Common Lotcheck Problems: Wii

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Common Lotcheck Problems: Wii

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Supervisor

NOE Lotcheck

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Lotcheck's Purpose

- Check guideline adherence
  - Consistency
  - Ease of navigation

- ROM submissions in final state
  - Tested vs. Lotcheck Checklist
  - Hi Quality Submission = Hi Quality feedback

Test Equipment

- Tools available on WarioWorld:
  - Wii Remote memory corruption
  - SDK Check Tool
  - Master Editor
  - NCheck Tool

- Cannot corrupt Save Data - yet

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Common Issues Across Submissions

- Submission Documents
- Terminology
- Localization
- Disc Errors
- HOME Menu
- Video Settings
- Age Ratings

Submission Documents

- Available at WarioWorld in the Revolution Master Editor package.

- Complete and accurate
  - Knowledgeable of game
  - More information: Wii Checklist Instructions

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Terminology

Common problems:

- – Uppercase vs Lowercase
- – Expressions for Peripheral Actions
- – Graphic representations
- – Competitor References
- – 'Licensed by Nintendo' Legal Display
- – Separate European documents

NOE section at Warioworld
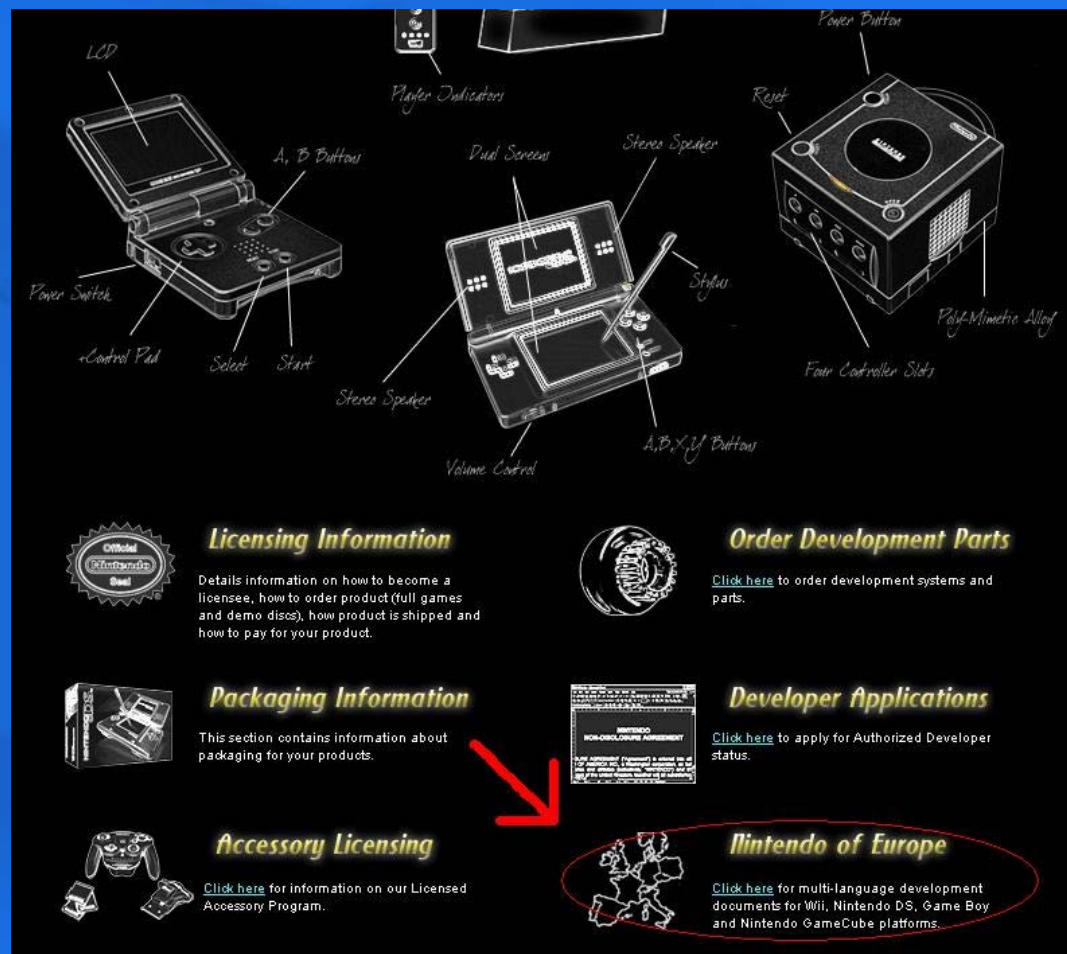
Localization

- Use Message List, guidelines, or at Developer's Discretion
- [Changes prohibited] = verbatim
- Common Issues:
  - Disc Errors
  - Memory Messages
  - Wrist Strap Reminder
  - Incomplete translation
  - Questionable Localization
  - System Language support

