

Wii Lot Check Test Instructions

Version: 1.07a

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Revision History

Version	Revision Date	Item	Description
1.07a	2008/02/18	2	Updated the Pass/Fail Determination Criteria for 2.20 Time Restriction when Screen is in Static State.
1.07	2008/02/08	2	Changed 2.15 from [N. American Version Only] Onscreen Warning Display for Applications Using Online Features to [N. American Version Only] Displaying the ESRB Online Rating Notice for Applications Using Network Features. Updated the Test Item, Test Method, Pass/Fail Determination Criteria, and the Software to be Tested.
		8	Revised the Pass/Fail Determination Criteria for 8.4 Write Operation Display. Revised the Pass/Fail Determination Criteria for 8.10 and 8.11 Timing for Checking the Number of Free inodes and the Amount of Free Memory, Notification when the Number of inodes or the Amount of Free Memory is Insufficient.
		14	Revised the Test Method and Pass/Fail Determination Criteria for 14.1.1 Support for Different Model Numbers According to Market and Language. Revised the Software to be Tested for 14.4 Processing During Startup when a Keyboard is Required.
1.06	2008/01/18	2	Added 2.19 Using Firmware of Specified Versions and 2.20 Time Restriction when Screen is in Static State.
		3	Changed the pass/fail determination criteria for 3.8 Startup Disc Error Handling and 3.9 Resetting and Shutting Down in Response to Fatal Errors.
		6	Changed the test method for 6.4 Settings and Display when Progressive Display Is Supported. Changed the pass/fail determination criteria for 6.10 Settings and Display for EURGB60 Supported Applications. Changed the test method and pass/fail determination criteria for 6.20 Check Before Switching to Progressive Display and 6.21 Applying Screen Burn-In Reduction Setting.
		7.1	Changed the pass/fail determination criteria for 7.1.3 Explanatory Message for Wii Remote Strap Use. Changed the test method and pass/fail determination criteria for 7.1.5 Operations on the Unused Buttons. Changed the test item name of 7.1.16 Handling Unsupported Extension Controllers to 7.1.16 Processing Hot Swapping of Unsupported Extension Controllers.
		7.2	Changed the software to be tested for 7.2.3 Disabling Pointer for Applications Without Pointer Function.
		7.3	Added 7.3.7 Stopping Access to the Optical Disc Drive in Scenes Where the User is Urged to Insert or Remove the Nintendo GameCube Controller.
		8	Changed the test item name of 8.7 Reset Handling to 8.7 Handling Reset While Writing. Changed the pass/fail determination criteria of 8.8 Data Unit for Users. Added 8.9 Checking the Number of Free inodes and Amount of Free Memory Using NANDCheck[Async]. Changed the test method and pass/fail determination criteria for 8.10 & 8.11 Timing for Checking the Number of Free inodes and the Amount of Free Memory.
		11.8	Changed the test method for 11.8.2 Prohibition of Changing the Rumble Setting of the HOME Menu.

Version	Revision Date	Item	Description
		13.3	Changed the pass/fail determination criteria of 13.3.2 TGIDs Used by the MPDL Library.
		14	Added Chapter USB Keyboard.
1.05a	2007/10/02	7.2	Updated 7.2.25 Use of Function WPADSetSpeakerVolume Prohibited.
1.05	2007/09/10	General	Changed page setup.
		2	Updated 2.13 Prohibition of the Display of Health and Safety Warnings by Applications to specifically refer to health- and safety-related warning messages.
		7	Updated 7.1.1 Display when Extension Controller is Necessary. Revised 7.1.17 Handling HOME.
		8	Updated 8.10 Timing for Checking the Number of Free inodes and the Amount of Free Memory, and 8.11 Notification when the Number of inodes or the Amount of Free Memory is Insufficient.
		13	Added Chapter 13 Communications with Nintendo DS.
1.04	2007/06/22	2	Revised 2.10 from "Loop process for the Demo Screen" to "Guaranteeing Extended Operation of the Application". Revised 2.18 License Display of Licensee Titles.
		3	Added 3.9 Resetting and Shutting Down in Response to Fatal Errors, and 3.10 Resetting and Shutting Down in Response to Disc Errors Other than Fatal Errors.
		4	Added 4.1 Applying Wii System Sound Settings. Removed "Application of Wii Console System Sound Settings" and "Sound Output for Applications Supporting Multiple Sound Settings".
		6	Revised 6.4 Settings and Display for Progressive Display Supported Application, and 6.10 Settings and Display for EURGB60 Supported Application.
		7	Updated 7.1.1, "Display when the external extension controller is required," and 7.1.16, "Handling unsupported external extension controllers." Added 7.1.17, "Handling HOME." Revised 7.2.8 Message Display When Writing to Wii Remote Memory, 7.2.15 Displaying a Message when Overwriting Wii Remote Memory, and 7.2.23 Message Displayed During Simple Pairing. Revised 7.2.25 from "Independent Adjustment of Wii Remote Speaker Volume by Applications" to "Use of Function WPADSetSpeakerVolume Prohibited". Removed "Use of HOME", "Continuous Play on the Wii Remote Speaker", and "Display Format for Simple Pairing".
		8	Revised 8.4 Write Operation Display; 8.10 Timing for Checking the Number of Free inodes and the Amount of Free Memory, and 8.11 Notification when the Number of inodes or the Amount of Free Memory Is Insufficient. Added 8.25 Prohibition of Usage Restrictions on Save Data Due to Wii Console-specific Information, and 8.27 [N. American Version Only] Considerations for Save Banners that Do Not Have Alpha Values Applied.
		9	Revised 9.5 Errors Displayed when Memory Cards Cannot be Used.
		10	Revised the chapter title to "Reset and Shutdown." Revised 10.1 Wii Console RESET, 10.2 Wii Power Button, and 10.3 Resetting the Nintendo GameCube Controller Origin during Reset Operation.

Version	Revision Date	Item	Description
			Revised 10.6 from "Prohibition Against Using the Nintendo GameCube Controller Reset Command" to "Restrictions on Operations for Resets." Removed "Preparations for Use of the Reset and Shutdown Functions" and "Prohibition Against Using the Nintendo GameCube Controller Reset Command."
		11	Revised 11.2 HOME Menu Display Triggers. Revised 11.11 Display of HOME Menu Disabled Icon. Added 11.8 Restrictions on Rumble Feature. Added 11.8.1 Restrictions Due to the Rumble Setting of the HOME Menu, 11.8.2 Prohibition of Changing the Rumble Setting of the HOME Menu, and 11.13 Sound Volume when Entering and Exiting the HOME Menu.
		12	Moved [N. American Version Only] Considerations for Save Banners that Do Not Have Alpha Values Applied to Chapter 8.
1.03a	2007/04/16	7	Corrected terminology in "Pass/Fail Determination Criteria" for Test Item 7.2.24.
1.03	2007/03/08	6, 7	6 Revised Settings and Display for Progressive Display Supported Application, Settings and Display for Applications that Support 16:9 Screen Ratio Display, Checking the On-Screen Display During Application Startup, Check Before Switching to Progressive Display, Applying Screen Burn-in Reduction Setting, and Restrictions for Non-Activation of Screen Burn-in Reduction. 7.1 Revised Handling +Control Pad Input.
1.02	2007/02/23		2 Revised "Compliance with Legal Rights Display", "Deletion of Debug Information", and "Prohibition of Development Support Libraries in Release Version." Added "Prohibition of Warning Display by Applications" and "[North America, Europe, and Australia] License Display of Licensee Titles." Deleted "Implementing Banners, Comments, and Icons." Moved "Disc Error Processing at Startup" to Chapter 3. 3 Added "Startup Disc Error Handling." 4 Revised "Application of Wii Console System Sound Settings" and "Sound Output for Applications Supporting Multiple Sound Settings." 6 Revised "Settings and Display for Progressive Display Supported Applications," "PAL50 Support," "Settings and Display for Applications That Support 16:9 Screen Ratio Display," "Support for 4:3 Aspect Ratio," "Checking the On-Screen Display During Application Startup," and "Check Before Switching To Progressive Display." Changed the Rank of "Applying Screen Burn-in Reduction Setting." Added "Restrictions for Non-activation of Screen Burn-in Reduction." 7.1 Revised "Display when Extension Controller is Necessary," "Explanatory Message for Wii Remote Strap Use," "Handling +Control Pad Input," "Analog Input Value Range of Controller Stick and Button," "Regarding Applications that Support the Rumble Feature," "Stopping Rumble Motor when Controller Not in Use," and "Do Not Use Origin Reset Command for Extension Controller Analog Input as Game Input." Added "Handling Unsupported Extension Controllers." 7.2 Revised "Handling HOME," "Disabling Pointer for Applications Without Pointer Function," "Disabling Pointer for Applications With Pointer Function," "Prohibition of Simultaneous Use of Wii Remote Memory and Wii Remote Speaker," "Wii Remote Data Error Checking," "Message Display when Writing to Wii Remote Memory," and

