

Nintendo Wi-Fi Connection for Wii

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Nintendo Wi-Fi Connection is a logo!

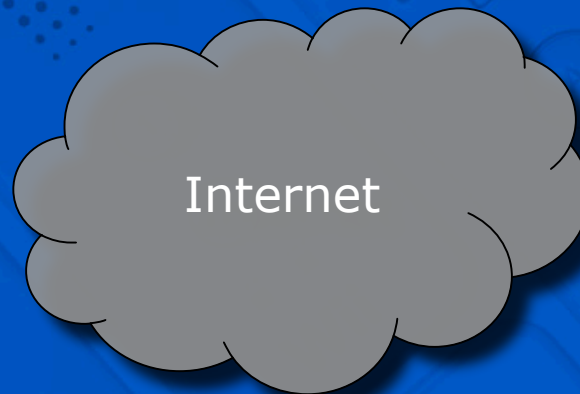


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Nintendo Wi-Fi Connection is "infrastructure"!



Authentication



Matching



Ranking



Data Storage



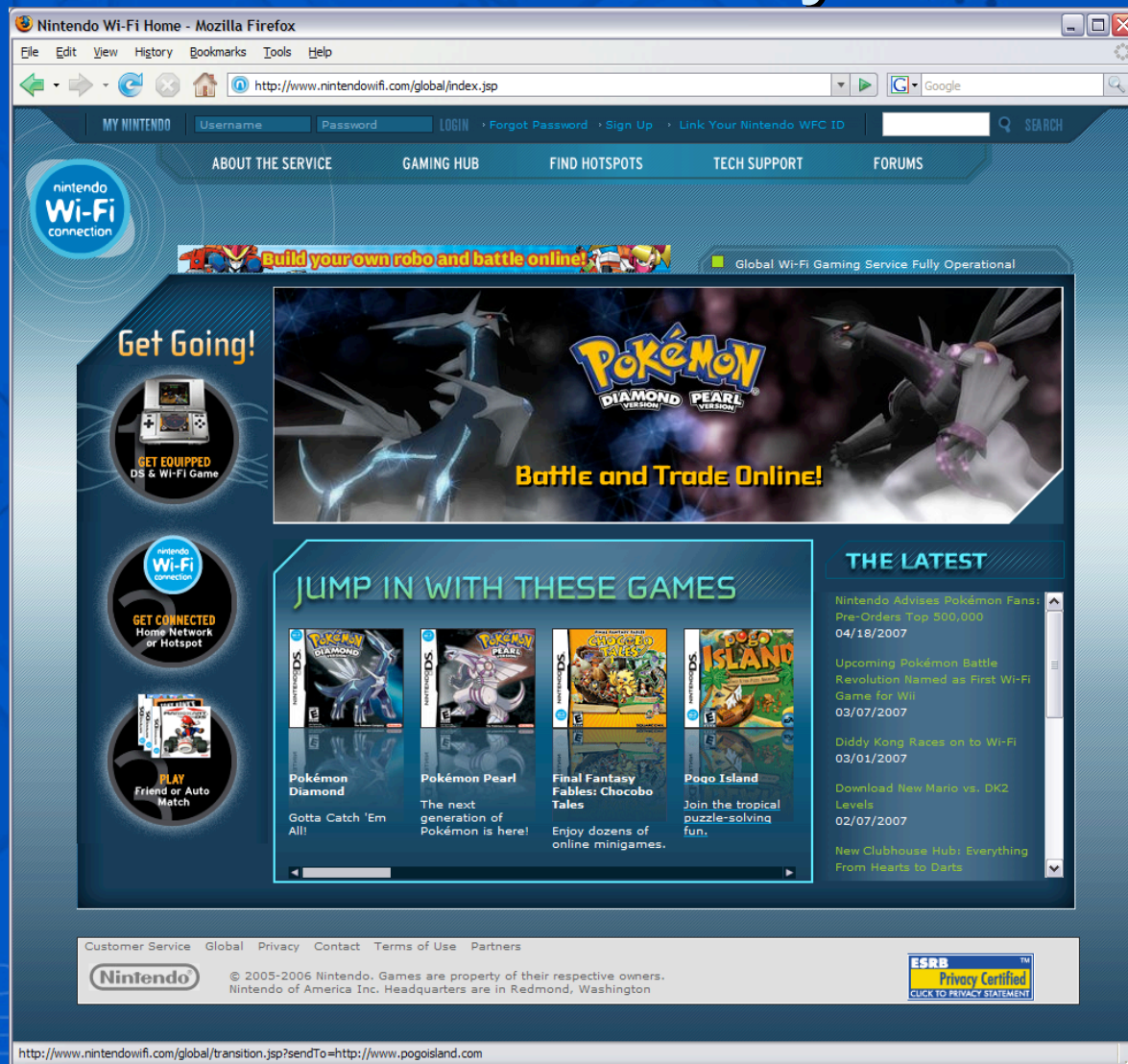
Data Download

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Nintendo Wi-Fi Connection is "community"!



Nintendo Wi-Fi Connection is live!



[Pokémon Diamond](#)

Status – Up!



[Pokémon Pearl](#)

Status – Up!



[Custom Robo Arena](#)

Status – Up!



[Spectrobes](#)

Status – Up!



[Winning Eleven Soccer](#)

Status – Up!



[Diddy Kong Racing DS](#)

Status – Up!



[Yu-Gi-Oh GX Spirit Caller](#)

Status – Up!



[Castlevania: Portrait of Ruin](#)

