

# Wii Lotcheck Test Instructions

Version: 1.11

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and should be handled accordingly.**

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## Revision History

Version	Revision Date	Description
1.11	2008/11/12	<p>In Chapter 2:</p> <ul style="list-style-type: none"> <li>Removed the in-game startup sequence from the display items that must be checked in the Test Method of guideline 2.18 [North American, European, Australian, and Korean Versions] License Display of Licensee Titles. Also, removed "(Provisional Name)" from the package name.</li> </ul>
1.10	2008/11/05	<p>In Chapter 2:</p> <ul style="list-style-type: none"> <li>Added a note stating that the images in the <i>"Licensed by Nintendo" Screen Package for Wii (Provisional Name)</i> should be used in guideline 2.18 [North American, European, Australian, and Korean Versions] License Display of Licensee Titles.</li> <li>Mentioned the USB HID library in guideline 2.19 Using Firmware of Specified Versions. Changed the software to be tested from Revolution SDK 3.1 to Revolution SDK 3.2.</li> </ul> <p>In Chapter 4:</p> <ul style="list-style-type: none"> <li>Removed language requiring support for stereo output from guideline 4.1 Applying Wii System Sound Settings.</li> </ul> <p>In Chapter 6:</p> <ul style="list-style-type: none"> <li>Added guideline 6.25 Standardizing Aspect Ratios.</li> <li>Added guideline 6.26 Interlaced Display When Supporting Double-Strike Mode.</li> </ul> <p>In Chapter 7:</p> <ul style="list-style-type: none"> <li>Changed the name of guideline 7.1.7 from Upper Limit Value of the Control Stick and Button Analog Input Value to Taking Differences Between Analog Values from Buttons and Control Sticks into Account.</li> <li>Changed the name of guideline 7.1.8 from Analog Input Value Range of Control Stick and Button to Support for Analog Input Values Defined for Control Sticks and Buttons.</li> </ul> <p>In Chapter 8:</p> <ul style="list-style-type: none"> <li>Removed mention of NAND_10 from the Pass/Fail Determination for guideline 8.10 Timing for checking for the Number of Free Inodes and the Amount of Free Memory and guideline 8.11 Notification When the Number of Inodes or the Amount of Free Memory Is Insufficient.</li> </ul> <p>In Chapter 11:</p> <ul style="list-style-type: none"> <li>Added guideline 11.15 Displaying Messages Suited to Save Data Confirmation. In version 1.09, this was written in the Wii Lotcheck Test Instructions as Existence of Save Data Confirmation When the Wii Menu or Reset Button Is Pressed.</li> </ul> <p>In Chapter 13:</p> <ul style="list-style-type: none"> <li>Moved guideline 13.2.3 Which GGID to Use to guideline 13.1.4 Using GGIDs.</li> <li>Moved guideline 13.3.2 TGIDs Used by the MPDL Library to guideline 13.1.5 Using TGIDs. Changed the Test Method to always use Communications mode instead of Single-Card Play.</li> </ul> <p>In Chapter 15:</p> <ul style="list-style-type: none"> <li>Added this chapter, Wii Balance Board Accessory.</li> </ul>
1.09a	2008/08/11	Updated version number to correspond to <i>Wii Programming Guidelines</i> .
		<p>In Chapter 2:</p> <ul style="list-style-type: none"> <li>Updated Nintendo logo information in guideline 2.18 [North American, European, Australian, and Korean Versions] License Display of Licensee Titles.</li> </ul>
1.09	2008/07/18	<p>In Chapter 2:</p> <ul style="list-style-type: none"> <li>Updated guideline 2.15 [North American Version Only] Displaying the ESRB Online Rating Notice for Applications Using Network Features.</li> </ul>