Version	Revision Date	Item	Description
			<p>“Displaying a Message when Overwriting Wii Remote Memory.”</p> <p>Added “Restrictions on Contents of Data Written to Wii Remote Memory,” “Specification of Simple Pairing Procedure,” “Message Displayed During Simple Pairing,” “Display Format for Simple Pairing,” and “Independent Adjustment of Wii Remote Speaker Volume by Applications.”</p> <p>7.3 Revised “Use of Origin Reset Command as Game Input Prohibited.”</p> <p>8 Revised “Restrictions on Wii System Memory,” “Limits on Frequent Rewrites.”</p> <p>Revised “Write Operation Display,” “Data Unit for Users,” “Timing for Checking the Number of Free inodes and the Amount of Free Memory,” “Timing for Checking the Number of Free inodes and the Amount of Free Memory,” and “Do Not Change Created File Size.”</p> <p>Added “Prohibition of Creating Files or Directories Without Owner Read Permission,” “Prohibition of Frequent Read Access,” “Save Banner File Creation,” “Save Data Comments,” “Prohibition of Using Reserved Names,” and “Precautions Regarding the nocopy Directory.”</p> <p>9 Revised “Use of Write Functions Prohibited” and “Limit on Accessible Memory Card Files.”</p> <p>10 Revised “Wii Power Button” and “Resetting the Nintendo GameCube Controller Origin During Reset Operations.”</p> <p>11 Added the chapter “HOME Menu.”</p> <p>12 Added the chapter “Icons and Banners.”</p>
1.01	2006/10/16		<p>4 Revised “Method for reflecting Wii console sound settings.”</p> <p>6 Revised the ranking of “Loading and displaying settings when supporting EU RGB60.”</p> <p>Added “Checking the on-screen display at application startup.”</p> <p>Added “Check before switching to progressive display.”.</p> <p>7 Revised “Display of a screen explaining strap use.”</p> <p>Deleted “Support for changing the distance between the Wii Remote and the sensor bar.”</p> <p>Deleted “Handling stops in sound as a means of preventing sound breaks.”</p> <p>8 Revised “Display during writes.”</p> <p>10 Revised the heading “Reacquiring the origin for the Nintendo GameCube Controller in response to the RESET button being pressed” to “Resetting the origin of the Nintendo GameCube Controller when RESET is pressed.”.</p>
1.00	2006/10/07		Initial Version.

1 Introduction

This document describes the items and methods for testing and the criteria for passing these tests for Nintendo's Lot Check process. When submitting materials to Nintendo Lot Check, read this document, pre-check the appropriate test items using the attached *Wii Lot Check Checklist*, and submit the list along with the materials.

Furthermore, we recommend that programmers carefully read the guidelines as early as possible. For the master submission, we believe that the master can be submitted more smoothly by performing a check based on the checklist in this document. However, be aware that this document does not cover all of the guideline items. Develop according to guideline contents.

This document corresponds to *Wii Programming Guidelines*, Version 1.07a. However, the guidelines are occasionally updated, so verify that you have the most recent version.

1.1 Test Item Table

The table for test items has the following structure.

1.1.1 Guideline Number

This number is assigned for each test item. It corresponds to the *Wii Programming Guidelines* item.

1.1.2 Importance

The test items are categorized according to functionality. This also includes the level of importance of that item.

[Required] Required items

[Recommended] Recommended items

1.1.3 Testing Method

This describes the testing method.

Even with the same test item, the test method and Pass/Fail determination may differ according to the implemented features. Refer to "Pass/Fail Determination Criteria" and "Software to be Tested," and perform the appropriate test.

1.1.4 Pass/Fail Determination Criteria

This describes the operation for a pass determination when implementing the procedures described in "Testing Method."

1.1.5 Software to be Tested

This column indicates whether contents of the test item need to be verified for the software. For example, when "Software supporting the Nintendo GameCube™ Controller" is written in the Software to be Tested column, software that supports the Nintendo GameCube Controller needs to be tested but software that does not support it does not need to perform the test for this test item.

2 General

Guideline Number	2.5	Category	All	Required
Test Item	Compliance with Legal Rights Display			
Test Method	Verify that legal rights are displayed, as required at game startup, in the Instruction Booklet and on packaging materials for libraries and tools.			
Pass/Fail Determination Criteria	Passes if the library and tool permissions are displayed as required.			
Software to be Tested	Software that uses a library tool that requires rights display.			

Guideline Number	2.7	Category	All	Required
Test Item	Deletion of Debug Information			
Test Method	Presently, the only way to verify this is to check for problems at the source level.			
Pass/Fail Determination Criteria	Passes if debugging information is not added to the release version when compiled and assembled.			
Software to be Tested	All software is targeted.			

Guideline Number	2.9	Category	All	Required
Test Item	Prohibition of Development Support Libraries in Release Version			
Test Method	Presently, the only way to verify this is to check for problems at the source level.			
Pass/Fail Determination Criteria	Passes if no development support libraries (Host I/O library, MIDI adapter library, and so on) are included in the master data of the release version.			
Software to be Tested	All software is targeted.			

Guideline Number	2.10	Category	All	Required
Test Item	Guaranteeing Extended Operation of the Application			
Test Method	Begin play after displaying the demo screen or title screen for twenty-four hours.			
Pass/Fail Determination Criteria	Passes if the software does not run out of control and play can run normally thereafter.			
Software to be Tested	All software is targeted.			

Guideline Number	2.13	Category	All	Required
Test Item	Prohibition of Health and Safety Warning Display by Applications			
Test Method	Start the game and play it.			
Pass/Fail Determination Criteria	Passes if there is no display of warning screens regarding health and safety under any circumstances. It is all right to display warnings about the rating of the game content.			
Software to be Tested	All software is targeted.			

Guideline Number	2.15	Category	All	Required
Test Item	[N. American Version Only] Displaying the ESRB Online Rating Notice for Applications Using Network Features			
Test Method	Start the game and use the network features.			
Pass/Fail Determination Criteria	<p>If a game has any of the following online features:</p> <ul style="list-style-type: none"> • Unrestricted communication between players during network connection • The ability to send or receive contents that have not been evaluated by the ESRB (such as user-created data) • Any other online features as designated by the ESRB <p>It must display the following message before the start of online play in accordance with the ESRB rules.</p> <p style="text-align: center;">Online Interactions Not Rated by the ESRB</p> <p>Note: This is the new Online Rating Notice from the ESRB. As of January 1, 2008, the ESRB's new wording is required in relevant games with a 6-month grace period for implementation. Games that launch prior to June 1, 2008 may use either the old or new wording. Games that launch after June 1, 2008 must display the new wording noted above legibly and prominently. The old wording, "ESRB Notice: Game Experience May Change During Online Play," is unacceptable for games that will launch after June 1, 2008.</p> <p>Ensure that the display is highly visible and easy to read in a 20-point or larger font size and complies with any other display guidelines as mandated by the ESRB.</p> <p>Passes if the above display verification is made.</p> <p>Fails if the message is in the same color as the display background or if it cannot be viewed because the screen does not scroll.</p>			
Software to be Tested	North American software that uses network features and is required by the ESRB to display the online rating notice.			

Guideline Number	2.18	Category	All	Required
Test Item	[North American, European, and Australian Versions] License Display of Licensee Titles			
Test Method	<p>Perform (1) and (2) below.</p> <p>(1) Banner screen for the Wii console Disc channel</p> <p>(2) Startup sequence within a game (comes after the Wii Wrist Strap Reminder screen if there is one)</p>			
Pass/Fail Determination Criteria	Passes if "Licensed by Nintendo" appears for one or more seconds for (1) or (2). The size and type of the text must be such that it is readable by the user.			
Software to be Tested	North American, European, and Australian Licensee software.			

Guideline Number	2.19	Category	All	Required
Test Item	Using Firmware of Specified Versions			
Test Method	Use the Master Editor to check the version of firmware used for the game.			
Pass/Fail Determination Criteria	<p>Passes if the game uses extension firmware when either Revolution SDK Extensions (hereafter abbreviated as "RevoEX") or Revolution DWC (hereafter abbreviated as "DWC") is used.</p> <p>Passes if the game uses standard firmware when neither of these libraries is used.</p> <p>Note: Check the readme included in Revolution SDK for which version of firmware is standard firmware and which is extension firmware.</p> <p>Note: RevoEX or DWC is being used even when the RevoEX or DWC library is only included in the binary image of the application. Do not include these libraries with titles that do not use RevoEX or DWC.</p>			
Software to be Tested	All software developed in a Revolution SDK 3.1 or later environment.			

