	Required
Guideline Item	Caution About Reading from Backup Memory				
Test Method	<p>Use the IS-NITRO-EMULATOR and IS-NITRO-DEBUGGER.</p> <p>Use the following procedure to simulate a faulty DS Card connection and confirm that the prescribed message is displayed.</p> <ol style="list-style-type: none"> 1) With the DS Card already inserted in the IS-NITRO-EMULATOR, turn the DS Card Slot power ON with IS-NITRO-DEBUGGER and run the program. 2) Play the game up to a point immediately before reading data from backup memory. Upon reaching that point, turn the DS Card Slot power OFF with IS-NITRO-DEBUGGER and remove the DS Card from the IS-NITRO-EMULATOR. 3) With no DS Card inserted in the IS-NITRO-EMULATOR, turn the DS Card Slot power ON with IS-NITRO-DEBUGGER. This will simulate a faulty DS Card connection. 4) Resume the game and confirm whether the prescribed message is displayed. 				
Pass/Fail Determination	Passes if a message like the one given in the <i>Nintendo TWL Programming Guidelines</i> is displayed and the game does not proceed.				
Software to Be Tested	Software that supports backup memory.				

Guideline Number	2.6.16	Platform	DS/TWL	Importance	Required
Guideline Item	Verification of the DS Game Card Backup Memory				
Test Method	<p>Use IS-NITRO-EMULATOR and IS-NITRO-DEBUGGER.</p> <ol style="list-style-type: none"> 1) With no DS Card inserted in the IS-NITRO-EMULATOR, turn the DS Card Slot power ON with IS-NITRO-DEBUGGER and run the program. 2) Immediately after running the program, confirm whether a message is displayed. 				
Pass/Fail Determination	Passes if a message like the one given in the <i>Nintendo TWL Programming Guidelines</i> is displayed and the game does not proceed.				
Software to Be Tested	Software that supports backup memory.				

Guideline Number	2.6.17	Platform	DS/TWL	Importance	Recommended
Guideline Item	Overwriting Backup Memory on DS Game Cards				
Test Method	Play the game.				
Pass/Fail Determination	Passes if the confirmation message is displayed when backup data is about to be deleted.				
Software to Be Tested	Software that supports backup memory.				

Guideline Number	2.6.18	Platform	DS	Importance	Required
Guideline Item	Overwriting Backup Memory on GBA Game Paks				
Test Method	1) Play the game until you reach a stage where the backup data of a supported GBA Game Pak can be rewritten. 2) After rewriting, play the rewritten Game Pak on a GBA and a DS system (or in DS GBA Mode).				
Pass/Fail Determination	Passes if all of the following are true. 1) Data is rewritten only after always displaying a confirmation message to the user. 2) The contents of the rewritten data are correct and accurate, and the game can still be played with no problems.				
Software to Be Tested	Software that supports backup memory on GBA Game Paks.				

3 Launcher

3.1 Profiles

Guideline Number	3.1.2	Platform	DS/TWL	Importance	Required
Guideline Item	Use of User Nicknames and Comments				
Test Method	Register a user name and comment in the system and then play the game.				
Pass/Fail Determination	Passes if no problems occur in scenes where the user name and user comment are used.				
Software to Be Tested	Software that supports user names and user comments.				

Guideline Number	3.1.3	Platform	DS/TWL	Importance	Recommended
Guideline Item	Display of User Nicknames and Comments				
Test Method	Set a user name and comment in the system using characters that cannot be displayed by the game, and then proceed with the actual game.				
Pass/Fail Determination	Passes if, when user names and comments are used, the displayed substitute characters are not symbols, whitespace, or characters that might have different meanings.				
Software to Be Tested	Software that supports user names and user comments, but replaces some characters with substitute characters for display.				

3.2 Options

Guideline Number	3.2.2	Platform	DS/TWL	Importance	Required
Guideline Item	Language Settings				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if there are no errors in operation, even if the language member is undefined.				
Software to Be Tested	Software that references the system language setting.				

Guideline Number	3.2.3	Platform	DS/TWL	Importance	Required
Guideline Item	Time and Date Settings				
Test Method	Change the system clock setting so that the date or time reverts back.				
Pass/Fail Determination	Passes if the game plays normally.				
Software to Be Tested	All software.				

3.3 Game Banners

Guideline Number	3.3.1	Platform	DS/TWL	Importance	Required
Guideline Item	Banner Display Verification on the Launcher Screen				
Test Method	Check the banner displayed on the Nintendo DS system and the Nintendo TWL system. For TWL NAND applications, also check the banner on the software management screen.				
Pass/Fail Determination	Passes if all of the following conditions are satisfied. <ul style="list-style-type: none"> The characters are displayed correctly without distortion and do not go off the edge of the banner. If the game title is displayed in one line, the publisher is displayed on the second line; if the game title is displayed in two lines, the publisher is displayed on the third line. All characters displayed are permissible for use under the IPL Banner Guidelines. 				
Software to Be Tested	All software.				

Guideline Number	3.3.2	Platform	DS/TWL	Importance	Recommended
Guideline Item	Description Text in Each Language				
Test Method	Change the system language setting and check the banner.				
Pass/Fail Determination	Passes if all of the following conditions are satisfied. <ul style="list-style-type: none"> The banner can be displayed in all the languages that are supported in the game. If the game does not support the language that is selected in the IPL, the banner is displayed in one of the game's supported languages. In all languages, the characters are displayed correctly without distortion and do not go off the edge of the banner. All characters displayed are permissible for use under the DS Banner Guidelines. 				
Software to Be Tested	All software.				

Guideline Number	3.3.3	Platform	DS/TWL	Importance	Required
Guideline Item	Download Play Banner Display Verification				
Test Method	In the same way as 3.3.1, check the banner displayed in the download play game list screen. Also, verify by changing the system language settings on the parent and child device.				
Pass/Fail Determination	Passes if all of the following conditions are satisfied. <ul style="list-style-type: none"> A language supported in the parent game appears on the child device. The characters are not corrupted and stay within the bounds for each language. All characters displayed are permissible under the IPL Banner Guidelines. 				
Software to Be Tested	Software that supports DS Download Play.				

Guideline Number	3.3.4	Platform	TWL	Importance	Required
Guideline Item	When Implementing a Feature for Returning to the Nintendo DSi Menu				
Test Method	Check the feature for returning to the Nintendo DSi Menu during gameplay.				
Pass/Fail Determination	Passes if both of the following conditions are satisfied. <ul style="list-style-type: none">• The term “DSi Menu” is used.• The application correctly returns to the Nintendo DSi Menu.				
Software to Be Tested	Software that implements a feature for returning to the Nintendo DSi Menu.				

4 Input Devices

4.1 Buttons

Guideline Number	4.1.2	Platform	DS/TWL	Importance	Required
Guideline Item	Simultaneous Pressing of the Directional Buttons				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if no problems occur such as uncontrolled behavior even when the Up/Down and Left/Right button pairs are pressed simultaneously.				
Software to Be Tested	All software.				

Guideline Number	4.1.3	Platform	DS/TWL	Importance	Required
Guideline Item	Unused Buttons				
Test Method	While a game is in progress, press any button that is not used.				
Pass/Fail Determination	Passes if there is no response when unused buttons are pressed and if you can continue normal gameplay.				
Software to Be Tested	All software.				

Guideline Number	4.1.4	Platform	TWL	Importance	Required
Guideline Item	Detection Feature for the Power/Reset Button				
Test Method	Press the Power/Reset button.				
Pass/Fail Determination	Passes if no feature other than the shutdown process is assigned.				
Software to Be Tested	All software that supports TWL mode.				