Version	Revision Date	Description
		<ul style="list-style-type: none"> <li>Added "Korean" to Test Item and Software to Be Tested for guideline 2.18 [North American, European, Australian, and Korean Versions] License Display of Licensee Titles.</li> </ul>
		<p>In Chapter 3:</p> <ul style="list-style-type: none"> <li>Updated detailed content in Test Method and Pass/Fail Determination for guideline 3.2 Wii Game Disc Error Handling.</li> </ul>
		<p>In Chapter 6:</p> <ul style="list-style-type: none"> <li>Restored guideline 6.20 Check Before Switching to Progressive Display.</li> </ul>
		<p>In Chapter 7:</p> <ul style="list-style-type: none"> <li>Updated the item name of guideline 7.1.1 Display when Extension Controller Is Necessary to Display When a Controller Other Than the Wii Remote Is Necessary. Also updated the Pass/Fail Determination for this item.</li> <li>Added explanations related to flowcharts in the Pass/Fail Determination for guideline 7.1.3 Explanatory Message for Wii Remote Strap Use.</li> <li>Noted that buttons must be pressed simultaneously for three seconds in the Test Method for guideline 7.1.15 Do Not Use Origin Reset Command for Extension Controller Analog Input as Game Input.</li> <li>Added guideline 7.1.18 Handling of the Wii Remote Jacket.</li> <li>Updated the heading for guideline 7.3 from Nintendo GameCube™ Controller to Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets.</li> <li>Mentioned that buttons must be pressed simultaneously for three seconds in the Test Method for guideline 7.3.2 Use of Origin Reset Command as Game Input Prohibited. Also updated the Pass/Fail Determination for this guideline.</li> <li>Mentioned that buttons must be pressed simultaneously for three seconds in the Test Method for guideline 7.3.3 Support for Origin Reset Command.</li> <li>Updated the name of guideline 7.3.4 Hot Swapping Support for Nintendo GameCube Controller Socket Devices to Hot Swapping Support for Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets.</li> <li>Updated guideline 7.3.7 from Stopping Access to the Optical Disc Drive in Scenes Where the User is Urged to Insert or Remove the Nintendo GameCube Controller to Stopping Access to the Optical Disc Drive in Scenes Where the User Is Prompted to Insert Devices into or Remove Devices from the Nintendo GameCube Controller Sockets. Also, changed explanations in the Test Method and Pass/Fail Determination to apply to the Nintendo GameCube Controller Sockets.</li> <li>Added guideline 7.3.8 Prohibiting Applications That Require the Nintendo GameCube Controller.</li> <li>Added guideline 7.3.10 Restrictions on Peripheral Devices That Connect to the Nintendo GameCube Controller Socket.</li> <li>Added guideline 7.3.11 Providing Rumble Feature Settings.</li> </ul>
		<p>In Chapter 8:</p> <ul style="list-style-type: none"> <li>Updated the Pass/Fail Determination for guideline 8.20 Save Data Comments to be more detailed.</li> <li>Added information on files to the Test Method for guideline 8.22 Prohibition of Using Reserved Names.</li> </ul>
		<p>In Chapter 9:</p> <ul style="list-style-type: none"> <li>Added Use of the CARD Library.</li> </ul>
		<p>In Chapter 11:</p> <ul style="list-style-type: none"> <li>Added guideline 11.6 Support for HOME Menu by Classic Controllers.</li> <li>Explained how to display the icon in the Pass/Fail Determination for guideline 11.11 Display of the HOME Menu Disabled Icon.</li> </ul>