Status – Up!



[Bomberman Land Touch](#)

Status – Up!



[Final Fantasy III](#)

Status – Up!



[Digimon World DS](#)

Status – Up!



[Konductra](#)

Status – Up!



[Contact](#)

Status – Up!



[Clubhouse Games](#)

Status – Up!



[Mario vs. DK2](#)

Status – Up!



[Open Season](#)

Status – Up!



[Star Fox Command](#)

Status – Up!



[Tenchu: Dark Secret](#)

Status – Up!



[LostMagic](#)

Status – Up!



[Bomberman Land Touch](#)

Status – Up!



[Tetris DS](#)

Status – Up!



[Animal Crossing: Wild World](#)

Status – Up!



[Mario Kart DS](#)

Status – Up!



[Tony Hawk](#)

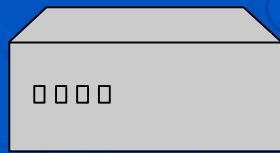
Status – Up!

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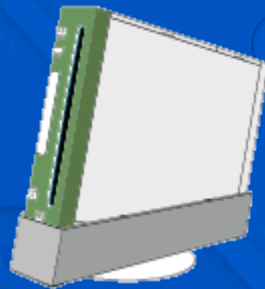
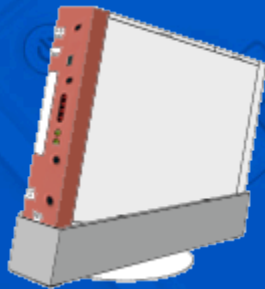
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Hardware