Guideline Number	2.20	Category	All	Required
Test Item	Time Restriction when Screen is in Static State			
Test Method	Run through the game in each game mode.			
Pass/Fail Determination Criteria	<p>Passes if there are no still screens that continue for 10 seconds or more.</p> <p>Note: However, the game also passes if it is possible to confirm changes to the screen caused by using the controller.</p>			
Software to be Tested	All software is targeted.			

3 Discs and Drive

Guideline Number	3.2	Category	Discs and Drive	Required
Test Item	Wii Game Disc Error Handling			
Test Method	Use RVT-H Reader (to be distributed in the future) to create Fatal, Retry, No disc, or Wrong disc errors.			
Pass/Fail Determination Criteria	Passes if the correct error message is displayed.			
Software to be Tested	All software is targeted.			

Guideline Number	3.4	Category	Discs and Drive	Required
Test Item	[Multiple Disc Games Only] Independent Startup of All Discs			
Test Method	Verify that the software can start on all discs.			
Pass/Fail Determination Criteria	<p>Passes if the software starts without any problems.</p> <p>Passes if inserting a disc that cannot yet be played due to the game progress results in executing <i>some</i> program, such as displaying a warning message similar to the DISC_06 message on the Wii message list.</p>			
Software to be Tested	Software with multiple disc sets.			

Guideline Number	3.8	Category	Discs and Drive	Required
Test Item	Startup Disc Error Handling			
Test Method	Verify with RVT-H Reader.			
Pass/Fail Determination Criteria	<p>Passes if an error handling routine for disc is included in a program loaded with the Wii menu.</p> <p>Note that if a disc error is generated while the Wii menu is loading a program, everything is processed as a Fatal Error.</p>			
Software to be Tested	All software is targeted.			

Guideline Number	3.9	Category	Discs and Drive	Required
Test Item	Resetting and Shutting Down in Response to Fatal Errors			
Test Method	<p>When sending a fatal error with RVT-H Reader:</p> <ol style="list-style-type: none"> (1) At the error screen, provide input to the software from the Wii Remote, Nunchuk, Classic Controller, and Nintendo GameCube Controller. (2) At the error screen, press RESET and the Power Button (both on the Wii console and the Wii Remote). <p>If the Power Button on the Wii console is held down for approximately four seconds, a hardware-initiated shutdown will turn the power OFF.</p>			
Pass/Fail Determination Criteria	Passes if the error message is displayed and all input has no effect.			
Software to be Tested	All software is targeted.			

Guideline Number	3.10	Category	Discs and Drive	Required
Test Item	Resetting and Shutting Down in Response to Disc Errors Other than Fatal Errors			
Test Method	Send each of the errors (No disc , Wrong disc , and Retry) using RVT-H Reader. At each of their respective error screens: (1) Press RESET (2) Press the Power Button (both on the Wii console and the Wii Remote)			
Pass/Fail Determination Criteria	For (1) above, passes if reset processing is performed and the software returns to the Wii Menu. For (2) above, passes if shutdown processing is immediately performed.			
Software to be Tested	All software is targeted.			

4 Sound

Guideline Number	4.1	Category	Sound	Required
Test Item	Applying Wii System Sound Settings			
Test Method	<p>For software that has a unique in-game sound settings menu: Set the sound setting of the Wii console to monaural, stereo, and surround, respectively, then check the in-game sound when the game is first started.</p> <p>For software that does not have a unique in-game sound settings menu: Set the sound setting of the Wii console to monaural, stereo, and surround, respectively, then check the in-game sound.</p> <p>In either case, perform the same processing as would be performed if the sound setting of the Wii console was set to stereo sound for applications that do not support surround or monaural sound mode. Support for stereo sound output is required.</p>			
Pass/Fail Determination Criteria	<p>For software that has a unique in-game sound settings menu: Passes if initial sound settings reflect the Wii console sound settings when the game is first started.</p> <p>For software that does not have a unique in-game sound settings menu: Passes if the game sound settings always reflect the Wii console sound settings.</p>			
Software to be Tested	All software is targeted.			

6 Video

Guideline Number	6.4	Category	Video	Required
Test Item	Settings and Display when Progressive Display Is Supported			
Test Method	<p>For Japan: Switch the Wii console settings to interlace / progressive mode and play the game.</p> <p>For North America: Switch the Wii console settings to Standard TV (480i) / EDTV/HDTV(480P) mode and play the game.</p> <p>For Europe and Australia: Switch the Wii console settings to 50Hz (576i) / 60Hz (480i) EDTV/HDTV(480P) mode and play the game.</p>			
Pass/Fail Determination Criteria	Passes if interlace / progressive display is performed according to Wii console settings.			
Software to be Tested	Software that supports progressive display.			

Guideline Number	6.9	Category	Video	Required
Test Item	PAL 50 Support			
Test Method	Switch the Wii console settings to PAL 50 mode and play the game. (Confirm by measuring the frequency on a CRT television using the frequency checker.)			
Pass/Fail Determination Criteria	Passes if PAL 50 display is handled correctly.			
Software to be Tested	European and Australian software.			

Guideline Number	6.10	Category	Video	Required
Test Item	Settings and Display for EURGB60 Supported Applications			
Test Method	Switch the Wii console settings to PAL50 / EURGB60 mode and play the game.			
Pass/Fail Determination Criteria	Passes if PAL50 / EURGB60 display is performed according to the Wii console settings.			
Software to be Tested	Software that supports EURGB60.			

Guideline Number	6.14	Category	Video	Required
Test Item	Maintaining Appropriate Video Output			
Test Method	Verify that the television image output does not change when reset is performed during gameplay or when advancing to the point where the stage changes.			
Pass/Fail Determination Criteria	Passes if the image output does not change.			
Software to be Tested	All software is targeted.			

Guideline Number	6.16	Category	Video	Required
Test Item	Settings and Display for Applications that Support 16:9 Screen Ratio Display			
Test Method	<p>(1) Prepare two same-model televisions and set the screen display setting for both televisions to the same aspect ratio.</p> <p>(2) Set the screen display setting on the two Wii consoles to 4:3 and 16:9, respectively, and start the game screen.</p> <p>(3) Compare the 4:3 and 16:9 game screens.</p> <p>If the game has a mode where the display settings can be changed, verify that operations reflect the settings on the Wii console at initial startup.</p> <p>If the game does not have a mode for changing the display settings, verify that operations always reflect the settings on the Wii console.</p>			
Pass/Fail Determination Criteria	Passes if the aspect ratio reflects the Wii options and the image is displayed without distortion.			
Software to be Tested	Software that supports 16:9 aspect ratio.			

Guideline Number	6.18	Category	Video	Required
Test Item	Support for 4:3 Aspect Ratio			
Test Method	Set the Wii console to an aspect ratio of 4:3 and check the television screen for proper display.			
Pass/Fail Determination Criteria	Passes if the game is displayed corrected at an aspect ratio of 4:3.			
Software to be Tested	All software is targeted.			

Guideline Number	6.19	Category	Video	Required
Test Item	Checking the On-Screen Display During Application Startup			
Test Method	<p>For Japan: Set the Wii console settings to progressive mode and 16:9 aspect ratio. Start the game in each mode.</p> <p>For North America: Set the Wii console display settings to EDTV/HDTV(480P), 16:9 aspect ratio, and start the game in each mode.</p> <p>For Europe and Australia: Set the Wii console display settings to EDTV/HDTV(480P), PAL50, EURGB60, and 16:9 aspect ratio, Start the game in each mode.</p>			
Pass/Fail Determination Criteria	Passes if the game displays normally for each setting.			
Software to be Tested	All software is targeted.			

Guideline Number	6.20	Category	Video	Required
Test Item	Check Before Switching to Progressive Display			
Test Method	<p>A.</p> <p>(1) Connect to a television using a Wii D-Terminal cable or Wii Component Video cable, set the Wii console display setting to progressive, and turn off the power.</p> <p>(2) Replace the above cable with a Wii AV cable, connect to the television, and start the game.</p> <p>B.</p> <p>(1) Set the Wii console display setting to interlaced and turn off the power.</p> <p>(2) Reconnect to the television using a Wii D-Terminal cable or Wii Component Video cable and start the game.</p> <p>Note: Japan: Interlaced, progressive North America: Interlaced, EDTV or HDTV (480P) Europe: 50Hz, 60Hz, EDTV/HDTV (480P)</p>			
Pass/Fail Determination Criteria	Passes if the game screen is displayed in interlaced mode for both cases A and B.			
Software to be Tested	Software that supports progressive display.			