4.2 Touch Screen

Guideline Number	4.2.3	Platform	DS/TWL	Importance	Required
Guideline Item	Calibration Value Use				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if calibrated values are used.				
Software to Be Tested	Software that supports the Touch Screen.				

Guideline Number	4.2.4	Platform	DS/TWL	Importance	Recommended
Guideline Item	Prohibition of Stylus-Only Interfaces				
Test Method	Play the game, and in scenes that use the stylus, touch the screen with your fingertip instead.				
Pass/Fail Determination	Passes if you can play the game using your finger.				
Software to Be Tested	Software that supports the Touch Screen.				

Guideline Number	4.2.5	Platform	DS/TWL	Importance	Required
Guideline Item	Active Area of the Stylus				
Test Method	Play the game normally.				
Pass/Fail Determination	Passes if there are no locations that cannot be selected by the stylus.				
Software to Be Tested	Software that supports the Touch Screen.				

Guideline Number	4.2.8	Platform	DS/TWL	Importance	Required
Guideline Item	Compliance with Library Use				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if it uses only libraries provided by Nintendo.				
Software to Be Tested	Software that supports the Touch Screen.				

4.3 Microphone

Guideline Number	4.3.2	Platform	DS/TWL	Importance	Required
Guideline Item	Ranges in Which Microphone Input Determination Is Prohibited				
Test Method	Confirm the determination of microphone input using a program source.				
Pass/Fail Determination	Passes if the presence of microphone input is not determined when the sound value is in the range in which microphone input determination is prohibited, as detailed in the <i>Nintendo TWL Programming Guidelines</i> .				
Software to Be Tested	Software that supports the microphone.				

Guideline Number	4.3.3	Platform	DS/TWL	Importance	Required
Guideline Item	Guaranteed Input Range				
Test Method	Confirm microphone input determination using a program source.				
Pass/Fail Determination	Passes if a value outside of the guaranteed microphone input ranges detailed in the <i>Nintendo TWL Programming Guidelines</i> is not expected.				
Software to Be Tested	Software that supports the microphone.				

Guideline Number	4.3.4	Platform	DS/TWL	Importance	Required
Guideline Item	Preventing Erroneous Microphone Input Due to Speaker Output				
Test Method	Check the program source or check whether a feature is implemented that allows the user to adjust microphone sensitivity or the microphone input threshold value while playing the game.				
Pass/Fail Determination	<p>Passes if one or more of the following are satisfied.</p> <ol style="list-style-type: none"> 1) The sound master volume is set to 50 or less when the microphone is in use. 2) There is a feature allowing the user to adjust the sensitivity of the microphone during gameplay. 3) There is a feature allowing the user to adjust the microphone's input threshold value. 				
Software to Be Tested	Software that supports the microphone.				

Guideline Number	4.3.5	Platform	DS/TWL	Importance	Required
Guideline Item	Preventing Acoustic Feedback				
Test Method	Use the microphone.				
Pass/Fail Determination	Passes if the speakers do not simultaneously playback audio input from the microphone when the microphone is in use.				
Software to Be Tested	Software that supports the microphone.				

Guideline Number	4.3.6	Platform	DS/TWL	Importance	Recommended
Guideline Item	User Feedback for the Microphone Input State				
Test Method	Play the game and run a test using a microphone test mode feature. After checking the proper audio level, input using the microphone at the equivalent level in the game.				
Pass/Fail Determination	Passes if microphone can be used without any problems.				
Software to Be Tested	Software that supports the microphone.				

4.4 Camera

Guideline Number	4.4.1	Platform	TWL	Importance	Required
Guideline Item	When to Play the Shutter, Recording-Started, and Recording-Ended Sound When Capturing Images or Video				
Test Method	1) Take still images. In addition, take still images at the same time as closing the system. 2) Take video. In addition, take video at the same time as closing the system, then open the system again.				
Pass/Fail Determination	Passes if all of the conditions below are satisfied. For both (1) and (2) <ul style="list-style-type: none"> Nintendo's designated shutter sound is used without alteration. For (1) Taking still images <ul style="list-style-type: none"> The shutter sound is played in the 1-second interval before and after the moment the picture is taken. The system transitions to Sleep Mode after playing the shutter sound, even when the system is closed at the same time as taking a picture. (The shutter sound is always played when saving the still image is completed.) For (2) Taking video <ul style="list-style-type: none"> When starting video recording, the recording-started sound is played in the 1-second interval before and after the first frame is taken. Likewise, the recording-ended sound is played in the 1-second interval before and after the last frame is taken. When shooting is ended (or interrupted) by closing the system, the recording-ended sound is played before the system transitions to Sleep Mode. When the system is opened, shooting is automatically resumed after recovering from Sleep Mode and the recording-started and recording-ended sounds are played. 				
Software to Be Tested	Software that supports the camera.				

Guideline Number	4.4.2	Platform	TWL	Importance	Required
Guideline Item	The Function to Play the Shutter, Recording-Started, and Recording-Ended Sound				
Test Method	1) Set the system volume to 0, connect headphones to the system, and take a still image while playing the game. 2) Play through the game in modes other than one for shooting pictures.				
Pass/Fail Determination	Passes if both of the conditions below are satisfied. 1) The shutter recording-started and recording-ended sounds are played. 2) The shutter recording-started and recording-ended sounds are not played by the <code>DSP_PlayShutterSound</code> function.				
Software to Be Tested	All software. However, for (1), only software that supports the camera.				

Guideline Number	4.4.4	Platform	TWL	Importance	Required
Guideline Item	Transitioning to Sleep Mode While Taking Pictures or Video				
Test Method	Close the system and transition to Sleep Mode when the shutter sound and recording-started and recording-ended sounds are being played.				
Pass/Fail Determination	<p>Passes if both of the following conditions are satisfied.</p> <ul style="list-style-type: none"> When the system opens the game resumes normally. There are no problems with the data taken while capturing. 				
Software to Be Tested	Software that supports the camera.				

Guideline Number	4.4.6	Platform	TWL	Importance	Required
Guideline Item	Temporarily Turning the LED Off When Taking Stills with the Outer Camera				
Test Method	<p>1) Play through the game in each mode.</p> <p>2) Take still images using the outer camera.</p>				
Pass/Fail Determination	<p>Passes if both of the following conditions are satisfied.</p> <p>1) The camera indicator LED turns off only when capturing still images.</p> <p>2) The camera indicator LED turns off temporarily while capturing still images.</p> <p>Note: It is not necessary to turn the LED back on if the camera is turned off after capturing an image.</p>				
Software to Be Tested	<p>All software.</p> <p>However, for (2), software that captures still images using the outer camera.</p>				

Guideline Number	4.4.7	Platform	TWL	Importance	Required
Guideline Item	Blinking the LED When Taking Video with the Outer Camera				
Test Method	<p>1) Play through the game in each mode.</p> <p>2) Capture video using the outer camera.</p>				
Pass/Fail Determination	<p>Passes if both of the following conditions are satisfied.</p> <p>1) The camera indicator LED does not blink except when capturing video.</p> <p>2) The camera indicator LED blinks while capturing video, and returns to a steadily illuminated state when the capture has ended.</p>				
Software to Be Tested	<p>All software.</p> <p>However, for (2), software that captures video using the outer camera.</p>				

Guideline Number	4.4.8	Platform	TWL	Importance	Required
Guideline Item	Screen Display When Recording Video				
Test Method	Capture video.				
Pass/Fail Determination	<p>Passes if both of the following conditions are satisfied.</p> <ul style="list-style-type: none"> As soon as the camera image capture starts, the application shows the image being input from the camera on the LCD at a size of at least 160 horizontal by 120 vertical pixels. Nintendo's specified REC icon is displayed on the same screen as the LCD that is displaying the camera's input image. 				
Software to Be Tested	Software that supports capturing and saving video.				