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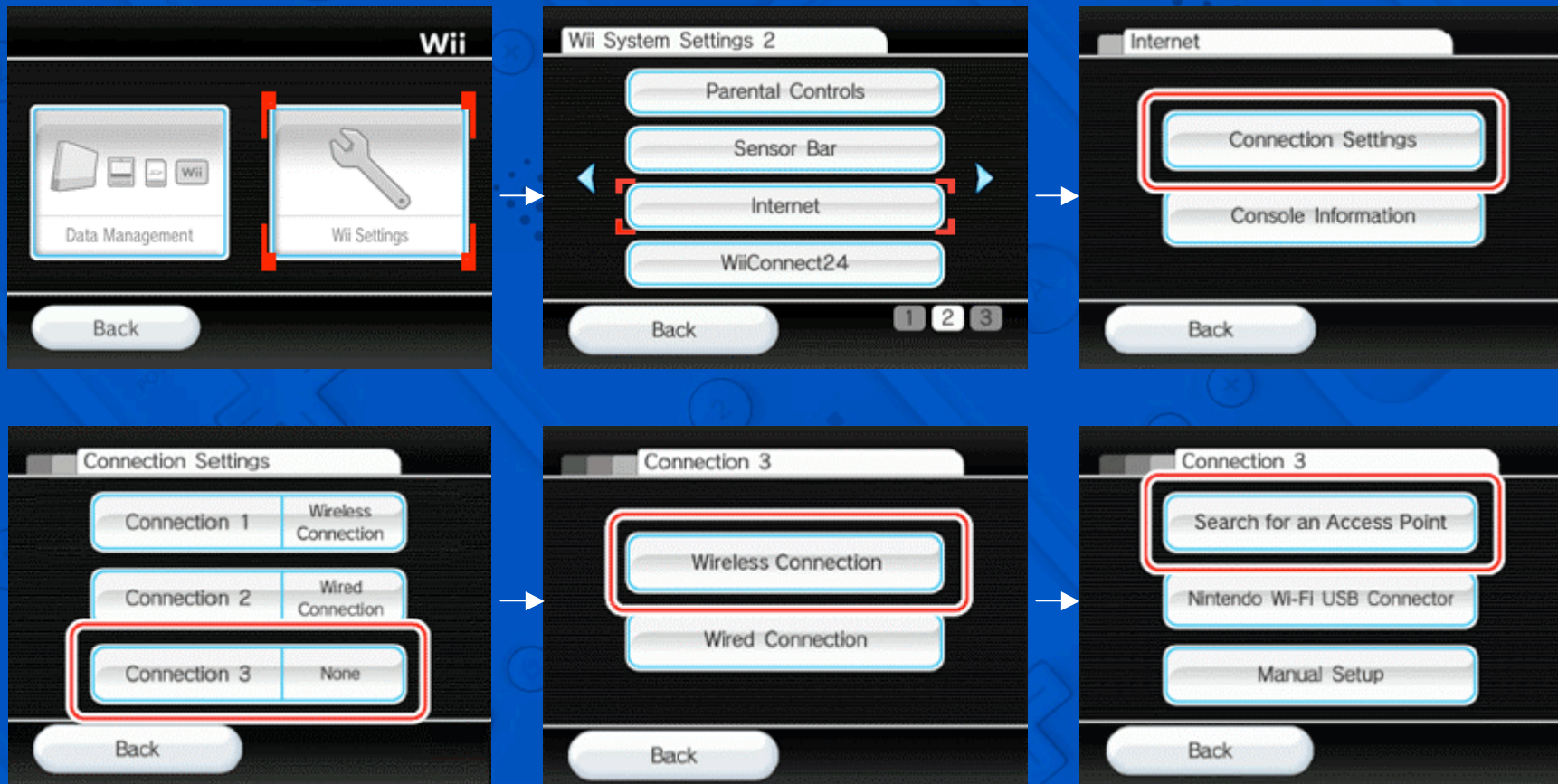


RVT-H, RVT-R

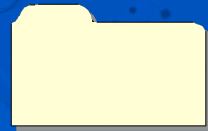


Wi-Fi access point, USB Ethernet,
Nintendo Wi-Fi USB connector,
Internet connection