Guideline Number	6.21	Category	Video	Required
Test Item	Applying Screen Burn-In Reduction Setting			
Test Method	<p>Turn on screen burn-in reduction using Wii console settings and allow the system to sit undisturbed during gameplay without operating a controller for the set time limit, then check (1) and (2) below.</p> <p>(1) Check that screen brightness is reduced by activation of the screen burn-in reduction feature.</p> <p>(2) Confirm that screen burn-in reduction is canceled when connecting a Wii Remote, using a Wii Remote (button, Motion Sensor, or Pointer), or using a Nintendo GameCube Controller button.</p> <p>Turn off screen burn-in reduction and check that screen burn-in reduction does not activate when the system sits undisturbed during gameplay without operating a controller for the set time.</p> <p>For Games with Scenes That Require Screen Burn-in Reduction to be Disabled</p> <p>(1) Check that an appropriate video image is prepared for televisions with aspect ratios of 4.3 and 16.9.</p> <p>(2) Check that display of all pixels that are output from the Wii console changes.</p>			
Pass/Fail Determination Criteria	<p>Passes if you can confirm that screen burn-in reduction settings (ON/OFF) are being reflected.</p> <p>Note: If the game includes a scene that requires the screen burn-in reduction feature to be disabled, the game passes as long as (1) and (2) are satisfied.</p>			
Software to be Tested	All software is targeted.			

7 Controllers

7.1 All Controllers

Guideline Number	7.1.1	Category	All Controllers	Required
Test Item	Display when Extension Controller is Necessary			
Test Method	Play the game.			
Pass/Fail Determination Criteria	Passes if a message such as CONT01 or CONT02 from the Wii message list is displayed at startup or before using the controller in the game. If the application verifies that the necessary extension controller is connected, the message does not need to be displayed.			
Software to be Tested	Software that supports an extension controller.			

Guideline Number	7.1.3	Category	All Controllers	Required
Test Item	Explanatory Message for Wii Remote Strap Use			
Test Method	For Japan: Verify that an appropriate screen is displayed. For North America and Europe: Select each language supported by the Wii console and verify that the appropriate screen is displayed for each setting.			
Pass/Fail Determination Criteria	For Japan: Passes if images and text (Japanese) included in the Wii Wrist Strap Reminder screen package are used. For North America and Europe: Passes if images and text included in the Wii Wrist Strap Reminder screen package are used in the language set on the Wii console (not the one set inside the game.) Note: Be sure the Wii Wrist Strap Reminder screen is displayed immediately after startup.			
Software to be Tested	All software is targeted.			

Guideline Number	7.1.4	Category	All Controllers	Required
Test Item	Handling +Control Pad Input			
Test Method	<p>Perform the following operations during a game.</p> <p>When supporting the Classic Controller:</p> <ol style="list-style-type: none"> (1) Press the left and up buttons on the +Control Pad of the Wii Remote at the same time as the right and down buttons on the Classic Controller. (2) Press the right and down buttons on the +Control Pad of the Wii Remote at the same time as the left and up buttons on the Classic Controller. <p>When supporting the Nintendo GameCube Controller:</p> <p>Press UP, DOWN, LEFT, and RIGHT on the +Control Pad of the Nintendo GameCube Controller simultaneously.</p> <p>Presently, the only way to verify this is to check for problems at the source level. If you would like to make an inspection jig for the Wii console, contact us at support@noa.com and we can tell you how to make one.</p> <p>When supporting an external extension controller with built-in +Control Pad (other than a Classic Controller):</p> <ol style="list-style-type: none"> (1) Press the right and down buttons of the +Control Pad on the Wii Remote at the same time as the left and up button of the +Control Pad on the extension controller. (2) Press the left and up buttons of the +Control Pad on the Wii Remote at the same time as the right and down button of the +Control Pad on the extension controller. 			
Pass/Fail Determination Criteria	Passes if the simultaneous input of up/down and left/right buttons on the +Control Pad of controllers supported by the game still allows normal gameplay to continue.			
Software to be Tested	Software that supports Nintendo GameCube Controller or an extension controller that incorporates use of a +Control Pad.			

Guideline Number	7.1.5	Category	All Controllers	Required
Test Item	Operations on the Unused Buttons			
Test Method	<p>During gameplay, provide input from buttons, extension controllers, unsupported extension controllers, and peripheral devices not used by the software.</p> <p>For games that support only one controller, be sure to test Controller 2 and higher.</p>			
Pass/Fail Determination Criteria	Passes if normal gameplay continues without problems, such as a malfunction, even though input is being received from unused buttons, extension controllers, unsupported extension controllers or peripherals.			
Software to be Tested	All software is targeted.			

Guideline Number	7.1.7	Category	All Controllers	Required
Test Item	Upper Limit Value of the Control Stick and Button Analog Input Value			
Test Method	Play using the normal controller(s) specified for the game.			
Pass/Fail Determination Criteria	Passes if gameplay continues normally.			
Software to be Tested	All software is targeted.			

Guideline Number	7.1.8	Category	All Controllers	Required
Test Item	Analog Input Value Range of Control Stick and Button			
Test Method	Perform hot swapping with each Control Stick, with the Control Stick tilted in each of the four directions, up, down, left, and right.			
Pass/Fail Determination Criteria	Passes if gameplay continues normally even if an input value exceeds limits.			
Software to be Tested	Software that supports the Nunchuk Controller or the Classic Controller.			

Guideline Number	7.1.9	Category	All Controllers	Required
Test Item	Regarding Applications that Support the Rumble Feature			
Test Method	Set the Rumble Feature to OFF and play the game up to a scene that requires the Rumble Feature to proceed.			
Pass/Fail Determination Criteria	Passes if there is no problem advancing through the game by alternate means, such as using images or sounds.			
Software to be Tested	Software that requires the Rumble Feature.			

Guideline Number	7.1.11	Category	All Controllers	Required
Test Item	Stopping Rumble Motor when Controller Not in Use			
Test Method	<p>(1) Verify that the Rumble Feature is not used with the demo screen.</p> <p>(2) During gameplay while the controller is rumbling, press the reset button and verify that the controller's Rumble Feature stops.</p> <p>(3) During gameplay while the controller is rumbling, verify that the controller Rumble Feature stops when PAUSE or HOME is pressed.</p> <p>(4) Verify that the controller does not rumble in the state when no input occurs from the controller after turning power on or resetting.</p> <p>Verify items (1) through (4) on controllers that support the Rumble Feature, such as the Wii Remote or the Nintendo GameCube Controller.</p>			
Pass/Fail Determination Criteria	Passes if (1) through (4) are confirmed.			
Software to be Tested	Software that supports the Rumble Feature.			

Guideline Number	7.1.15	Category	All Controllers	Required
Test Item	Do Not Use Origin Reset Command for Extension Controller Analog Input as Game Input			
Test Method	Press the - Button, + Button, A Button, and B Button on the Wii Remote simultaneously during play.			
Pass/Fail Determination Criteria	Passes if not used as an input command, unique to game.			
Software to be Tested	Software that supports an extension controller.			

Guideline Number	7.1.16	Category	All Controllers	Required
Test Item	Processing Hot Swapping of Unsupported Extension Controllers			
Test Method	During gameplay, connect and disconnect an unsupported extension controller to the Wii Remote. Alternatively, use the <code>WPADAttachDummyExtension</code> or <code>WPADDetachDummyExtension</code> debugging functions to change the Wii Remote's device type (these functions have been provided since Revolution SDK 2.4 Patch 6).			
Pass/Fail Determination Criteria	Passes if there are no problems, such as uncontrollable execution, either after connection and disconnection of the unsupported controller, or while the unsupported controller is in a connected state. Make sure that no problems will arise with devices to be supported in the future (<code>WPAD_DEV_FUTURE</code>). Presently, the only way to verify this is to check for problems at the source level.			
Software to be Tested	All software is targeted.			

Guideline Number	7.1.17	Category	All Controllers	Required
Test Item	Handling HOME			
Test Method	Press HOME during gameplay on all connected Wii Remotes and Classic Controllers (if supported).			
Pass/Fail Determination Criteria	Passes if no game-specific functions are assigned to HOME.			
Software to be Tested	All software is targeted.			

7.2 Wii Remote

Guideline Number	7.2.3	Category	Wii Remote	Required
Test Item	Disabling Pointer for Applications Without Pointer Function			
Test Method	Verify that the pointer's power is OFF when the pointer is not used during gameplay.			
Pass/Fail Determination Criteria	Passes if the pointer's power is OFF when the pointer is not being used. Presently, the only way to verify this is to check for problems at the source level.			
Software to be Tested	Software not using the pointer, except in the HOME Menu.			

Guideline Number	7.2.4	Category	Wii Remote	Recommended
Test Item	Disabling Pointer for Applications with Pointer Function			
Test Method	Verify that the pointer's power is off when the pointer is not used during gameplay.			
Pass/Fail Determination Criteria	<p>Passes if the pointer's power is off when the pointer is not being used.</p> <p>Presently, the only way to verify this is to check for problems at the source level.</p>			
Software to be Tested	Software using the pointer.			