Guideline Number	4.4.9	Platform	TWL	Importance	Required
Guideline Item	[Excluding Japanese Versions] Camera's Image Format				
Test Method	Check the method used to save camera images in the program source code.				
Pass/Fail Determination	Passes if only JPEG or BMP (Windows Bitmap) formats are used to write camera images (including images that are processed and edited after being captured) to storage devices.				
Software to Be Tested	Software that saves camera images (excluding Japanese versions).				

4.5 Opening and Closing the System

Guideline Number	4.5.1	Platform	DS/TWL	Importance	Required
Guideline Item	Open/Close Detection Function				
Test Method	<p>Actually play the game and open and close the unit.</p> <p>Note: According to specifications, when a magnet is placed near the X Button, the system enters the same state as when it is closed. There is no problem in taking advantage of this specification and placing a magnet near the X Button of the system to emulate closing the cover.</p>				
Pass/Fail Determination	Passes if the opening and closing of the system is not recognized as game input, as described in the <i>Nintendo TWL Programming Guidelines</i> .				
Software to Be Tested	All software.				

4.6 Volume/Brightness Control

Guideline Number	4.6.1	Platform	TWL	Importance	Required
Guideline Item	Prohibition of Non-Intended Speaker Volume Changes				
Test Method	<p>1) Play through the game in all modes.</p> <p>2) Set the volume at the launcher screen to either 0 or MAX and start the game.</p>				
Pass/Fail Determination	<p>Passes if both of the conditions below are satisfied.</p> <p>1) The volume does not change, except when the user intentionally changes it. However, as described in the <i>TWL Programming Guidelines</i>, if specifications do not confuse the user, it is acceptable to temporarily change the volume.</p> <p>2) The game starts with the volume set at the launcher screen.</p>				
Software to Be Tested	All software.				

Guideline Number	4.6.2	Platform	TWL	Importance	Required
Guideline Item	Changing Volume Using the SNDEX_SetVolume[Async] Function				
Test Method	Play through the game in all modes.				
Pass/Fail Determination	Passes if only the SNDEX_SetVolume[Async] function is used when the volume is changed by user operations, such as by using the onscreen volume control. Note: If this function is implemented, the volume setting for the game should remain constant if the user returns to the launcher screen.				
Software to Be Tested	Software that can change the volume during gameplay.				

Guideline Number	4.6.3	Platform	TWL	Importance	Required
Guideline Item	Prohibition of Using the Volume/Brightness Control for Functions Other than Adjusting the Volume or Brightness				
Test Method	Play through the game in all modes.				
Pass/Fail Determination	Passes if the volume/brightness controls are not used for anything other than adjusting the volume or brightness.				
Software to Be Tested	All software.				

4.7 Miscellaneous

Guideline Number	4.7.1	Platform	DS/TWL	Importance	Required
Guideline Item	Device Input When the System Is Closed				
Test Method	Perform the device input with the system closed. See section 4.5.1 Open/Close Detection Function for more information on closing the unit.				
Pass/Fail Determination	Passes if there are no problems with the gameplay.				
Software to Be Tested	Software that supports transition to LCD (or Backlight) OFF when the system is closed.				

Guideline Number	4.7.3	Platform	DS/TWL	Importance	Recommended
Guideline Item	Animation Display When Device Input Is Offline				
Test Method	Play the game.				
Pass/Fail Determination	Passes if an animation is displayed somewhere on a screen.				
Software to Be Tested	All software that ignores device input for 5 seconds or longer.				

Guideline Number	4.7.4	Platform	DS/TWL	Importance	Recommended
Guideline Item	Ignore Launcher Button and Touch Screen Input When Starting Games from the Launcher				
Test Method	After a game is selected and started from the launcher screen, press and hold down a button or the Touch Screen during the transition from the launcher screen to a game screen where input is accepted.				
Pass/Fail Determination	Passes if the input value is not reflected in the game when the game starts.				
Software to Be Tested	Software that supports the Touch Screen.				

5 NAND Applications

5.1 System NAND Memory

Guideline Number	5.1.2	Platform	TWL	Importance	Required
Guideline Item	Restrictions on Accessing Regions Not Designated for Your Company's Titles				
Test Method	Check the access region of the system NAND memory in the program source code.				
Pass/Fail Determination	Passes if either of the conditions below are satisfied. <ul style="list-style-type: none"> The application only accesses the designated region for your company's title. If accessing another region, your application uses a special library provided by Nintendo. 				
Software to Be Tested	Software that accesses the system NAND memory.				

Guideline Number	5.1.3	Platform	TWL	Importance	Required
Guideline Item	Restrictions on Frequent Writes to NAND Memory				
Test Method	In the program source code, check the frequency of writes to the system NAND memory.				
Pass/Fail Determination	Passes if the frequency of writes to the system NAND memory is less than the frequency described in the <i>TWL Programming Guidelines</i> (specifically, at most 2 KB per 3 minutes).				
Software to Be Tested	Software that writes to the system NAND memory.				

Guideline Number	5.1.4	Platform	TWL	Importance	Required
Guideline Item	Display During Writes				
Test Method	In the program source code, check the display while writing data.				
Pass/Fail Determination	Passes if there is an indication that data is being written while writing is occurring.				
Software to Be Tested	Software that requires more than 0.5 seconds to write data to the system NAND memory.				

Guideline Number	5.1.5	Platform	TWL	Importance	Required
Guideline Item	Displaying Animation While Writing				
Test Method	In the program source code, check the display while writing data.				
Pass/Fail Determination	Passes if animation is displayed while writing data.				
Software to Be Tested	Software that requires more than 5 seconds to write to the system NAND memory.				

Guideline Number	5.1.6	Platform	TWL	Importance	Required
Guideline Item	Countermeasures Against Hardware Resets/Power Shutdowns While Writing				
Test Method	While writing data to the system NAND memory, cause a hardware shutdown by pressing the Power or Reset buttons.				
Pass/Fail Determination	Passes if the system shutdown occurs after data is written. This does not apply if the data being written is not important or if that data is being duplicated and will not cause any setback to the user.				
Software to Be Tested	Software that writes to the system NAND memory.				

Guideline Number	5.1.7	Platform	TWL	Importance	Required
Guideline Item	Data Compatibility Within the Same Application				
Test Method	Check that save data created by an earlier version of the application can be used in the latest version.				
Pass/Fail Determination	Passes if save data can be used correctly.				
Software to Be Tested	Software that creates save data.				

Guideline Number	5.1.9	Platform	TWL	Importance	Required
Guideline Item	Data Units for Users				
Test Method	Check instances in the game that display information related to available NAND memory, in the program source code.				
Pass/Fail Determination	Passes if available memory is expressed as <i>blocks</i> (one block being 128 KB) or the application displays space in units, such as the number of photographs.				
Software to Be Tested	Software that accesses NAND memory.				

Guideline Number	5.1.10	Platform	TWL	Importance	Required
Guideline Item	Verifying Free Space				
Test Method	Check the amount of available space for writing to NAND memory by reviewing the source code.				
Pass/Fail Determination	Passes if both of the conditions below are satisfied. <ul style="list-style-type: none"> Checks the required free space before writing. Notifies the user when there is insufficient free space. 				
Software to Be Tested	Software that creates variable-length data.				

Guideline Number	5.1.12	Platform	TWL	Importance	Required
Guideline Item	Handling Fatal Errors				
Test Method	Check error processing in the program source code.				
Pass/Fail Determination	Passes if a message like the one described in the <i>TWL Programming Guidelines</i> is displayed, and no further processing is implemented.				
Software to Be Tested	Software that accesses system NAND memory.				