Version	Revision Date	Description
		<ul style="list-style-type: none"> <li>Added an item called Displaying Messages Suited to Save Data Confirmation.</li> </ul> <p><b>Note:</b> This item is not included in the <i>Wii Programming Guidelines</i>, but it must be followed.</p>
		<p>In Chapter 12:</p> <ul style="list-style-type: none"> <li>Added guideline 12.11.1 Processing Time Restrictions.</li> <li>Added guideline 12.11.2 Prohibiting Heavy Processing After System.beginRender().</li> <li>Added guideline 12.11.3 Preventing Icon Layout Adjustments From Dropping Frames While Rendering.</li> <li>Added guideline 12.11.4 Specifying the Layout Before Running Channel Script.</li> </ul>
		<p>In Chapter 14:</p> <ul style="list-style-type: none"> <li>Updated the Test Method for guideline 14.1.1 Support for Different Model Numbers According to Market and Language.</li> </ul>
1.08	2008/04/23	<p>In Chapter 2:</p> <ul style="list-style-type: none"> <li>Updated the Test Method for guideline 2.9 Prohibition of Development Support Libraries in Release Version.</li> <li>Added mention of audio to the Pass/Fail Determination for guideline 2.20 Time Restriction when Screen Is in Static State.</li> <li>Added guideline 2.21 Terminology and Image Specification.</li> <li>Added Standardized Terminology.</li> <li>Added guideline 2.22 Using the Time from the Wii System Clock.</li> <li>Added Procedure when Time of Wii System Clock Differs Greatly from Real Time.</li> </ul>
		<p>In Chapter 3:</p> <ul style="list-style-type: none"> <li>Standardized Japanese notation relating to fatal errors from katakana to roman letters in multiple places throughout the Test Instructions.</li> <li>Corrected the Test Method in guideline 3.9 Resetting and Shutting Down in Response to Fatal Errors.</li> </ul>
		<p>In Chapter 6:</p> <ul style="list-style-type: none"> <li>Deleted guideline 6.14 Maintaining Appropriate Video Output.</li> <li>Deleted guideline 6.20 Check Before Switching to Progressive Display.</li> </ul>
		<p>In Chapter 7:</p> <ul style="list-style-type: none"> <li>Added mention of the Wii Zapper accessory to the Pass/Fail Determination for guideline 7.1.3 Explanatory Message for Wii Remote Strap Use.</li> <li>Added guideline 7.4 Wii Zapper.</li> <li>Added guideline 7.4.1 Displaying the How to Hold the Wii Zapper Screen</li> </ul>
		<p>In Chapter 8:</p> <ul style="list-style-type: none"> <li>In the Pass/Fail Determination for guideline 8.2 Limits on Frequent Rewrites, updated all mentions of the <code>NANDSafe</code> series of APIs to the <code>NANDSimpleSafe</code> series.</li> <li>Corrected Save Data screen to save data management screen in the Test Method for guideline 8.9 Checking the Number of Free inodes and Amount of Free Memory Using <code>NANDCheck[Async]</code>.</li> <li>Moved the content of guideline 8.18 Save Banner File Creation to guideline 8.18.1 Timing of Creation. Also corrected Save Data screen to save data management screen.</li> <li>Added guideline 8.18.2 Check the Save Banner File.</li> <li>Corrected Save Data screen to save data management screen in the Test Method for guideline 8.20 Save Data Comments.</li> <li>Deleted guideline 8.27 [N. American Version Only] Considerations for Save Banners that Do Not Have Alpha Values Applied.</li> </ul>