Guideline Number	7.2.5	Category	Wii Remote	Required
Test Item	Prohibition of Simultaneous Use of Wii Remote Memory and Wii Remote Speaker			
Test Method	Verify that there are no places where both are used at the same time.			
Pass/Fail Determination Criteria	Passes if there is no simultaneous use.			
Software to be Tested	Software that uses the Wii Remote memory and Speaker.			

Guideline Number	7.2.6	Category	Wii Remote	Required
Test Item	Restriction on Contents of Data Written to Wii Remote Memory			
Test Method	Save to Wii Remote memory.			
Pass/Fail Determination Criteria	Passes if data that would have a significant adverse effect on the game process if lost cannot be saved.			
Software to be Tested	Software that uses Wii Remote memory.			

Guideline Number	7.2.7	Category	Wii Remote	Required
Test Item	Wii Remote Data Error Checking			
Test Method	Verify the error checking mechanism in the source.			
Pass/Fail Determination Criteria	Passes if error checking (Example: 3884 Byte + 4 Byte checksum) is being used.			
Software to be Tested	Software that uses Wii Remote memory.			

Guideline Number	7.2.8	Category	Wii Remote	Required
Test Item	Message Display when Writing to Wii Remote Memory			
Test Method	Verify that a message is displayed when writing data to the Wii Remote memory.			
Pass/Fail Determination Criteria	Passes if a message, such as CONT_03 from the <i>Wii Message List</i> is displayed to discourage hot swapping of the external extension controller by the user.			
Software to be Tested	Software that uses Wii Remote memory.			

Guideline Number	7.2.12	Category	Wii Remote	Required
Test Item	Data Compatibility for the Same Application Using Wii Remote Memory			
Test Method	(1) Verify whether save data from a previous version can be used with the newest version of the game. (2) Verify whether save data from the new version can be used with a previous version of the game.			
Pass/Fail Determination Criteria	Passes if the save data is compatible regardless of the version.			
Software to be Tested	Software that uses Wii Remote memory and that will include post-release updates.			

Guideline Number	7.2.15	Category	Wii Remote	Required
Test Item	Displaying a Message when Overwriting Wii Remote Memory			
Test Method	Try storing data in Wii Remote memory, then overwrite that data with other game data.			
Pass/Fail Determination Criteria	Passes if a message, such as CONT_06 or CONT_07 from the <i>Wii Message List</i> , is displayed to confirm with the player that other game data is stored and will be overwritten.			
Software to be Tested	Software that uses Wii Remote memory.			

Guideline Number	7.2.22	Category	Wii Remote	Required
Test Item	Specification of Simple Pairing Procedure			
Test Method	Perform simple pairing with the simple pairing menu inside the game.			
Pass/Fail Determination Criteria	Passes if simple pairing can be performed by pressing the 1 Button and 2 Button simultaneously when performing simple pairing.			
Software to be Tested	Software that supports simple pairing inside the game.			

Guideline Number	7.2.23	Category	Wii Remote	Required
Test Item	Message Displayed During Simple Pairing			
Test Method	Perform simple pairing with the simple pairing menu inside the game.			
Pass/Fail Determination Criteria	Passes if a message such as CONT_11 from the <i>Wii Message List</i> is displayed when performing simple pairing.			
Software to be Tested	Software that supports simple pairing inside the game.			

Guideline Number	7.2.25	Category	Wii Remote	Required
Test Item	Use of Function WPADSetSpeakerVolume Prohibited			
Test Method	<p>(1) From the Wii Menu, open the HOME Menu and check the Wii Remote settings speaker volume.</p> <p>(2) After starting the game, open the HOME Menu and check the Wii Remote settings speaker volume.</p> <p>(3) Play the game briefly, then return from the HOME Menu to the Wii Menu.</p> <p>(4) From the Wii Menu, open the HOME Menu and check the Wii Remote settings speaker volume.</p> <p>For applications that provide independent optional settings for the Wii Remote speaker volume, also perform the following check.</p> <p>(1) Open the HOME Menu and check the Wii Remote settings speaker volume.</p> <p>(2) Change the speaker volume using the application's independent optional settings (see the note below).</p> <p>(3) Open the HOME Menu and check the Wii Remote settings speaker volume.</p> <p>Note: The only approved method for changing the speaker volume on the application side is to change the waveform data sent to the Wii Remote.</p>			
Pass/Fail Determination Criteria	Passes if there is no change in the Wii Remote's speaker volume setting.			
Software to be Tested	All software is targeted.			

7.3 Nintendo GameCube™ Controller

Guideline Number	7.3.2	Category	Nintendo GameCube Controller	Required
Test Item	Use of Origin Reset Command as Game Input Prohibited			
Test Method	Verify that there is no command input when the X Button, Y Button, and START/PAUSE are pressed simultaneously on the Nintendo GameCube Controller during gameplay.			
Pass/Fail Determination Criteria	Passes if the input when the X Button, Y Button, and START/PAUSE are pressed simultaneously is not used as a game-specific input command.			
Software to be Tested	Software that supports Nintendo GameCube Controller.			

Guideline Number	7.3.3	Category	Nintendo GameCube Controller	Required
Test Item	Support for Origin Reset Command			
Test Method	Verify that the game does not perform unexpected operations when resetting either stick or R/L Buttons by pressing the X Button, Y Button, and START/PAUSE simultaneously during gameplay.			
Pass/Fail Determination Criteria	Passes if the origin is reset correctly and the game can be played normally.			
Software to be Tested	Software that supports Nintendo GameCube Controller.			

Guideline Number	7.3.4	Category	Nintendo GameCube Controller	Required
Test Item	Hot Swapping Support for Nintendo GameCube Controller Socket Devices			
Test Method	(1) Plug and unplug (hot swap) a device that can be plugged into the Nintendo GameCube Controller Socket during gameplay. (2) Change the WaveBird channel during gameplay.			
Pass/Fail Determination Criteria	Passes if (1) and (2) are verified with no problems.			
Software to be Tested	Software that supports devices that can be plugged into the Nintendo GameCube Controller Socket.			

Guideline Number	7.3.7	Category	Nintendo GameCube Controller	Required
Test Item	Stopping Access to the Optical Disc Drive in Scenes Where the User is Urged to Insert or Remove the Nintendo GameCube Controller			
Test Method	Check at the source level that the optical disc drive is not accessed at points where the user is prompted to plug in or unplug a Nintendo GameCube Controller.			
Pass/Fail Determination Criteria	Passes if the optical disc drive is not accessed at points where the user is prompted to plug in or unplug a Nintendo GameCube Controller.			
Software to be Tested	Software that supports Nintendo GameCube Controllers.			

8 Wii System Memory

Guideline Number	8.1	Category	Wii System Memory	Required
Test Item	Restrictions on Wii System Memory			
Test Method	(1) First use the Ncheck tool to check the amount of available memory and number of inodes. (2) Create a save file, if allowed inside the game. (3) Use the Ncheck tool to check the number of inodes and user blocks being consumed.			
Pass/Fail Determination Criteria	(1) Only a total of up to 32 files and directories can be created. (2) The number of user blocks must be 128 blocks or less. Passes if (1) and (2) are observed. Be sure that /tmp observes a maximum size limit of 40 MB and that the maximum number of files/directories for /tmp is 64. Presently, the only way to verify this is to check for problems at the source level.			
Software to be Tested	All software is targeted.			

Guideline Number	8.2	Category	Wii System Memory	Required
Test Item	Limits on Frequent Rewrites			
Test Method	When using automatic save, check that write operations are performed no more than about once per minute.			
Pass/Fail Determination Criteria	Passes if the frequency of write operations when using auto save is about once per minute or less. Passes if write operations are once per six minutes or less when the NANDSafe function is being used. Presently, the only way to verify this is to check for problems at the source level.			
Software to be Tested	Software that saves automatically.			

Guideline Number	8.4	Category	Wii System Memory	Required
Test Item	Write Operation Display			
Test Method	Check the source for the timing that save data is written.			
Pass/Fail Determination Criteria	Passes if, when writing 1 MB or more of save data, a message similar to NAND_09 appears on the screen during the write operation or an icon informing the user that save data is being written appears on the screen. Presently, the only way to verify this is to check for problems at the source level.			
Software to be Tested	All software is targeted.			

Guideline Number	8.5	Category	Wii System Memory	Required
Test Item	Data Compatibility Within the Same Program			
Test Method	(1) Check that save data from the previous version can be used with the new version of the game. (2) Check that save data for the new version can be used by the old version of the game.			
Pass/Fail Determination Criteria	Passes if save data is mutually compatible regardless of the version.			
Software to be Tested	Software that will include post-release updates.			