Guideline Number	5.1.13	Platform	TWL	Importance	Required
Guideline Item	Handling a Corrupted File System				
Test Method	Use the Break feature of the NandFiler tool included in the SDK to corrupt the file system and start the game.				
Pass/Fail Determination	<p>Passes if both of the following conditions are met.</p> <ul style="list-style-type: none">Reformats using the <code>NA_FormatTitleArchive</code> function.Complies with section 5.1.4 [TWL] Display During Writes [Required] and a message is displayed to notify the user that the file system has been corrupted (for example: <i>Save data has been corrupted and will be deleted.</i>) <p>Note: It is not required to comply with section 5.1.5 [TWL] Displaying Animation While Writing [Required].</p>				
Software to Be Tested	Software that creates save data.				

Guideline Number	5.1.14	Platform	TWL	Importance	Required
Guideline Item	Handling Corrupted Files				
Test Method	Use the NandFiler tool included in the SDK to delete any file or overwrite the content of a file. Then, start the game with the save data in a corrupted state.				
Pass/Fail Determination	Passes if 1) the application checks for corrupted data, 2) the program handles the data properly such as by erasing the file, and 3) the program behaves normally.				
Software to Be Tested	Software that creates save data.				

Guideline Number	5.1.16	Platform	TWL	Importance	Required
Guideline Item	Prohibition of Restricting the Use of Save Data Based on TWL System-Specific Information				
Test Method	Use the NandFiler tool included in the SDK to copy save data to another system.				
Pass/Fail Determination	Passes if the save data can be used correctly on the other system.				
Software to Be Tested	Software that creates save data.				

Guideline Number	5.1.17	Platform	TWL	Importance	Recommended
Guideline Item	Limitations on Use of the DataPrv Archive				
Test Method	Use the NandFiler tool included in the SDK to delete DataPrv.				
Pass/Fail Determination	Passes if the game can be played without any problems.				
Software to Be Tested	Software that uses the DataPrv (Private) archive.				

Guideline Number	5.1.18	Platform	TWL	Importance	Required
Guideline Item	Prohibition of Using OS_ResetSystem with NAND Applications				
Test Method	Reset (such as by pressing the START, SELECT, L, or R button) while playing the game.				
Pass/Fail Determination	Passes if the correct reset occurs.				
Software to Be Tested	All NAND applications.				

Guideline Number	5.1.19	Platform	TWL	Importance	Required
Guideline Item	Deleting Picture Data in the photo Region				
Test Method	Try to delete picture data from a <code>photo</code> region created by another developer's title (including the DSi camera).				
Pass/Fail Determination	Passes if it is not possible to delete.				
Software to Be Tested	Software that allows picture data in the <code>photo</code> region to be deleted.				

5.2 Application Jumps

Guideline Number	5.2.1	Platform	TWL	Importance	Required
Guideline Item	Prohibition Against Jumping to an Application with a Stricter Rating				
Test Method	Check the rating of the destination application (in an application jump).				
Pass/Fail Determination	Passes if the age restriction of the jump target is less strict than that of the source.				
Software to Be Tested	Software that uses application jumps.				

Guideline Number	5.2.2	Platform	TWL	Importance	Required
Guideline Item	Restriction on Jumping to Applications That Require Wireless Functionality				
Test Method	Set the TWL system to wireless-disabled mode and jump to an application that requires wireless functionality.				
Pass/Fail Determination	Passes if it is not possible to jump.				
Software to Be Tested	Software that can jump to applications that require wireless functionality.				

5.3 Writing to SD Cards

Guideline Number	5.3.1	Platform	TWL	Importance	Required
Guideline Item	Using Dedicated Functions for SD Card Writing				
Test Method	Check the program source code.				
Pass/Fail Determination	Passes if the dedicated API is used to write to an SD Card.				
Software to Be Tested	Software that writes to SD Cards.				

Guideline Number	5.3.3	Platform	TWL	Importance	Required
Guideline Item	Display During Writing				
Test Method	Check the program source code for the display when writing to SD Cards.				
Pass/Fail Determination	Passes if an indication that writing to an SD Card is taking place. Passes if an animation is displayed somewhere on the screen when write time to an SD Card exceeds 5 seconds.				
Software to Be Tested	Software that writes to SD Cards.				

5.4 Other

Guideline Number	5.4.1	Platform	TWL	Importance	Required
Guideline Item	Preparing an Electronic Manual				
Test Method	Display the electronic manual during gameplay.				
Pass/Fail Determination	Passes if both of the following conditions are satisfied. <ul style="list-style-type: none">An electronic manual is available and can be selected from a location close to the title screen (or as quickly as possible after starting the application).The electronic manual's sound effects are played correctly; game-specific background music is not played.				
Software to Be Tested	All NAND applications.				

Guideline Number	5.4.2	Platform	TWL	Importance	Required
Guideline Item	Turn DS Wireless Communications Off When Displaying an E-Manual				
Test Method	1) Display electronic manual with DS Wireless Communications turned on. 2) When the system is closed, it transitions to Sleep Mode; when opened, it transitions again to active mode.				
Pass/Fail Determination	Passes if the system normally transitions to active mode.				
Software to Be Tested	NAND applications that use wireless communications.				

Guideline Number	5.4.3	Platform	TWL	Importance	Required
Guideline Item	[US Version] Display of ESRB Ratings Information				
Test Method	Start the game.				
Pass/Fail Determination	Passes if the rating information is displayed properly.				
Software to Be Tested	NAND applications for the North American market.				

6 Power Management

6.2 Sleep Mode

Guideline Number	6.2.1	Platform	DS/TWL	Importance	Required
Guideline Item	Active Mode to Sleep Mode Transitions				
Test Method	Play the game through each mode. Note: See 4.5.1 Open/Close Detection Function for more information on closing the unit.				
Pass/Fail Determination	Passes if the system only transitions to Sleep Mode when the unit is closed.				
Software to Be Tested	Software that supports transition to Sleep Mode when the system is closed.				

Guideline Number	6.2.2	Platform	DS/TWL	Importance	Required
Guideline Item	Sleep Mode to Active Mode Transitions				
Test Method	1) While in Sleep Mode, perform button or stylus input. 2) Before starting the system, insert a Game Pak that causes Game Pak interrupts to occur (see the second Note). Leave this Game Pak inserted, start a game, and make the system transition to Sleep Mode. 3) Open the unit transitioned to Sleep Mode. 4) In the game's options, set the time that the RTC alarm will activate. Leave the system closed until the specified time arrives. Note: See 4.5.1 Open/Close Detection Function for more information on closing the unit. Note: The am3 Advance Adapter specification qualifies. This Game Pak is sold only in Japan; if it is difficult to get one, you may instead go to the program source code and confirm that <code>PM_TRIGGER_CARTRIDGE</code> is not specified to make the <code>PM_GoSleepMode</code> function return.				
Pass/Fail Determination	Passes when all of the following conditions are satisfied. 1) and 2) the system does not transition from Sleep Mode to Active Mode. (There is no change to either the power indicator LED's blinking state or the LCD screens.) 3) The game can be resumed immediately after the system is opened. 4) The RTC alarm activates at the set time, and the system transitions from Sleep Mode to Active Mode even if it remains closed. Also, if the system is left in closed state until its Active Mode operations are finished, the system transitions back to Sleep Mode.				
Software to Be Tested	1) through 3) software that supports transition to Sleep Mode when the system is closed. 4) Software that uses the RTC alarm to implement transitioning from Sleep Mode to Active Mode.				