Network Configuration

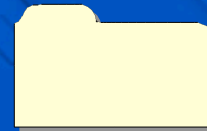


Software

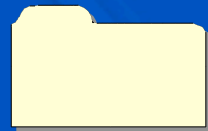


RVL DWC

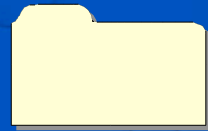
or



RVL DWC-DL

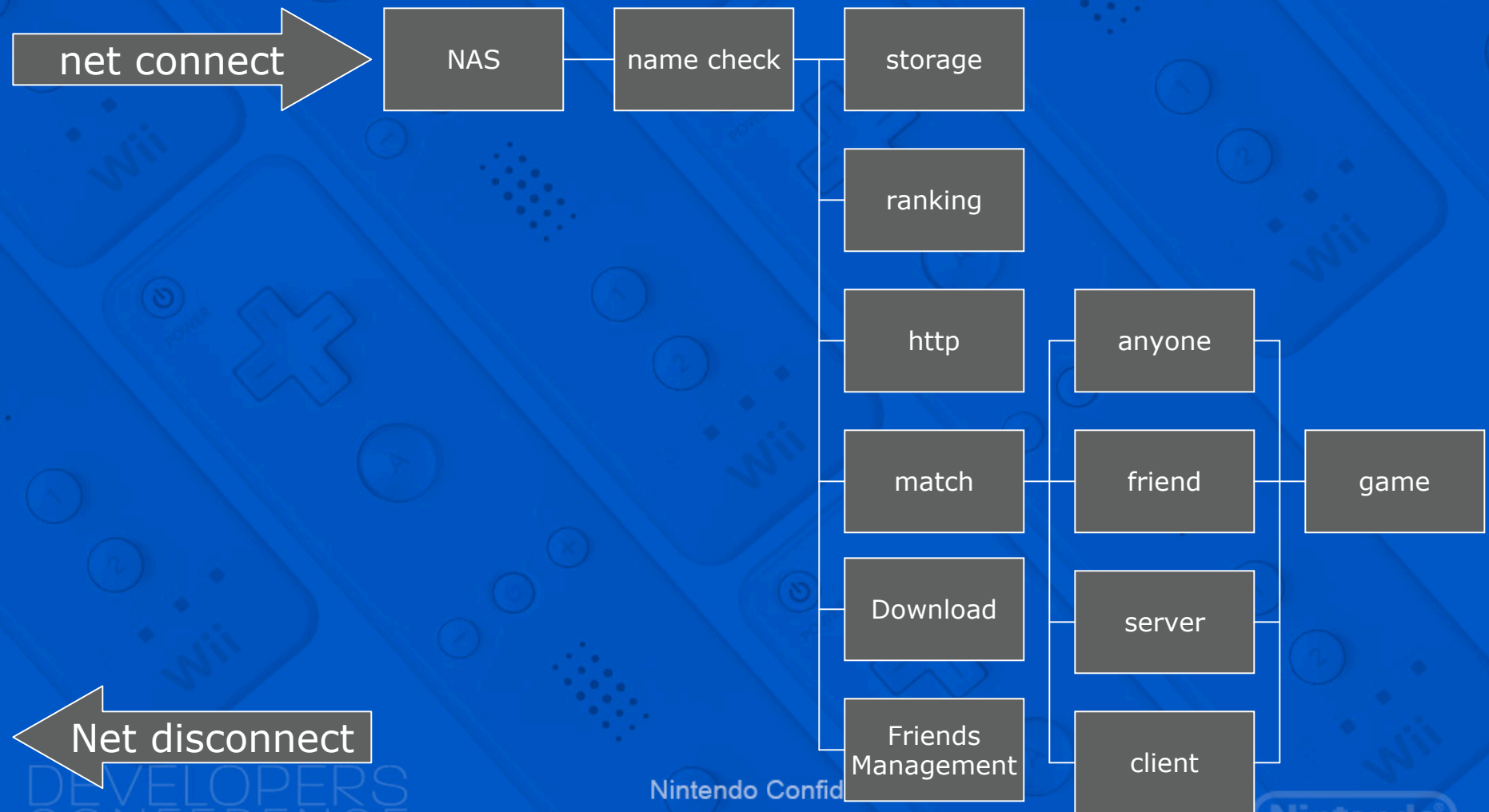


RevoEx



RVL_SDK

RVLDWC



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RVLDWC-DL

net connect

The diagram illustrates a network connection process. A grey arrow labeled 'net connect' points from the left towards a central box. This central box is divided into two sections: 'NAS' on the left and 'NDS' on the right, connected by a horizontal line. A second grey arrow labeled 'Net disconnect' points from the central box towards the left. The background is blue with a repeating pattern of Wii controller buttons.