Guideline Number	8.7	Category	Wii System Memory	Required
Test Item	Handling Reset While Writing			
Test Method	Perform reset while writing data to Wii system memory, then load data and check if the save was completed correctly.			
Pass/Fail Determination Criteria	Passes if reset processing is performed after writing to Wii system memory was finished and the save was completed correctly.			
Software to be Tested	All software is targeted.			

Guideline Number	8.8	Category	Wii System Memory	Required
Test Item	Data Unit for Users			
Test Method	Check messages in the game and error messages when there is insufficient memory.			
Pass/Fail Determination Criteria	Passes if data for users is displayed in units of blocks (where one block is 128 KB) and the value is rounded up for any fractional remainder less than 128 KB. Note: When informing the user of the amount of free memory, display the number of bytes of free memory in terms of the number of 128KB blocks available. Use a truncated value if the size of free memory is less than 128 KB.			
Software to be Tested	All software is targeted.			

Guideline Number	8.9	Category	Wii System Memory	Required
Test Item	Checking the Number of Free inodes and Amount of Free Memory Using NANDCheck[Async]			
Test Method	<ol style="list-style-type: none">(1) Using the Ncheck tool, check the amount of free memory and number of free inodes before creating a save file.(2) Create a save file for the application when you have plenty of free memory and free inodes.(3) Run the Ncheck tool again, and check the amount of memory and number of inodes actually used by the application.(4) Delete the save file for the application in question on the save data screen on the Wii menu.(5) Run the Ncheck tool again, and check that the amount of memory and number of inodes in Wii system memory represents the amount actually used by the application.(6) Try creating a save file using the application.			
Pass/Fail Determination Criteria	Passes if a save file having the same amount of memory and number of inodes as the application's save file can be both created and overwritten.			
Software to be Tested	All software is targeted.			

Guideline Number	8.10 and 8.11	Category	Wii System Memory	Required
Test Item	Timing for Checking the Number of Free inodes and the Amount of Free Memory Notification when the Number of inodes or the Amount of Free Memory is Insufficient			
Test Method	(1) Using the Ncheck tool, set the amount of free memory in Wii system memory to a value one less than the minimum that the target game requires to save, and initiate a game mode that allows save data to be saved. (2) Set the amount of free inodes in Wii system memory to a value one less than the minimum that the target game requires to save, and initiate a game mode that allows save data to be saved. (3) Set both the amount of free memory and the number of inodes Wii system memory to values one less than the minimum that the target game requires to save, and initiate a game mode that allows save data to be saved. (4) If the game's specifications allow multiple files to be saved, repeat the same procedure when there is not enough memory or number of inodes for additional files.			
Pass/Fail Determination Criteria	(1) Before playing the game, be sure that an appropriate message for informing the user that there is not enough memory is displayed, such as NAND_02, and that either an option for returning to the Wii menu is provided or that a message such as NAND_10 is displayed. (2) Before playing the game, be sure that an appropriate message for informing the user that there are not enough inodes is displayed ¹ , such as NAND_03, and that either an option for returning to the Wii menu is provided or a message such as NAND_10 is displayed. (3) Before playing the game, be sure that a message for informing the user that there is not enough memory is displayed, such as NAND_02, and that either an option for returning to the Wii menu is provided or a message such as NAND_10 is displayed ² . (4) If the game's specifications allow multiple files to be saved, be sure that (1) through (3) are handled appropriately when there is not enough memory or number of inodes for additional files. Passes if all of the above conditions are observed and the system region is not violated. Note 1: Do not mention the number of free inodes in the message. Note 2: When the number of free inodes is simultaneously inadequate, give priority to and display the message concerning a lack of free space.			
Software to be Tested	All software is targeted.			

Guideline Number	8.12	Category	Wii System Memory	Required
Test Item	Do Not Change Created File Size			
Test Method	(1) First, use the Ncheck tool to check the available memory and available number of inodes. (2) Play the game, overwrite the save data, and then use the Ncheck tool to check the file size (number of FS blocks).			
Pass/Fail Determination Criteria	Passes if the file size does not change between saves.			
Software to be Tested	All software is targeted.			

Guideline Number	8.16	Category	Wii System Memory	Required
Test Item	Prohibition of Creating Files or Directories Without Owner Read Permission			
Test Method	Load all saved files.			
Pass/Fail Determination Criteria	Passes if all save files can be loaded.			
Software to be Tested	All software is targeted.			

Guideline Number	8.17	Category	Wii System Memory	Required
Test Item	Prohibition of Frequent Read Access			
Test Method	Presently, the only way to verify this is to check for problems at the source level.			
Pass/Fail Determination Criteria	Passes if no access is being performed where an address for a small amount of memory of only a few bytes is being read at a short time interval such as every frame or every second.			
Software to be Tested	All software is targeted.			

Guideline Number	8.18	Category	Wii System Memory	Required
Test Item	Save Banner File Creation			
Test Method	(1) Use the Ncheck tool and prepare the amount of memory and inodes required by the save banner file in Wii system memory. (2) Try to save and then check the save data screen on the Wii Menu.			
Pass/Fail Determination Criteria	Passes if save banner file is not being created.			
Software to be Tested	All software is targeted.			

Guideline Number	8.20	Category	Wii System Memory	Required
Test Item	Save Data Comments			
Test Method	After creating save data, check the save data screen on the Wii Menu.			
Pass/Fail Determination Criteria	Passes if the game title is specified in the first line of the save data comment.			
Software to be Tested	All software is targeted.			

Guideline Number	8.22	Category	Wii System Memory	Required
Test Item	Prohibition of Using Reserved Names			
Test Method	(1) Check that the directory “noerase” has not been created. Presently, the only way to verify this is to check for problems at the source level. (2) Check that the directory “nottransfer” has not been created. (3) Check that save data saved on one Wii console can be copied to another Wii console via an SD Card. You cannot copy to the SD Card if the copy prevention flag has been set for the banner.			
Pass/Fail Determination Criteria	Passes if items (1) through (3) can be confirmed.			
Software to be Tested	All software is targeted.			

Guideline Number	8.23	Category	Wii System Memory	Required
Test Item	Precautions Regarding the nocopy Directory			
Test Method	(1) Copy save data to the SD Card. (2) Delete save data from Wii system memory. (3) Restore the save data stored on the SD Card to Wii system memory. (4) Load the save data during gameplay.			
Pass/Fail Determination Criteria	Passes if save data required for game progress can be loaded.			
Software to be Tested	Software that uses the nocopy directory.			

Guideline Number	8.25	Category	Wii System Memory	Required
Test Item	Prohibition of Usage Restrictions on Save Data Due to Wii Console-Specific Information			
Test Method	(1) Copy generated save data to another Wii console. (2) Read the copied save data and begin gameplay.			
Pass/Fail Determination Criteria	Passes if the software can read save data that was copied from another Wii console, and begin gameplay.			
Software to be Tested	All software is targeted.			

Guideline Number	8.27	Category	Wii System Memory	Required
Test Item	[N. American Version Only] Considerations for Save Banners that Do Not Have Alpha Values Applied			
Test Method	Display a banner on the (North American) Wii Menu 1.			
Pass/Fail Determination Criteria	Passes if the banner is displayed without any problems.			
Software to be Tested	North American software is targeted.			

9 Nintendo GameCube Memory Card

Guideline Number	9.2	Category	Nintendo GameCube Memory Card	Required
Test Item	Use of Write Functions Prohibited			
Test Method	Using a Memory Card emulator, check that the red LED (for indicating writing operations) does not light.			
Pass/Fail Determination Criteria	Passes if no data is written to the Memory Card. Only read APIs may be used by software that supports the Nintendo GameCube Memory Card.			
Software to be Tested	Software that supports Nintendo GameCube Memory Card.			

Guideline Number	9.4	Category	Nintendo GameCube Memory Card	Required
Test Item	Support for High-Capacity Nintendo GameCube Memory Card			
Test Method	Check using a Memory Card emulator.			
Pass/Fail Determination Criteria	Passes if operations are normal even with a high-capacity Nintendo GameCube Memory Card inserted.			
Software to be Tested	Software that supports Nintendo GameCube Memory Card.			

Guideline Number	9.5	Category	Nintendo GameCube Memory Card	Required
Test Item	Errors Displayed when Memory Cards Cannot be Used			
Test Method	Use a Memory Card emulator or Memory Card that can reproduce the error to cause an error.			
Pass/Fail Determination Criteria	A message from the <i>Wii Message List</i> is displayed. This message will be applicable to the caused error, CARD_02, CARD_03, or CARD_04.			
Software to be Tested	Software that supports Nintendo GameCube Memory Card.			