Guideline Number	6.2.3	Platform	DS/TWL	Importance	Required
Guideline Item	Mode Transitions During Backup				
Test Method	Close the unit while overwriting backup memory data or system NAND memory, confirm that the LED is blinking, and then turn the unit's power off. Start the game again and then confirm the backup data. Note: See 4.5.1 Open/Close Detection Function for more information on closing the unit. Note: If writing is continuous, the entire period for writing data is targeted.				

Guideline Number	6.2.3	Platform	DS/TWL	Importance	Required
Pass/Fail Determination	Passes if the backup data has not been corrupted.				
Software to Be Tested	Software that supports transition to Sleep Mode when the system is closed and that supports backup memory.				

Guideline Number	6.2.4	Platform	DS/TWL	Importance	Required
Guideline Item	Mode Transitions During Communication				
Test Method	Transition to Sleep Mode by closing the unit while DS Wireless Communications is on, then recover to Active Mode by opening the system.				
Pass/Fail Determination	Passes if the unit halts.				
Software to Be Tested	Software that supports transition to Sleep Mode when the unit is closed and that supports Wireless Communications or PictoChat Search.				

6.3 LCD OFF State

Guideline Number	6.3.2	Platform	DS/TWL	Importance	Required
Guideline Item	Transitions Caused by Opening the System				
Test Method	Close the system while playing the game, and then reopen it. Note: See 4.5.1 Open/Close Detection Function for more information on closing the system.				
Pass/Fail Determination	Passes if the LCD transitions from off to on when the unit is opened.				
Software to Be Tested	Software that supports transition to LCD (or Backlight) OFF state when the unit is closed.				

Guideline Number	6.3.3	Platform	DS	Importance	Required
Guideline Item	Clarifying Procedures for Producing Sound from Headphones During an LCD OFF State				
Test Method	Check the game instruction booklet.				
Pass/Fail Determination	Passes if the procedures for producing sound from headphones described in the <i>Nintendo TWL Programming Guidelines</i> are clearly stated in the game instruction booklet.				
Software to Be Tested	Software intentionally designed to produce audio from headphones while the LCD is in the OFF state.				

Guideline Number	6.3.4	Platform	DS/TWL	Importance	Required
Guideline Item	Automatic LCD OFF Transition				
Test Method	Enable this feature, set time limit, and leave the system alone for the set amount of time.				
Pass/Fail Determination	Passes when the following conditions are satisfied and the LCD transitions to the OFF state at the set time. <ul style="list-style-type: none"> • If there is an option for turning the LCD on or off • If the default setting is OFF. 				
Software to Be Tested	Software that supports automatically turning the LCD off.				

Guideline Number	6.3.5	Platform	DS/TWL	Importance	Required
Guideline Item	Automatic Return from LCD OFF Transition				
Test Method	Automatically transition to the LCD OFF state and then press any button.				
Pass/Fail Determination	Passes if the LCD turns on.				
Software to Be Tested	Software that supports automatically turning the LCD off.				

6.4 Microphone

Guideline Number	6.4.1	Platform	DS/TWL	Importance	Required
Guideline Item	Cautions When Implementing Microphone Power Control				
Test Method	In the program source, check when the microphone power is turned on.				
Pass/Fail Determination	Passes if the microphone power is turned on at least 3 seconds before it is used in a game scene.				
Software to Be Tested	Software that supports the microphone.				

6.5 Backlight

Guideline Number	6.5.2	Platform	DS/TWL	Importance	Required
Guideline Item	Automatically Switching the Backlight On and Off				
Test Method	Play the game on the system with the IPL backlight setting turned on and off.				
Pass/Fail Determination	Passes if the backlight does not automatically switch on and off, except in situations described in the <i>Nintendo TWL Programming Guidelines</i> .				
Software to Be Tested	All software.				

Guideline Number	6.5.3	Platform	DS/TWL	Importance	Required
Guideline Item	Do Not Allow Game Player to Turn Backlight Off				
Test Method	Play the game through each mode.				
Pass/Fail Determination	Passes if the player cannot turn the backlight off, except when closing the system.				
Software to Be Tested	All software.				

6.6 Encouraging Power Conservation

Guideline Number	6.6.1	Platform	DS/TWL	Importance	Required
Guideline Item	Power Conservation When the System Is Closed				
Test Method	Close the unit while playing a game and at various points in the game. Note: See 4.5.1 Open/Close Detection Function for more information on closing the DS.				
Pass/Fail Determination	Passes if the system transitions to any one of the power conservation modes described the <i>Nintendo TWL Programming Guidelines</i> when the unit is closed.				
Software to Be Tested	All software.				

6.7 System Power-Down and Hardware Reset

Guideline Number	6.7.1	Platform	DS/TWL	Importance	Required
Guideline Item	Prohibition of Automatic System Power-Downs or Hardware Resets				
Test Method	Run a command that turns off the system power or resets the hardware while playing the game.				
Pass/Fail Determination	The player should see a confirmation screen and be able to cancel the power-down. Cancellation isn't necessary for cases that correspond to 7.6.13 Process for Terminating Child Devices After Ending Download Play [Recommended] .				
Software to Be Tested	Software that can turn off the system power or reset the hardware.				

Guideline Number	6.7.2	Platform	DS	Importance	Required
Guideline Item	Powering Down of DS During LCD OFF State Prohibited				
Test Method	Run a command that turns off the system power while playing the game.				
Pass/Fail Determination	Passes if the system power always is turned off while the LCD is in the ON state.				
Software to Be Tested	Software that can turn off the system power.				

Guideline Number	6.7.4	Platform	TWL	Importance	Required
Guideline Item	Shutdown Processing Duration				
Test Method	1) Power down the system by pressing the Power/Reset button. 2) Hold down the Power/Reset button for 4 seconds to force a power-down.				
Pass/Fail Determination	Passes if both of the following conditions are satisfied. 1) Application can fully shut down within 3 seconds. If the power-down process takes time, an appropriate message is displayed. 2) System can start without a problem even when there was a forced power-down.				
Software to Be Tested	Software that supports TWL mode.				

7 DS Wireless Communications

7.3 DS Wireless Communications ON/OFF

Guideline Number	7.3.1	Platform	DS	Importance	Required
Guideline Item	State Immediately After Game Startup				
Test Method	Start the game on a DS other than TWL.				
Pass/Fail Determination	Passes if the power indicator is not blinking at a variable rate.				
Software to Be Tested	Software that supports DS Wireless Communications or PictoChat Search.				

Guideline Number	7.3.2	Platform	DS	Importance	Required
Guideline Item	DS Wireless Communications ON State				
Test Method	<ul style="list-style-type: none"> Turn DS Wireless Communications on. Turn DS Wireless Communications on and then turn it off temporarily with a communication error or by exiting the scenario that uses communication. After that, turn DS Wireless Communications back on. 				
Pass/Fail Determination	Use the methods below to turn communication on when the player explicitly selects DS Wireless Communications. <ul style="list-style-type: none"> Confirm using a message Confirm using the DS Wireless icon Note: As with the latter test method, if communication is turned off once for some reason, and then turned on again, the player's confirmation is required.				
Software to Be Tested	Software that supports DS Wireless Communications or PictoChat Search.				

Guideline Number	7.3.3	Platform	DS	Importance	Required
Guideline Item	Icon Display When Enabling DS Wireless Communications				
Test Method	Select a menu item used to start DS Wireless Communications.				
Pass/Fail Determination	Passes if the icon that is supplied by Nintendo is displayed properly.				
Software to Be Tested	Software that supports DS Wireless Communications or PictoChat Search.				