NAS

NDS

Net disconnect

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RevoEx

NCD

SO

IOS

Simple, Comfortable, Free

Profile Creation

Contact Management

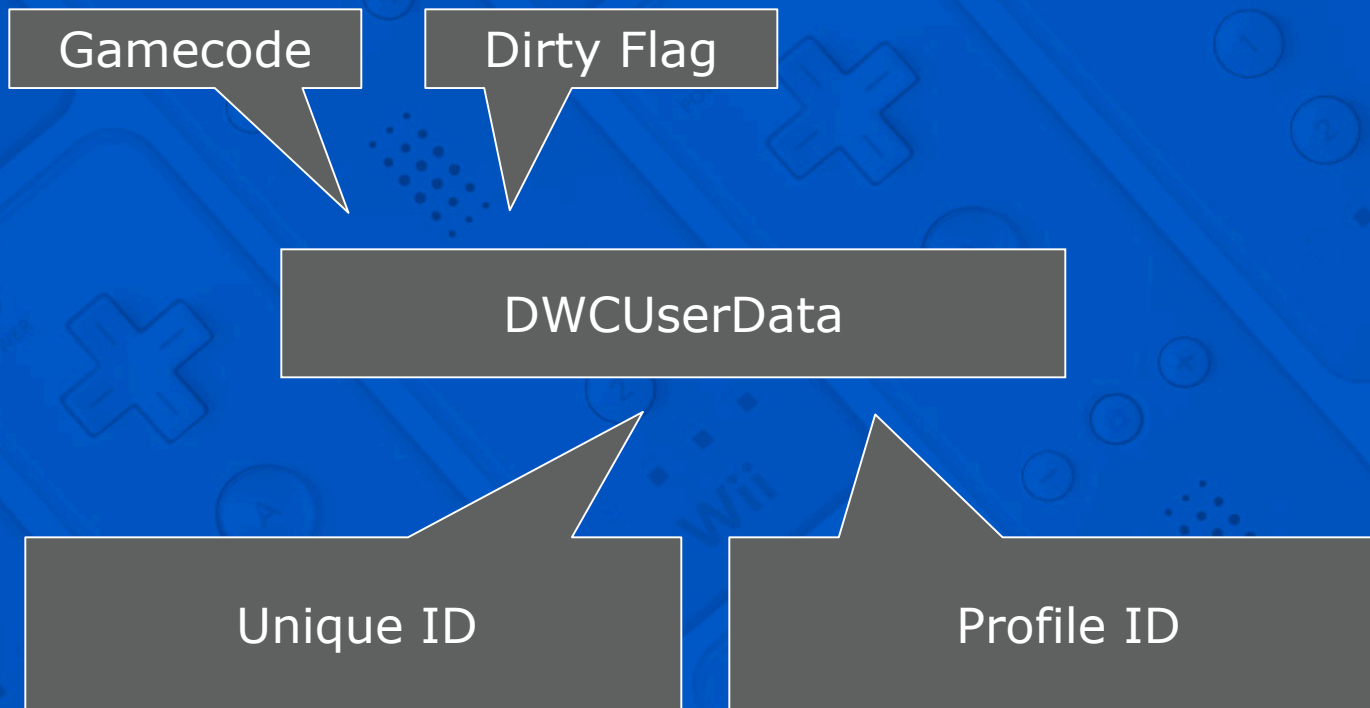
Matching

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DWCUserData



DWCFriendData

Buddy Flag

DWCFriendData

Friend Code

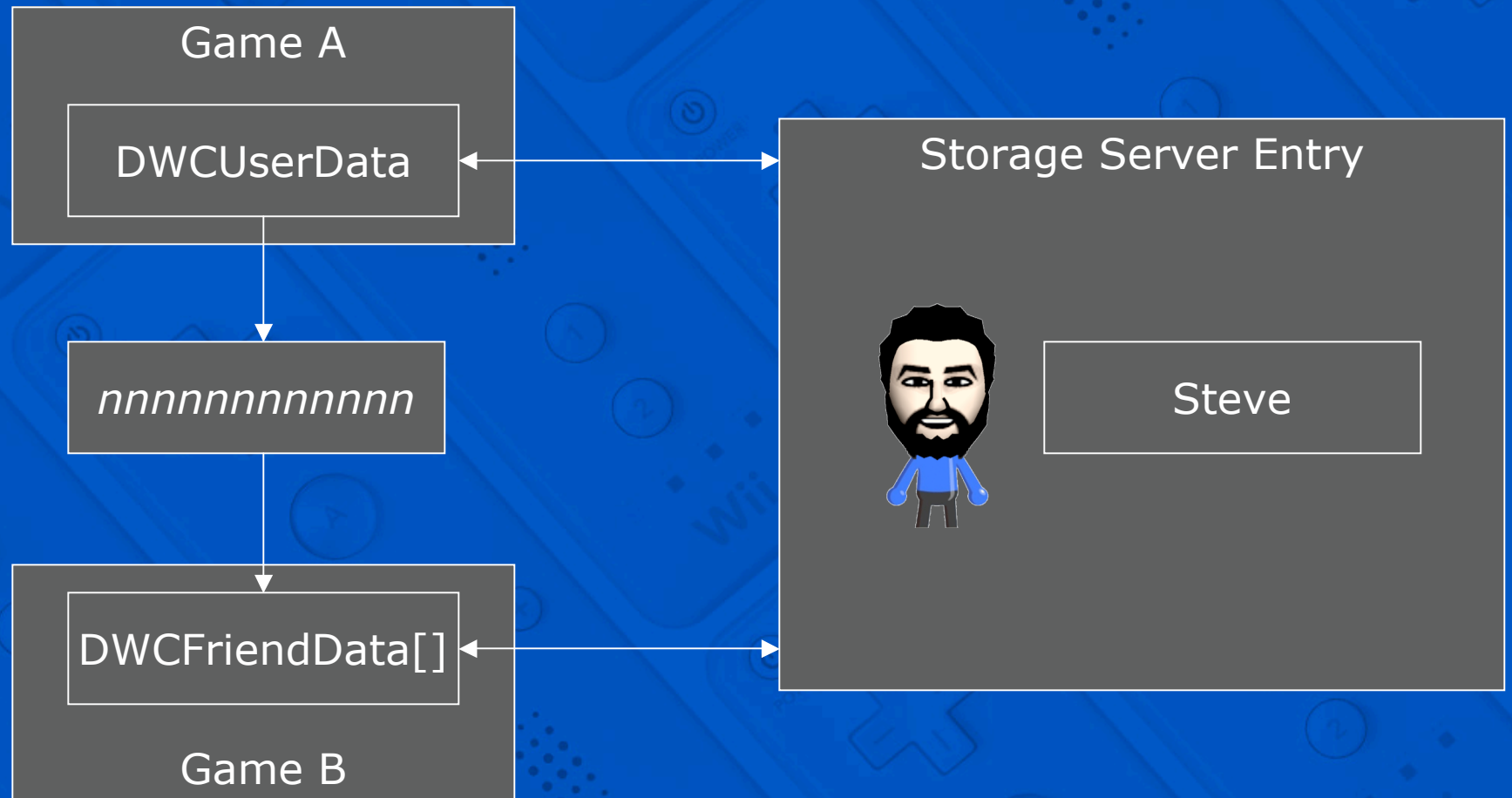
Profile ID

Gamecode

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Friend Code



"Friend Roster™"

"buddy flag"



DWCFriendData contact[<=64];

data access

server sync

matching

query status

ranking

"Friend" & "Rival"



nnnnnnnnnnnnnn

Friend:

- Friend code entered through UI
- Obtained by means outside of the game
- "Friend" privileges
- Required



nnnnnnnnnnnnnn

Rival:

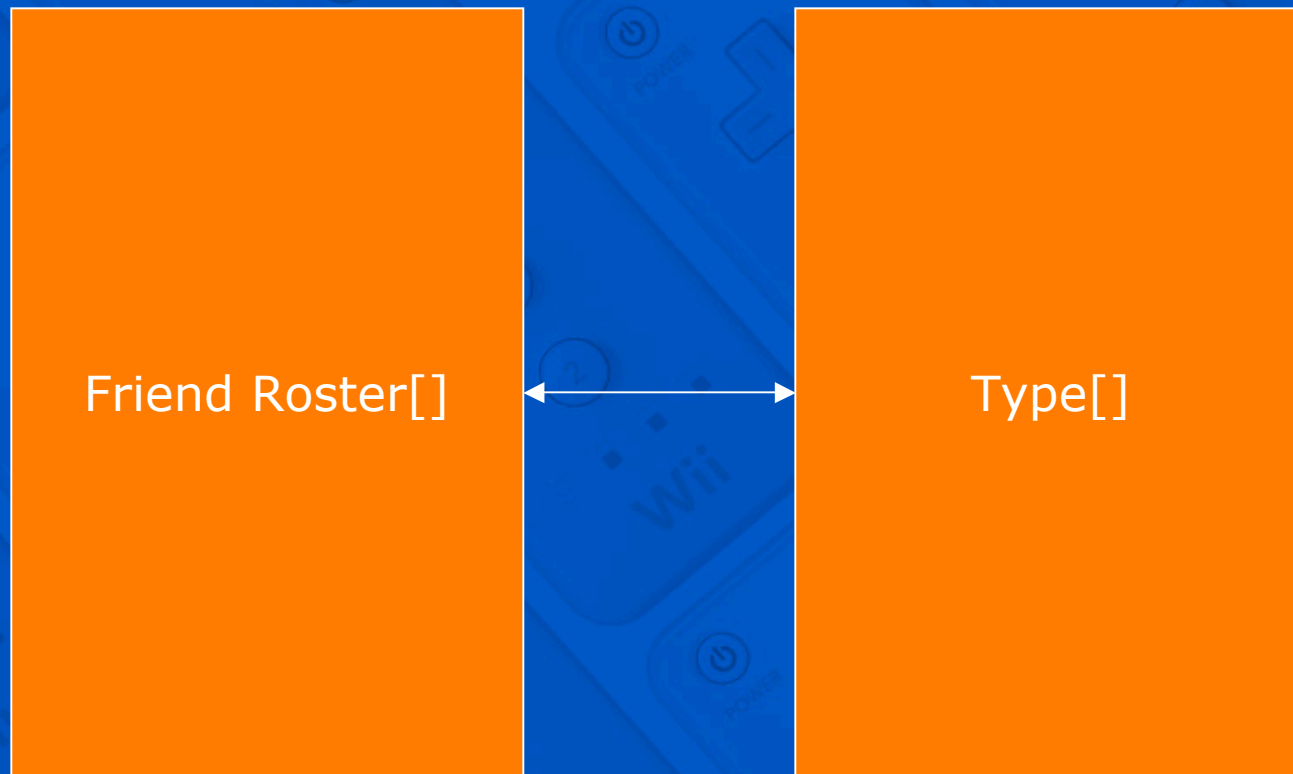
- Contacts encountered by the game
- Do not have friend privileges
- Optional

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Friend Roster, Friend & Rival



Subscription Fee



\$0.00USD / * !

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Peer Matching for Anyone

- No lobby
- Specify n players
- Match filter
- Player evaluation callback
- Matched callback
- Will only match for other players also in same matching process

Peer Matching for Friends and Rivals

- Lobby Friend Roster for state
- Create index for members to match
- Match for n players
- Can match Friend of friend
- Player evaluation callback
- Matched callback
- Will only match for other players n same matching process

Client / Server Matching

- Server game setup server, max players, new client callback, matched callback
- Client lobby for servers using "Friend Roster"
- Client connects to server using Friend Roster index
- Client uses matched callback
 - New client callback, if other system tries connection to the client.

Ranking Server Access

- Post category, score, user data
- Get own rank
- Get, global, near, and relative rank for Friend Roster
- Up to 10 entry results
 - Up to 30 entry results from RVL-DWC 1.4.5
- Access frequency is limited

Game Messaging

- DWC handles NAT traversal
- Associate ID
- Connection mask (32bit)
- "Reliable" and "Unreliable" (UDP)

Thank You!
support@noa.com

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