Guideline Number	9.7	Category	Nintendo GameCube Memory Card	Required
Test Item	Memory Card Menu in Application			
Test Method	(1) Open the Memory Card menu inside the application. (2) Check that only files used by the game can be loaded. (3) If a list of files can be displayed, check that only files used by the game being tested appear in the list.			
Pass/Fail Determination Criteria	Passes if, unlike the Wii Menu, the Memory Card menu only handles files used by the game being tested.			
Software to be Tested	Software that supports Nintendo GameCube Memory Card.			

Guideline Number	9.8	Category	Nintendo GameCube Memory Card	Required
Test Item	Limit on Accessible Memory Card Files			
Test Method	<p>(1) Place save data that has a different Game Code from the game being tested on the Nintendo GameCube Memory Card ahead of time, and try loading game data into the test game during gameplay.</p> <p>(2) Place save data for a game that has the same Game Code, but which is unsupported, on the Nintendo GameCube Memory Card ahead of time and try loading game data during gameplay.</p>			
Pass/Fail Determination Criteria	Passes if no save data is read in either (1) or (2) above.			
Software to be Tested	Software that supports Nintendo GameCube Memory Card.			

10 Reset and Shutdown

Guideline Number	10.1	Category	Reset and Shutdown	Required
Test Item	Wii Console RESET			
Test Method	(1) Press RESET during gameplay. (2) Check that reset operations are conducted immediately once RESET is pressed. (3) Check that operations other than reset are not performed when RESET is used.			
Pass/Fail Determination Criteria	Passes if reset operations are conducted immediately after pressing RESET and operations other than reset are not performed. Also passes if reset operations are conducted after the writing data operation completes when RESET is pressed while writing to the Wii system memory. (See Guideline 8.7.)			
Software to be Tested	All software is targeted.			

Guideline Number	10.2	Category	Reset and Shutdown	Required
Test Item	Wii Power Button			
Test Method	(1) Press the Power Button (on the console or Wii Remote) during play. (2) Check that shutdown processing is conducted immediately after pressing the Power Button. (3) Check that operations other than shutdown are not performed when the Power Button is used.			
Pass/Fail Determination Criteria	Passes if shutdown operations are conducted immediately after pressing the Power Button and operations other than shutdown are not performed.			
Software to be Tested	All software is targeted.			

Guideline Number	10.3	Category	Reset and Shutdown	Required
Test Item	Resetting the Nintendo GameCube Controller Origin During Reset Operations			
Test Method	(1) By pressing RESET on the Wii console or clicking on the Reset button in the Home Menu, reset with each stick tilted, and be sure to check that the origin is not out of alignment. (2) With the origin out of alignment, perform reset (by pressing RESET on the Wii console or clicking on the Reset button in the HOME Menu) without touching either stick, and verify that the misaligned origin has returned to its original position.			
Pass/Fail Determination Criteria	Passes if (1) and (2) are verified.			
Software to be Tested	Software that supports Nintendo GameCube Controllers.			

Guideline Number	10.6	Category	Reset and Shutdown	Required
Test Item	Restrictions on Operations for Resets			
Test Method	Perform input from the Wii Remote Controller, Nunchuk Controller, Classic Controller, and Nintendo GameCube Controller by pressing buttons such as the Power Button.			
Pass/Fail Determination Criteria	Passes if a reset does NOT occur for all inputs <i>other than</i> a RESET from the Wii console or Home Menu.			
Software to be Tested	All software is targeted.			

11 HOME Menu

Guideline Number	11.1	Category	HOME Menu	Required
Test Item	Using the HOME Menu Library			
Test Method	Open the HOME Menu and check the features.			
Pass/Fail Determination Criteria	Passes if all features listed in <i>Home Menu Implementation Specifications</i> have been implemented correctly.			
Software to be Tested	All software is targeted.			

Guideline Number	11.2	Category	HOME Menu	Required
Test Item	HOME Menu Display Triggers			
Test Method	Perform various operations during gameplay.			
Pass/Fail Determination Criteria	Passes if the HOME Menu is immediately displayed when HOME is pressed, and it does not appear through any other means. The above restriction does not apply in situations where it is prohibited to display the HOME Menu.			
Software to be Tested	All software is targeted.			

Guideline Number	11.3	Category	HOME Menu	Required
Test Item	Display Language for the HOME Menu			
Test Method	Check the HOME Menu for each language that can be set in the Wii console.			
Pass/Fail Determination Criteria	Passes if the HOME Menu uses the language selected according to Wii console settings, regardless of the language setting used by a game. (Only Japanese needs to be displayed in the case of Japanese version software.)			
Software to be Tested	All software is targeted.			

Guideline Number	11.4	Category	HOME Menu	Required
Test Item	Screen Ratio of the HOME Menu			
Test Method	Set the aspect ratio in the Wii console settings to 16:9 and 4:3 and display the HOME Menu.			
Pass/Fail Determination Criteria	Passes if the aspect ratio of the HOME Menu corresponds to the Wii console setting.			
Software to be Tested	Software that supports 16:9 aspect ratio.			

11.8 Restrictions on Rumble Feature

Guideline Number	11.8.1	Category	HOME Menu	Required
Test Item	Restrictions Due to the Rumble Setting of the HOME Menu			
Test Method	(1) Set the rumble setting in the HOME Menu to ON. Next, switch the in-game rumble setting and play the game. (2) Set the rumble setting in the HOME Menu to OFF. Next, switch the in-game rumble setting and play the game			
Pass/Fail Determination Criteria	For (1) above, passes if the game setting is reflected in the game. For (2) above, passes if the Wii Remote does not vibrate, regardless of the game setting. The game rumble setting should not be reflected in the Wii console rumble setting.			
Software to be Tested	Software that has an independent rumble setting within the game.			

Guideline Number	11.8.2	Category	HOME Menu	Required
Test Item	Prohibition of Changing the Rumble Setting of the HOME Menu			
Test Method	(1) Change the rumble setting in the HOME Menu to ON. Next, switch the in-game rumble setting from ON to OFF and check the rumble setting in the HOME Menu. (2) Change the rumble setting in the HOME Menu to OFF. Next, switch the in-game rumble setting from OFF to ON and check the rumble setting in the HOME Menu. (3) Switch the rumble setting in the HOME Menu ON and OFF from the Wii Menu. (4) Start the game and after running through each game mode that uses the Rumble Feature check the rumble setting in the HOME Menu. (5) Return to the Wii Menu and check the rumble setting in the HOME Menu.			
Pass/Fail Determination Criteria	Passes if for (1), (2), (4), and (5) above the rumble setting in the HOME Menu does not change.			
Software to be Tested	All software is targeted. (1) and (2) above target software that has an independent in-game rumble setting.			

Guideline Number	11.9	Category	HOME Menu	Required
Test Item	Speaker Initialization After Leaving HOME Menu			
Test Method	Open the HOME Menu while the speaker is in use by a game and then return to the game.			
Pass/Fail Determination Criteria	Passes if there are no problems with the sound from the speaker after returning to the game from the HOME Menu.			
Software to be Tested	Software that supports the Wii Remote Speaker.			

Guideline Number	11.10	Category	HOME Menu	Required
Test Item	Prohibition of Wii Remote Speaker Use During HOME Menu Startup			
Test Method	(1) Play a game and proceed to a point where sound plays from the Wii Remote Speaker. (2) Start the HOME Menu while the sound is being played from the speaker.			
Pass/Fail Determination Criteria	Passes if game sounds do not play from the Wii Remote Speaker while in the HOME Menu.			
Software to be Tested	Software that supports the Wii Remote Speaker.			

Guideline Number	11.11	Category	HOME Menu	Recommended
Test Item	Display of HOME Menu Disabled Icon			
Test Method	Press HOME in all scenes.			
Pass/Fail Determination Criteria	Passes if the specified HOME Menu disabled icon is displayed for those scenes where the HOME Menu cannot be displayed.			
Software to be Tested	All software is targeted.			

Guideline Number	11.12	Category	HOME Menu	Required
Test Item	Processing when Quitting the HOME Menu			
Test Method	In the HOME Menu, click Wii Menu then Reset.			
Pass/Fail Determination Criteria	Passes if the corresponding process is executed.			
Software to be Tested	All software is targeted.			

Guideline Number	11.13	Category	HOME Menu	Required
Test Item	Sound Volume when Entering and Exiting the HOME Menu			
Test Method	Open the HOME Menu.			
Pass/Fail Determination Criteria	Passes if in-game sounds cannot be heard while the HOME Menu is open and no problem is encountered with in-game sounds after exiting the HOME Menu.			
Software to be Tested	All software is targeted.			

12 Icons and Banners

Guideline Number	12.1	Category	Icons and Banners	Required
Test Item	Icon Animation			
Test Method	Check the icon displayed in the Channel Menu of the Wii Menu.			
Pass/Fail Determination Criteria	Passes if the icon is animated.			
Software to be Tested	All software is targeted.			