Disc Errors

- Differences RVT-R and RVT-H
  - RVT-H: emulation varies (fast/slow)
    - Retry/Fatal Errors
  - RVT-R: normal processing
    - No Disc/Wrong Disc Errors

Disc Errors

- Startup Disc Errors (*Wii Programming Guideline 3.8*)
  - Common Issues:
    - No error message
    - Lock-up on black screen
- Resolving Disc Errors
  - RESET and Power Button
  - Update messaging for Retry Error

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HOME Menu

- Common component amongst all Wii titles.

- Common issues:
  - Visual (*Wii Programming Guidelines 11.1, 11.3 and 11.4*)
  - Wii Remote settings change during transition from Wii Menu to game
  - Game audio during display (*Wii Programming Guideline 11.13*)
  - Wii Remote speaker audio corruption (*Wii Programming Guideline 11.9*)

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Video Settings

- US Wii uses NTSC (480i or 480p, 60 Hz)
- EU console uses PAL
  - Standard PAL (576i, 50 Hz) - support required
  - EURGB60 and Progressive (480i or 480p, 60 Hz) - optional
- Specifications that are not fixed for PAL:
  - Number of lines
  - Display frequency

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Common PAL problems

- Large parts of the display cut of at the bottom of the screen

- A green bar at the bottom of the screen

- Game Speed and/or possible high scores changing with display mode

- Problems with Nintendo Wi-Fi Connection if players are using different display modes

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Age ratings

- The PAL console supports 4 different Age rating systems: USK, PEGI, BBFC and OFLC. But actually there are 5 different entries to implement in the software.

- Most popular source of problems in NOE Lotcheck (more than 50% of all initial master submissions)

Parental Control Settings

Name of entry	Applied for
USK	Germany
OFLC	Australia, New Zealand
PEGI + BBFC	United Kingdom
PEGI Portugal	Portugal
PEGI General	All other countries

Age ratings

- Common problems:
  - Entry missing completely
  - Entry set to "Unrated"
  - Inconsistent/incorrect entries
- Conclusion: Age rating issues are the #1 pitfall for NOE Lotcheck. Best avoid them by obtaining final age ratings from the corresponding institutions in time and by implementing those ratings carefully.

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Additional Notes

- Minimum Library Version

- Non-Approval Response

- Played-Up Data

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Questions ? Contact us !

- Receiving Centres:
  NOE: datacenter@nintendo.de
  NOA: submissions@noa.nintendo.com

- Lotcheck teams:
  NOE: lotcheck@nintendo.de
  NOA: lotcheck@noa.nintendo.com

Differences Between American and European Markets

Theresa Apolinario

Product Evaluator/Tester

NOA Lotcheck

The Similarities

- Dev and QA tools
- Programming Guidelines
- Submission forms
- NOA Lotcheck and NOE Lotcheck share information

The Differences

- Contacts
- Submissions
- Video Standards
- Localization
- Age Ratings

Contacts

- Receiving centers are different for each market.
  - NOA: submissions@noa.nintendo.com
  - NOE: datacenter@nintendo.de
- Lotcheck is done separately.
  - NOA: lotcheck@noa.nintendo.com
  - NOE: lotcheck@nintendo.de

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Submissions

- Multiple Precheck submissions accepted by NOA Lotcheck.
  - NOE will accept one Precheck submission.

- Game must be playable.

Video Standards

- American console uses NTSC (480i or 480p, 60 Hz)

- European console uses PAL
  - Standard PAL (576i, 50 Hz) - support required
  - EURGB60 and Progressive (480i or 480p, 60 Hz) - optional

- Common NTSC problems:
  - Progressive Flag + AV Cable = Progressive Output
  - Image retention
  - Photosensitivity Issues

Localization

- American Wii console supports three languages:

  English, French, Spanish

- European Wii console supports six languages:

  EFIGS + Dutch

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System Language Support

- Wrist Strap Reminder displayed in console's language.

- Game information on Wii Menu:
  - Multiple languages
  - Default language

- Normal game processing regardless of settings.

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In-Game Language Support

- Ensure American releases support:
  - US English
  - Canadian French
  - American Spanish
- Common problems:
  - Incomplete localization
  - Incorrect standard for terminology/error messaging
  - Unsupported characters

Age Ratings

- The American market uses ESRB.

- The European market requires various rating systems.