Guideline Number	7.3.4	Platform	TWL	Importance	Required
Guideline Item	Displaying the Wireless Feature Icon on the Launcher Screen				
Test Method	Check whether the wireless communication feature icon appears on the launcher screen.				
Pass/Fail Determination	When the application requires use of the wireless communication feature, the wireless communication feature icon must be displayed. Passes if either the DS wireless feature icon or the Wi-Fi connection icon is appropriately displayed.				
Software to Be Tested	Software that requires the use of wireless communication supporting TWL mode.				

7.4 Reception Strength Icon

Guideline Number	7.4.1	Platform	DS/TWL	Importance	Required
Guideline Item	Reception Strength Icon				
Test Method	Use DS Wireless Communications and move the systems apart until the wireless signal is no longer received.				
Pass/Fail Determination	Passes if the Reception Strength icons that appear correspond to the reception strength.				
Software to Be Tested	Software that supports DS Wireless Communications.				

Guideline Number	7.4.2	Platform	DS/TWL	Importance	Required
Guideline Item	Prohibition of Changing the Reception Strength Icon				
Test Method	Check the Reception Strength icons.				
Pass/Fail Determination	Passes if the Reception Strength icons have not been altered or have only been altered to a degree where they resemble the icons shown in the <i>Nintendo TWL Programming Guidelines</i> .				
Software to Be Tested	Software that supports DS Wireless Communications.				

7.5 DS Wireless Communications Receive-Only Mode ON/OFF

Guideline Number	7.5.1	Platform	DS/TWL	Importance	Required
Guideline Item	Receive-Only Mode ON				
Test Method	Turn on receive-only mode and receive data while playing the game until you reach the point where receive-only mode is turned off.				
Pass/Fail Determination	<p>1) When receive-only mode is turned on without the player's consent While receive-only mode is turned on and the following conditions are satisfied:</p> <ul style="list-style-type: none"> • The LED is not blinking. • The Signal Strength icons are not displayed. • Nothing on the screen indicates that DS Wireless Communications is occurring, for example, no messages such as "Receiving Data" or "The connection has been interrupted." are displayed. <p>2) When using receive-only mode with the player's consent Conforms to the following in the same way as ordinary DS Wireless Communications.</p> <ul style="list-style-type: none"> • 7.3.2, 7.3.3 • 7.4.1 <p>Passes if the software in cases 1) and 2) observe all of the corresponding conditions.</p>				
Software to Be Tested	<p>Software that supports receive-only mode without the player's consent.</p> <p>Software that supports receive-only mode after receiving the player's consent.</p>				

7.6 Other

Guideline Number	7.6.1	Platform	DS/TWL	Importance	Required
Guideline Item	Library Use Compliance				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if it is possible to verify that only libraries provided by Nintendo are being used.				
Software to Be Tested	Software that supports communications.				

Guideline Number	7.6.2	Platform	DS/TWL	Importance	Required
Guideline Item	Using MAC Addresses				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if it is possible to verify that MAC addresses are only being used to identify each system.				
Software to Be Tested	Software that supports communications.				

Guideline Number	7.6.3	Platform	DS/TWL	Importance	Required
Guideline Item	Message Display for Broken Links				
Test Method	Try turning off the parent's DS Wireless Communications while DS Wireless Communications is in progress, then do the same in reverse by turning off a child's DS Wireless Communications while DS Wireless Communications is in progress.				
Pass/Fail Determination	Passes if a message is displayed at the earliest possible timing informing the players that a communication error has occurred.				
Software to Be Tested	Software that supports DS Wireless Communications.				

Guideline Number	7.6.7	Platform	DS/TWL	Importance	Required
Guideline Item	GGID Application				
Test Method	Confirm the GGID using the <code>WMTestTool</code> tool included in the SDK.				
Pass/Fail Determination	Passes if using the GGID set by Nintendo.				
Software to Be Tested	Software that supports DS Wireless Communications.				

Guideline Number	7.6.8	Platform	DS/TWL	Importance	Required
Guideline Item	TGID Uses				
Test Method	1) Become a DS Wireless Communications parent. 2) Using the <code>WMTestTool</code> tool, confirm the parent's TGID. 3) After temporarily turning off DS Wireless Communications, turn it back on and become a DS Wireless Communications parent again. Also test this step by turning the Nintendo DS off, then restarting it and becoming a DS Wireless Communications parent again. 4) Using the <code>WMTestTool</code> tool, confirm the parent's TGID.				
Pass/Fail Determination	The TGIDs obtained in steps 2) and 4) should be different values.				
Software to Be Tested	Software that supports DS Wireless Communications.				

Guideline Number	7.6.9	Platform	DS/TWL	Importance	Required
Guideline Item	Prohibition of Connecting to Other Publishers' Software				
Test Method	Attempt to connect to any game software title from another company.				
Pass/Fail Determination	Passes if no connection is possible.				
Software to Be Tested	Software that supports DS Wireless Communications.				

Guideline Number	7.6.10	Platform	DS/TWL	Importance	Required
Guideline Item	Connection Between Different Remastered Versions				
Test Method	Try to communicate using different remastered versions of the same game.				
Pass/Fail Determination	Passes if the two versions of the game can connect as though they are the same version of the game.				
Software to Be Tested	Software that supports DS Wireless Communications and for which a remastered version is incremented.				

Guideline Number	7.6.11	Platform	DS/TWL	Importance	Required
Guideline Item	When Too Many Game Players Attempt to Connect				
Test Method	Perform DS Wireless Communications with one unit more than the supported number of child devices.				
Pass/Fail Determination	Passes if the extra child device is notified that its attempt to connect has failed.				
Software to Be Tested	Software that supports DS Wireless Communications.				

Guideline Number	7.6.12	Platform	DS/TWL	Importance	Required
Guideline Item	Access to Game Cards During Download Play				
Test Method	Check the source code.				
Pass/Fail Determination	<p>Passes when all of the conditions below are met.</p> <ul style="list-style-type: none"> • The game does not access other publishers' DS Cards. • If accessing other DS Cards from the same publisher, only the backup memory is accessed. • The game can be played without problems on the DS Card after accessing. 				
Software to Be Tested	Software that supports DS Download Play.				

Guideline Number	7.6.13	Platform	DS/TWL	Importance	Recommended
Guideline Item	Process for Terminating Child Devices After Ending Download Play				
Test Method	Properly terminate DS Download Play.				
Pass/Fail Determination	Passes if the termination completes normally and the power is turned off after player acknowledgement.				
Software to Be Tested	Software whose child device does not perform any independent processes after DS Download Play finishes.				

Guideline Number	7.6.14	Platform	DS/TWL	Importance	Required
Guideline Item	Usable Wireless Channels				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if one of the channels returned by the <code>WM_GetAllowedChannel</code> tool is being used.				
Software to Be Tested	Software that supports DS Wireless Communications.				

Guideline Number	7.6.15	Platform	DS/TWL	Importance	Required
Guideline Item	Prohibition of Using Wireless Channels That Are Always Fixed				
Test Method	Conduct DS Wireless Communications several times while monitoring the channel using the <code>WMTTestTool</code> tool.				
Pass/Fail Determination	<p>Passes when the following conditions are met.</p> <ul style="list-style-type: none"> • There is no situation where only specific channels can or cannot be used. • DS Wireless Communications is successful. 				
Software to Be Tested	Software that supports DS Wireless Communications.				

Guideline Number	7.6.16	Platform	DS/TWL	Importance	Recommended
Guideline Item	Check the Wireless State Before Beginning Parent Device Operation				
Test Method	<ol style="list-style-type: none"> 1) Of the usable channels, generate noise using the <code>WMTesTTool</code> tool over channels other than the ones you want (for example, if channels 1, 7, and 13 are usable, generate noise on channels 7 and 13). 2) While maintaining the state setup in 1), start DS Wireless Communications on the other unit. 3) Run the <code>WMTesTTool</code> tool on the other unit, and then check which wireless channel that the DS in step 2) selected for DS Wireless Communications. 4) Return to step 1) and do the same procedures for another channel. 				
Pass/Fail Determination	Passes if the channel without noise is usable in 1) of the Test Method.				
Software to Be Tested	Software that supports wireless communications.				