Guideline Number	12.4	Category	Icons and Banners	Required
Test Item	Title Name Display in the Banner			
Test Method	Display the banner.			
Pass/Fail Determination Criteria	Passes if the title of the software being tested is displayed in the banner.			
Software to be Tested	All software is targeted.			

Guideline Number	12.9	Category	Icons and Banners	Required
Test Item	Banner Sound Setting			
Test Method	Display the banner.			
Pass/Fail Determination Criteria	Passes if an original sound is included when the banner is displayed.			
Software to be Tested	All software is targeted.			

Guideline Number	12.10	Category	Icons and Banners	Required
Test Item	Displaying the Title via the Banner Data Header			
Test Method	Check the game title displayed for today's events.			
Pass/Fail Determination Criteria	Passes if the title displayed for today's events is related to the game being tested.			
Software to be Tested	All software is targeted.			

13 Communications with Nintendo DS

13.1 General

Guideline Number	13.1.1	Category	General	Required
Test Item	Adherence to the Use of the Library			
Test Method	Presently, there is no method other than verifying that there are no problems at the source level.			
Pass/Fail Determination Criteria	Passes if the libraries supplied by Nintendo are being used.			
Software to be Tested	Software that communicates with the DS.			

Guideline Number	13.1.3	Category	General	Required
Test Item	Downloading Programs			
Test Method	Presently, there is no method other than verifying that there are no problems at the source level.			
Pass/Fail Determination Criteria	Passes if programs are transmitted using the MPDL and MPFS libraries.			
Software to be Tested	Software that communicates with the DS and downloads software.			

13.2 MP Communications with the DS

Guideline Number	13.2.1	Category	MP Communications with the DS	Required
Test Item	Message Display for Severed Connections			
Test Method	While the Wii and the DS are communicating, break the connection by turning communications OFF on both the Wii side and the DS side.			
Pass/Fail Determination Criteria	Passes if a message displays when the connection is terminated, warning that data could not be received.			
Software to be Tested	Software that communicates with the DS and will have trouble continuing the game if the connection is severed.			

Guideline Number	13.2.3	Category	MP Communications with the DS	Required
Test Item	Which GGID to Use			
Test Method	(1) Enter Communications mode. (2) Using WMTTestTool (included in the NITRO-SDK), check the GGID that is being used in the game.			
Pass/Fail Determination Criteria	Passes if the GGID is the one that was assigned to the game.			
Software to be Tested	Software that communicates with the DS.			

Guideline Number	13.2.4	Category	MP Communications with the DS	Required
Test Item	Connection with Game Software of Other Companies' Titles Is Prohibited			
Test Method	Try communicating with game software titles from other companies that support communications.			
Pass/Fail Determination Criteria	Passes if no connection can be made to game software titles from other companies that support communications.			
Software to be Tested	Software that communicates with the DS.			

Guideline Number	13.2.5	Category	MP Communications with the DS	Required
Test Item	Connection with Different Versions of the Same Software			
Test Method	<p>If the Wii software is a revised version: Communicate with DS using pre-revision and post-revision versions of the Wii software.</p> <p>If the DS software is a revised version: Communicate with Wii using pre-revision and post-revision versions of the DS software.</p> <p>If both the Wii and the DS software are revised versions: Perform communications between Wii and DS using all four possible combinations of pre-revision and post-revision software.</p>			
Pass/Fail Determination Criteria	Passes if communications are possible regardless of the remastered version.			
Software to be Tested	Software that communicates with the DS and has a remastered version.			

Guideline Number	13.2.6	Category	MP Communications with the DS	Required
Test Item	Processing when Attempting to Connect More than the Supported Number of DS Systems			
Test Method	Try connecting one more DS than is supported by the software.			
Pass/Fail Determination Criteria	Passes if gameplay can proceed for the supported number of DS systems without problems, but no additional DS can connect.			
Software to be Tested	Software that communicates with the DS.			

Guideline Number	13.2.7	Category	MP Communications with the DS	Required
Test Item	Screen Burn-In Reduction Feature			
Test Method	<p>(1) Turn the Screen Burn-In Reduction feature ON in the Wii Console settings, and leave the controller idle for the configured time (5/10/15 minutes) during the game.</p> <p>(2) When the Screen Burn-In Reduction feature activates and the screen dims, generate input from the DS and confirm that Screen Burn-In Reduction is cancelled.</p>			
Pass/Fail Determination Criteria	Passes if Screen Burn-In Reduction is cancelled.			
Software to be Tested	Software that uses the DS as a controller and does not make use of the Wii Controller at such times.			

13.3 DS Single-Card Play

Guideline Number	13.3.2	Category	DS Single-Card Play	Required
Test Item	TGIDs Used by the MPDL Library			
Test Method	(1) Select Download mode, making the Wii console the parent for Single-Card Play. (2) Use WMTesTool to check the Wii's TGID. (3) Exit and re-enter Communications mode, making the Wii console the parent for Single-Card Play. (4) Use WMTesTool to check the Wii's TGID. (5) Turn power to the Wii console OFF and then back ON, then enter Communications mode, making the Wii console the parent for Single-Card Play. (6) Use WMTesTool to check the Wii's TGID.			
Pass/Fail Determination Criteria	Passes if the value for the TGID is different in steps 2, 4, and 6 (each time communication is started).			
Software to be Tested	Software that performs Single-Card Play using the MPDL library.			

Guideline Number	13.3.3	Category	DS Single-Card Play	Required
Test Item	Accessing Cards During DS Single-Card Play			
Test Method	Insert a DS Card other than your company's own product (compatible software) and perform Single-Card Play.			
Pass/Fail Determination Criteria	Passes if you compare (1) gameplay with no DS Card inserted and (2) gameplay with a DS Card inserted that is not your product, and can determine that in each of the two cases the areas such as backup memory of the DS Card are not accessed.			
Software to be Tested	Software that performs DS Single-Card Play.			

Guideline Number	13.3.4	Category	DS Single-Card Play	Required
Test Item	Characters Displayed on the DS			
Test Method	Perform Single-Card Play using Wii and DS.			
Pass/Fail Determination Criteria	Passes if the characters displayed on the DS adhere to the character code table in the DS Banner Guidelines package.			
Software to be Tested	Software that performs DS Single-Card Play.			

14 USB Keyboard

14.1 Operation Verification on Specified Models

Guideline Number	14.1.1	Category	USB Keyboard	Required
Test Item	Support for Different Model Numbers According to Market and Language			
Test Method	<p>For Japan: Check operations using a “Classic Keyboard 200” supported by the language in each market.</p> <p>For North America and Europe: Refer to the Verified Keyboard List* and check operations using a type of keyboard that supports the game's market and language.</p> <p>Note: The Verified Keyboard List will be made available soon.</p>			
Pass/Fail Determination Criteria	<p>For Japan: Passes if there are no problems with operations when using a Classic Keyboard 200.</p> <p>For North America and Europe: Passes if there are no problems with operations.</p>			
Software to be Tested	Software that supports a USB keyboard.			

Guideline Number	14.1.2	Category	USB Keyboard	Required
Test Item	Operation of Unused Keys			
Test Method	Provide input from all keys on the keyboard.			
Pass/Fail Determination Criteria	Passes if the software appropriately handles expected keys and their combinations, while ignoring input from unused keys.			
Software to be Tested	Software that supports a USB keyboard.			

Guideline Number	14.1.3	Category	USB Keyboard	Required
Test Item	LED Status Control			
Test Method	<p>(1) Press NUM LOCK and/or CAPS LOCK a few times while using the keyboard in a game.</p> <p>(2) Provide input from any key while the NUM LOCK or CAPS LOCK LED is lit.</p>			
Pass/Fail Determination Criteria	Passes if NUM LOCK and CAPS LOCK are implemented and if LEDs on the keyboard light and go out as these functions are switched on and off.			
Software to be Tested	Software that supports a USB keyboard.			

Guideline Number	14.3	Category	USB Keyboard	Required
Test Item	Prohibit Hot Swapping of the Keyboard			
Test Method	During gameplay, proceed to a scene that uses the keyboard.			
Pass/Fail Determination Criteria	Passes as long as there is no scene or message that prompts the user to hot swap a keyboard. Make sure that the game functions as expected even if the user does hot swap the keyboard.			
Software to be Tested	Software that supports a USB keyboard.			

Guideline Number	14.4	Category	USB Keyboard	Required
Test Item	Processing During Startup when a Keyboard is Required			
Test Method	Start the application and play the game without connecting a keyboard.			
Pass/Fail Determination Criteria	Passes if USBK_01 in the <i>Wii Message List</i> is displayed and shutdown occurs after waiting for user operation.			
Software to be Tested	Software that requires a USB keyboard.			

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