- ESRB rating not valid in Europe. Transfer of rating not possible.

Age Ratings

- Common issues:
  - Copy of rating not sent.
    - For Prechecks, acceptable.
    - For Lotcheck Submissions, immediate fail.

  - Not correctly implemented in ROM.

Conclusion

- A bug waiver is not valid across market regions.

- Waiver should be addressed in future releases for all markets, including other titles.

Wii Memory

Mike Rasciner

Sr. Product Tester

NOA Lotcheck

Memory Testing Goals

- Inform the user of problems early.

- Ensure messaging is clear and thorough.

- Ensure save data is created and functions properly.

Saving Design Structures

Taking it all at once

*Advantages

- Simplified messaging.

- No Messaging once data is saved.

- Program and Testing time much shorter.

- Easier for the player to understand.

*Disadvantages

- Large files with data that the user may not need.

Saving Design Structures

Multiple Save files

*Advantages

- – Avoiding large files with data that the user may not need.

*Disadvantages

- – Save variations don't allow for a standard flow or message list.

- – Variables and testing time increase with each file type.

- – Confusion for the player.

Options For Handling Insufficient Space in the Wii **System** Memory

- Don't allow the player to continue.

- Disable all save features after informing the player they will not be able to save.

- Presenting the appropriate message every time the player attempts to save.

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Testing Basics

- The differences between FS Blocks and User Blocks.

- The differences between the User area and System area of the Wii system memory.

- Basic memory testing apply to both save design structures.

Pre-tests

- HOME Directory.

- Wii System Menu differences.

- Understanding how the game save process works.

- Using the N-Check software efficiently.

- Verifying the size of your game's save file.

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Testing

Proper messaging when insufficient space is available to save new data.

- ✓ Zero FS Blocks, I-nodes, and both.
- ✓ One FS Block, I-node, and both.
- ✓ One and Two FS Blocks less than required.
- ✓ Exactly enough space to save the banner.

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Testing

Proper function when saving and overwriting if no additional space is available.

✓ Exactly enough space available to save.

✓ No extra FS Blocks or I-nodes available when game data is saved.

Wi-Fi Data Design Structures

Use of Copy Prohibition

- When a game can save Wi-Fi data, prohibit any of the save data from being copied to an SD Card.

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Testing for Games that Create Multiple Save Files.

- Avoiding the problem of creating multiple files.
- Issues that must be considered when creating multiple save files.
    - ✓ Existing data can be loaded and overwritten.
    - ✓ Front-end and in-game messaging.
    - ✓ Displaying file sizes within the game.
    - ✓ Front-end full message trigger.
    - ✓ In-Game delete option.
    - ✓ Adjustable user block sizes in the messages.
    - ✓ Different message when the save file size limit has been reached.

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Nintendo WFC and WiiConnect24

A Year in Learning

Dwayne St. Arnauld

Product Testing Coordinator

NOA Lotcheck

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Nintendo Wi-Fi Connection Status

- Still Evolving and Developing

- Only 1 out of 94 WFC submissions have passed on the first attempt

- Concept and Guideline review is Critical for successful Lotcheck

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Nintendo Wi-Fi Connection Most Common Issues

- WFC Programming Guidelines 9.3.7
  - Timing of Access to the Ranking Server

  - Guideline has changed – now 10 accesses per 5 minute average

  - Based on per power-up

  - Average is key word

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Nintendo Wi-Fi Connection Most Common Issues

- Messaging
  - Use most up-to-date Message Lists
  - Use only correct references
    - "Nintendo Wi-Fi Connection" in first occurrence
    - No "Wi-Fi" when referencing Nintendo's service
  - ESRB
    - "Online Interactions Not Rated by the ESRB"
    - Capitalization is Important!

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Nintendo Wi-Fi Connection Most Common Issues

- Handling of Server Blocking
    - Error Message and Code Display

    - Adequate time for timeout

    - Must not Lockup

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Nintendo Wi-Fi Connection
Most Common Issues

- Paperwork Issues
  - GSBranchID incorrect
  - List Correct Servers

- Design Statements
  - Required 4 months prior to ROM submission
  - Include Details
  - Debug with Gamespy information

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Nintendo Wi-Fi Connection Documents to Review

- Nintendo Wi-Fi Connection Concept Guidelines
- Nintendo Wi-Fi Connection Programming Guidelines
- Nintendo Wi-Fi Connection Message List for Wii
- Wii Network Error Code List
- Nintendo WFC Terminology

Nintendo Lotcheck

If you have questions, we have answers.
Contact us!

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Datacenter@nintendo.de

Thank you for your continued support!

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