Guideline Number	7.6.17	Platform	DS/TWL	Importance	Recommended
Guideline Item	Update Display for Parent Information				
Test Method	<ul style="list-style-type: none"> • When a child device is displaying a list of parent devices, increase the number of parent devices. • When a child device is displaying a list of parent devices, set one of the parent devices to stop accepting child devices. 				
Pass/Fail Determination	Passes if available parent device information is updated on the child devices list screen.				
Software to Be Tested	Software that supports display of an onscreen list of DS Wireless Play parent devices.				

Guideline Number	7.6.18	Platform	DS/TWL	Importance	Required
Guideline Item	Prohibition of Downloading Programs				
Test Method	Check the source code.				
Pass/Fail Determination	<p>Passes when both of the conditions below are satisfied.</p> <ul style="list-style-type: none"> • It is prohibited to download applications wirelessly and run them • If the application uses wireless overlays, it can be used if it conforms to the conditions outlined in the <i>Nintendo TWL Programming Guidelines</i>. 				
Software to Be Tested	Software that supports DS Wireless Communications.				

Guideline Number	7.6.19	Platform	DS/TWL	Importance	Required
Guideline Item	Parent Data Location During Clone Boot				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if program data located in the DS Card region of <code>0x5000</code> to <code>0x6FFF</code> is always used by the parent device and not used by child devices.				
Software to Be Tested	Software that supports DS Wireless Communications.				

Guideline Number	7.6.20	Platform	DS/TWL	Importance	Recommended
Guideline Item	Prohibition of Notification of Data Distribution Support by DS Download Stations, or Through Other Means				
Test Method	Operate the game in a mode that uses DS Wireless Communications and observe how the game behaves.				
Pass/Fail Determination	Passes if the user is <i>not</i> informed in any way about support for data distribution from DS Download Stations.				
Software to Be Tested	Software that supports data distribution from DS Download Stations.				

7.7 PictoChat Search

Guideline Number	7.7.1	Platform	DS/TWL	Importance	Required
Guideline Item	Starting PictoChat Search				
Test Method	Actually play the game and proceed to a point where the PictoChat Search feature can be selected.				
Pass/Fail Determination	<p>Passes if all the following conditions are met.</p> <ul style="list-style-type: none">• PictoChat Search should happen only when the player selects “Search for PictoChat.”• Before the player selects the menu that turns on the feature, the player should see the DS Wireless Icon or a confirmation message.				
Software to Be Tested	Software that supports PictoChat Search.				

Guideline Number	7.7.2	Platform	DS/TWL	Importance	Required
Guideline Item	Chat Icon Display				
Test Method	Turn PictoChat Search on and run PictoChat locally.				
Pass/Fail Determination	Passes when the icon supplied by Nintendo is used.				
Software to Be Tested	Software that supports PictoChat Search.				

Guideline Number	7.7.3	Platform	DS/TWL	Importance	Required
Guideline Item	Chat Icon Modification				
Test Method	Turn on PictoChat Search and run PictoChat locally.				
Pass/Fail Determination	Passes when the icon supplied by Nintendo is unaltered in its display.				
Software to Be Tested	Software that supports PictoChat Search.				

Guideline Number	7.7.4	Platform	DS/TWL	Importance	Required
Guideline Item	Chat Sound Playback				
Test Method	Turn on PictoChat Search and run PictoChat locally.				
Pass/Fail Determination	Passes when the sound specified by Nintendo is used.				
Software to Be Tested	Software that supports PictoChat Search and uses sound effects for the chat icons.				

7.8 Chance Encounter (Tag) Mode

Guideline Number	7.8.1	Platform	DS/TWL	Importance	Recommended
Guideline Item	Auto-Save for Chance Encounter Mode Communication				
Test Method	Enter the Chance Encounter Communication mode.				
Pass/Fail Determination	Passes if messages like those shown in the <i>Nintendo TWL Programming Guidelines</i> are displayed.				
Software to Be Tested	Software that supports the auto-save feature when in Chance Encounter Communication mode.				

Guideline Number	7.8.2	Platform	DS/TWL	Importance	Required
Guideline Item	Support for Chance Encounter Relay Stations				
Test Method	1) Use RelayStation.srl to perform Chance Encounter communication again after making a new registration, and to re-receive data sent when making the new registration. 2) Check the data to exchange in the source code. 3) Use RelayStation.srl to make a new registration. Note: RelayStation.srl is included in the TWL-SDK package version 5.3 and later.				
Pass/Fail Determination	1) and 3) pass if there are no problems in operation. 2) passes if it is acceptable if data is lost.				
Software to Be Tested	Software that supports Chance Encounter Communication with the WXC library.				

8 Other

8.1 Main Memory

Guideline Number	8.1.1	Platform	DS/TWL	Importance	Required
Guideline Item	Main Memory Initialization				
Test Method	Check the source code.				
Pass/Fail Determination	Passes if the system can be used with a specified value entered into an uninitialized main memory when starting the game.				
Software to Be Tested	All software.				

8.2 Display of Legal Rights

Guideline Number	8.2.1	Platform	DS/TWL	Importance	Required
Guideline Item	Compliance with Legal Rights Display				
Test Method	See descriptions for each library tool.				
Pass/Fail Determination	Passes if legal rights are displayed according to the specified method.				
Software to Be Tested	All software.				

8.3 Display of *Licensed by Nintendo* Logo

Guideline Number	8.3.1	Platform	DS/TWL	Importance	Required
Guideline Item	Displaying the Specified Logo at Application Startup				
Test Method	Start up the game and check that the specified logo is displayed before the game starts, for example, between the opening and the title screen.				
Pass/Fail Determination	<p>Passes when the following conditions are satisfied.</p> <ul style="list-style-type: none">• The <i>Licensed by Nintendo</i> logo is displayed before starting the game.• The specified logo image is used without being altered in any way.				
Software to Be Tested	Software other than DSiWare and DS Download Play.				

Guideline Number	8.3.2	Platform	DS/TWL	Importance	Required
Guideline Item	Displaying the <i>Licensed by Nintendo</i> Logo Image				
Test Method	Start up the game and check that the specified logo is displayed before the game starts, for example, between the opening and the title screen.				
Pass/Fail Determination	Passes when the following conditions are satisfied. <ul style="list-style-type: none"> • Other than fade-in/fade-out effects, no animation is used. • The Nintendo logo is displayed without sound effects. • If the user does not apply any key operations, the specified logo is displayed for one second or longer. 				
Software to Be Tested	Software other than DSiWare and DS Download Play.				

8.4 Health and Safety

Guideline Number	8.4.1	Platform	DS/TWL	Importance	Required
Guideline Item	Prohibition of Health and Safety Warning Screen Display by Application				
Test Method	Play the game through each mode.				
Pass/Fail Determination	Passes if there is no display of the Health and Safety Screen while playing the game.				
Software to Be Tested	All software.				

8.6 Image Methods

Guideline Number	8.6.2	Platform	DS/TWL	Importance	Required
Guideline Item	Displaying Captured Images				
Test Method	Check the image display block in the program source code.				
Pass/Fail Determination	Passes if the captured image is always displayed.				
Software to Be Tested	All software that displays captured images.				

