

Release Notes

NITRO-SDK

01/16/2006

Nintendo Co., Ltd

Version:

NitroSDK-3.0

CONFIDENTIAL

About this Package

This package is a basic library set, designed for use in the development of applications for the Nintendo DS system (development code: NITRO). A variety of APIs have been prepared to make NITRO application development more efficient. Hardware registers have been abstracted and high-visibility source code has been created. Also provided is a standard mechanism for the management of memory, interrupts and other system resources.

The Contents of this Package

- NITRO-SDK library (Graphics, OS system subprocessor components, etc.)
- Online version of Function Reference Manual
- Demo programs for NITRO features
- *make* system that combines the switching of development targets

About the Changes

[CAUTION] There have been large expansions to the NITRO-SDK 3.0, starting with its library, so there is no longer any compatibility with modules built prior to the NITRO-SDK 2.2.

To read about all of the changes that have been made in the various portions of the NITRO-SDK prior to version 3.0, see the Revision History section of the Online Function Reference Manual.

Below is a list of the main changes:

- Added a function to the CTRDG library that controls the state of access permission to AGB Game Paks.
- Added support for precompiled headers in \$NitroSDK/include/nitro.h.
- Made changes to the OS library so that the SVC_WaitVBlankIntr function call is automatically replaced with the OS_WaitVBlankIntr function call. This replacement was due to the define inside the header file, so when rebuilding, be aware that this change will become active the first time the build is used.
- Made a variety of thread-related changes to the OS library, such as the removal of the maximum number of threads, implementation of the thread destructor feature, and the addition of user parameters to the thread structure.
- Added the STD library, used as the library which handles API groups related to character string operations.
- Added a disconnect notification for self-disconnects to the WM library. This addition may cause incompatibilities with source code created prior to the NITRO-SDK 2.2.
- Added a feature that allows that detailed configuration of each of the MP communications-related configuration values that had, up until this point, been fixed values.
- Fixed a bug related to makelcf. This will cause some incompatibilities on applications that directly reference some of the overlay-related symbol information that was generated on older versions.