8.7 Software Reset

Guideline Number	8.7.1	Platform	DS/TWL	Importance	Required
Guideline Item	Software Reset Button Definition				
Test Method	1) Press START + SELECT + L Button + R Button in combinations simultaneously. 2) Press button combinations other than those described in (1) above.				
Pass/Fail Determination	Passes if all of the conditions below are met. 1) A software reset occurs. 2) A software reset does not occur, and the game continues normally.				
Software to Be Tested	Software that supports software reset functionality.				

Guideline Number	8.7.2	Platform	DS/TWL	Importance	Required
Guideline Item	Reset During Backup and Communication				
Test Method	1) Reset the software while writing to the backup memory or the system NAND memory. 2) Reset the software while communications are in progress. Do this for both a parent and child system. For parents, check that DS Wireless Communications is not on (that the GGID and so on are not detected) using the <code>WMTestTool</code> included in the TWL-SDK.				
Pass/Fail Determination	Passes if each of the following conditions are met. 1) Backup data is not corrupted. 2) The other communication parties receive a link broken message. <ul style="list-style-type: none">For both parent and children systems, the LED does not blink at a variable rate.Use <code>WMTestTool</code> to check that DS Wireless Communications is not on. Note: If continuously writing data, the entire writing period is targeted.				
Software to Be Tested	1) Software that supports software reset and backup memory. 2) Software that supports software reset and DS Wireless Communications.				

Guideline Number	8.7.3	Platform	DS/TWL	Importance	Required
Guideline Item	Prohibit Resets on Child Devices During DS Download Play				
Test Method	Reset the software on the child system in DS Download Play.				
Pass/Fail Determination	Passes if the game advances without stopping or hanging.				
Software to Be Tested	Software that supports software reset and DS Download Play.				

8.8 Support for Parental Controls

Guideline Number	8.8.2	Platform	TWL	Importance	Required
Guideline Item	Sending and Receiving Photo Data				
Test Method	Send and receive photo data by wireless communication while wireless exchange of photo data is restricted in the Parental Controls setting.				
Pass/Fail Determination	Passes if it is not possible to send or receive photo data and an explanation as described in the <i>TWL Programming Guidelines</i> is displayed.				
Software to Be Tested	Software that supports sending and receiving photo data.				

Guideline Number	8.8.3	Platform	TWL	Importance	Required
Guideline Item	Sending and Receiving Certain User-Generated Content				
Test Method	Send and receive user-created content while <i>access to certain user-created content</i> is restricted in the Parental Controls settings.				
Pass/Fail Determination	Passes if it is not possible to send or receive user-created content, and an explanation as described in the <i>TWL Programming Guidelines</i> is displayed. This guideline may not apply, depending on the communication type, such as MP Communications. See the <i>TWL Programming Guidelines</i> for details.				
Software to Be Tested	Software that supports sending and receiving user-generated content.				

8.9 Demo Screens

Guideline Number	8.9.1	Platform	DS/TWL	Importance	Required
Guideline Item	Demo Screen Looping				
Test Method	Leave the demo screen running for 24 hours.				
Pass/Fail Determination	Passes if you can play the game normally after leaving it running for 24 hours.				
Software to Be Tested	All software.				

8.10 Master ROM

Guideline Number	8.10.1	Platform	DS/TWL	Importance	Required
Guideline Item	TWL-SDK Version Used in the Master ROM				
Test Method	Confirm with the items in <i>Nintendo DSi Master ROM Submission Checklist</i> and the TWL MasterEditor.				
Pass/Fail Determination	Passes if using the version specified by Nintendo or a more recent version. See the Software Version Table available on WarioWorld to check for the latest information.				
Software to Be Tested	All software.				

Guideline Number	8.10.2	Platform	DS/TWL	Importance	Required
Guideline Item	Master ROM Compile Target				
Test Method	Check the Master ROM using the latest version of DS-MRC or TWL MasterEditor.				
Pass/Fail Determination	Passes if built with the FINAL ROM option.				
Software to Be Tested	All software.				

8.11 Terminology

Guideline Number	8.11.1	Platform	DS/TWL	Importance	Required
Guideline Item	Naming Standardization				
Test Method	Compare the User Manual and game content to the Nintendo DS Terminology and Nintendo TWL Terminology.				
Pass/Fail Determination	Passes if names conform to the correct terms given in Nintendo DS Terminology and Nintendo TWL Terminology. If using images because of space or design considerations, passes if they resemble the actual shapes.				
Software to Be Tested	All software.				

8.12 Applications for China

Guideline Number	8.12.2	Platform	DS/TWL	Importance	Required
Guideline Item	OS_InitChina Arguments				
Test Method	Start the game and leave it to run.				
Pass/Fail Determination	Passes when the following conditions are satisfied. <ul style="list-style-type: none">• The correct ISBN code is displayed.• The screen transitions to the Health and Safety Screen without any input such as key operations.				
Software to Be Tested	Chinese language version software that must display the ISBN code.				

9 Nintendo Titles

9.1 Microphone Tests

Guideline Number	9.1.1	Platform	DS	Importance	Required
Guideline Item	Implementation of the Microphone Test Feature				
Test Method	Check the existence of the microphone test mode.				
Pass/Fail Determination	Passes if it has a microphone test mode.				
Software to Be Tested	Nintendo software that uses the microphone . However, this excludes TWL-exclusive software.				

Guideline Number	9.1.2	Platform	DS	Importance	Required
Guideline Item	Transitioning to the Microphone Test				
Test Method	Enter the microphone test mode.				
Pass/Fail Determination	Passes when either one of the following conditions is satisfied. <ul style="list-style-type: none"> It is possible to transition to the microphone test mode within several GUI layers of the game after the title screen. A shortcut feature is available. 				
Software to Be Tested	Nintendo software that uses the microphone.				

Guideline Number	9.1.3	Platform	DS	Importance	Required
Guideline Item	Microphone Test Screen Message Display				
Test Method	Test the microphone.				
Pass/Fail Determination	Passes when the game displays a message like one described in the <i>Nintendo TWL Programming Guidelines</i> .				
Software to Be Tested	Nintendo software that uses the microphone.				

Guideline Number	9.1.4	Platform	DS	Importance	Required
Guideline Item	Confirming the Microphone Input Level				
Test Method	Test the microphone.				
Pass/Fail Determination	Passes when five microphone input levels can be verified.				
Software to Be Tested	Nintendo software that uses the microphone.				

9.2 Display of Ratings Information

Guideline Number	9.2.1	Platform	TWL	Importance	Required
Guideline Item	[US Version] Display of ESRB Ratings Information				
Test Method	Start the game.				
Pass/Fail Determination	Passes if the appropriate rating information is displayed.				
Software to Be Tested	North American versions of NAND applications, and software published by Nintendo.				

9.3 Display of Logo as an Antipiracy Measure When Starting an Application

Guideline Number	9.3.2	Platform	DS/TWL	Importance	Required
Guideline Item	Displaying the Appropriate Logo at the Startup of the Application				
Test Method	Launch the game and check screens that are displayed before starting the game, such as screens from the opening to the title screen.				
Pass/Fail Determination	Passes when the following conditions are satisfied. <ul style="list-style-type: none">• The specified logo is displayed before starting the game.• The logo image is unaltered.				
Software to Be Tested	Software other than DSiWare and DS Download Play.				

Guideline Number	9.3.3	Platform	DS/TWL	Importance	Required
Guideline Item	Displaying the Logo Image				
Test Method	Launch the game and check screens that are displayed before starting the game, such as screens from the opening to the title screen.				
Pass/Fail Determination	Passes when the following conditions are satisfied. <ul style="list-style-type: none">• Other than fade-in/fade-out effects, no animations are used.• The logo image is not accompanied by any sound.• The specified logo image is motionless for 1 second or more when there are no user operations.				
Software to Be Tested	Software other than DSiWare and DS Download Play.				

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