Version	Revision Date	Description
		Deleted Chapter 9 Nintendo GameCube Memory Card.
		In Chapter 11, deleted mention of the HOME Menu implementation specification from the Pass/Fail Determination for guideline 11.1 Using the HOME Menu Library.
1.07a	2008/02/18	In Chapter 2, updated the Pass/Fail Determination for guideline 2.20 Time Restriction when Screen Is in Static State.
1.07	2008/02/08	In Chapter 2, changed guideline 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 and updated Test Item, Test Method, Pass/Fail Determination, and Software to Be Tested.
		In Chapter 8: <ul style="list-style-type: none"> <li>Revised the Pass/Fail Determination for guideline 8.4 Write Operation Display..</li> <li>Revised the Pass/Fail Determination for guideline 8.10 Timing for Checking the Number of Free inodes and the Amount of Free Memory and guideline 8.11 Notification when the Number of inodes or the Amount of Free Memory Is Insufficient.</li> </ul>
		In Chapter 14: <ul style="list-style-type: none"> <li>Revised the Test Method and Pass/Fail Determination for guideline 14.1.1 Support for Different Model Numbers According to Market and Language.</li> <li>Revised the Software to Be Tested for guideline 14.4 Processing During Startup when a Keyboard Is Required.</li> </ul>
1.06	2008/01/18	In Chapter 2: <ul style="list-style-type: none"> <li>Added guideline 2.19 Using Firmware of Specified Versions.</li> <li>Added guideline 2.20 Time Restriction when Screen Is in Static State.</li> </ul>
		In Chapter 3, changed the pass/fail determination criteria for guideline 3.8 Startup Disc Error Handling and guideline 3.9 Resetting and Shutting Down in Response to Fatal Errors.
		In Chapter 6: <ul style="list-style-type: none"> <li>Changed the test method for guideline 6.4 Settings and Display when Progressive Display Is Supported.</li> <li>Changed the pass/fail determination criteria for guideline 6.10 Settings and Display for EURGB60 Supported Applications.</li> <li>Changed the test method and pass/fail determination criteria for guideline 6.20 Check Before Switching to Progressive Display and guideline 6.21 Applying Screen Burn-In Reduction Setting.</li> </ul>
		In Chapter 7: <ul style="list-style-type: none"> <li>Changed the pass/fail determination criteria for guideline 7.1.3 Explanatory Message for Wii Remote Strap Use.</li> <li>Changed the test method and pass/fail determination criteria for guideline 7.1.5 Operations on the Unused Buttons.</li> <li>Changed the test item name of guideline 7.1.16 Handling Unsupported Extension Controllers to Processing Hot Swapping of Unsupported Extension Controllers.</li> <li>Changed the software to be tested for guideline 7.2.3 Disabling Pointer for Applications Without Pointer Function.</li> <li>Added guideline 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.</li> </ul>
		In Chapter 8: <ul style="list-style-type: none"> <li>Changed the test item name of guideline 8.7 Reset Handling to Handling Reset While Writing.</li> <li>Changed the pass/fail determination criteria of guideline 8.8 Data Unit for Users</li> </ul>

Version	Revision Date	Description
		<ul style="list-style-type: none"> <li>Added guideline 8.9 Checking the Number of Free inodes and Amount of Free Memory Using NANDCheck[Async].</li> <li>Changed the test method and pass/fail determination criteria for guideline 8.10 Timing for Checking the Number of Free inodes and the Amount of Free Memory and guideline 8.11 Notification when the Number of inodes or the Amount of Free Memory Is Insufficient.</li> </ul>
		In Chapter 11, changed the test method for guideline 11.8.2 Prohibition of Changing the Rumble Setting of the HOME Menu.
		In Chapter 13, changed the pass/fail determination criteria of guideline 13.3.2 TGIDs Used by the MPDL Library.
		Added Chapter 14 USB Keyboard.
1.05a	2007/10/02	In Chapter 7, updated guideline 7.2.25 Use of Function WPADSetSpeakerVolume Prohibited.
1.05	2007/09/10	General: Changed page setup.
		In Chapter 2, updated guideline 2.13 Prohibition of the Display of Health and Safety Warnings by Applications to specifically refer to health- and safety-related warning messages.
		In Chapter 7: <ul style="list-style-type: none"> <li>Updated guideline 7.1.1 Display when Extension Controller is Necessary.</li> <li>Revised guideline 7.1.17 Handling HOME.</li> </ul>
		In Chapter 8: <ul style="list-style-type: none"> <li>Updated guideline 8.10 Timing for Checking the Number of Free inodes and the Amount of Free Memory.</li> <li>Updated guideline 8.11 Notification when the Number of inodes or the Amount of Free Memory is Insufficient.</li> </ul>
		Added Chapter 13 Communications with Nintendo DS.
1.04	2007/06/22	In Chapter 2: <ul style="list-style-type: none"> <li>Revised guideline 2.10 from "Loop process for the Demo Screen" to "Guaranteeing Extended Operation of the Application."</li> <li>Revised guideline 2.18 License Display of Licensee Titles.</li> </ul>
		In Chapter 3: <ul style="list-style-type: none"> <li>Added guideline 3.9 Resetting and Shutting Down in Response to Fatal Errors</li> <li>Added guideline 3.10 Resetting and Shutting Down in Response to Disc Errors Other than Fatal Errors.</li> </ul>
		In Chapter 4: <ul style="list-style-type: none"> <li>Added guideline 4.1 Applying Wii System Sound Settings.</li> <li>Removed "Application of Wii Console System Sound Settings."</li> <li>Removed "Sound Output for Applications Supporting Multiple Sound Settings."</li> </ul>
		In Chapter 6: <ul style="list-style-type: none"> <li>Revised guideline 6.4 Settings and Display for Progressive Display Supported Application</li> <li>Revised guideline 6.10 Settings and Display for EURGB60 Supported Application.</li> </ul>
		In Chapter 7:

Version	Revision Date	Description
		<ul style="list-style-type: none"> <li>Updated guideline 7.1.1 Display when the external extension controller is required.</li> <li>Updated guideline 7.1.16 Handling unsupported external extension controllers.</li> <li>Added guideline 7.1.17 Handling HOME.</li> <li>Revised guideline 7.2.8 Message Display When Writing to Wii Remote Memory.</li> <li>Revised guideline 7.2.15 Displaying a Message when Overwriting Wii Remote Memory.</li> <li>Revised guideline 7.2.23 Message Displayed During Simple Pairing.</li> <li>Revised guideline 7.2.25 from "Independent Adjustment of Wii Remote Speaker Volume by Applications" to "Use of Function WPADSetSpeakerVolume Prohibited."</li> <li>Removed "Use of HOME," "Continuous Play on the Wii Remote Speaker," and "Display Format for Simple Pairing."</li> </ul>
		<p>In Chapter 8:</p> <ul style="list-style-type: none"> <li>Revised guideline 8.4 Write Operation Display.</li> <li>Revised guideline 8.10 Timing for Checking the Number of Free inodes and the Amount of Free Memory.</li> <li>Revised guideline 8.11 Notification when the Number of inodes or the Amount of Free Memory Is Insufficient.</li> <li>Added guideline 8.25 Prohibition of Usage Restrictions on Save Data Due to Wii Console-specific Information.</li> <li>Added guideline 8.27 [N. American Version Only] Considerations for Save Banners that Do Not Have Alpha Values Applied.</li> </ul>
		In Chapter 9, revised guideline 9.5 Errors Displayed when Memory Cards Cannot be Used.
		<p>In Chapter 10:</p> <ul style="list-style-type: none"> <li>Revised the chapter title to "Reset and Shutdown."</li> <li>Revised guideline 10.1 Wii Console RESET, 10.2 Wii Power Button, and 10.3 Resetting the Nintendo GameCube Controller Origin During Reset Operation.</li> <li>Revised guideline 10.6 from "Prohibition Against Using the Nintendo GameCube Controller Reset Command" to "Restrictions on Operations for Resets."</li> <li>Removed "Preparations for Use of the Reset and Shutdown Functions" and "Prohibition Against Using the Nintendo GameCube Controller Reset Command."</li> </ul>
		<p>In Chapter 11:</p> <ul style="list-style-type: none"> <li>Revised guideline 11.2 HOME Menu Display Triggers.</li> <li>Revised guideline 11.11 Display of HOME Menu Disabled Icon.</li> <li>Added guideline 11.8 Restrictions on Rumble Feature.</li> <li>Added guideline 11.8.1 Restrictions Due to the Rumble Setting of the HOME Menu.</li> <li>Added guideline 11.8.2 Prohibition of Changing the Rumble Setting of the HOME Menu.</li> <li>Added guideline 11.13 Sound Volume when Entering and Exiting the HOME Menu.</li> </ul>
		In Chapter 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	<p>In Chapter 7:</p> <ul style="list-style-type: none"> <li>Corrected terminology in "Pass/Fail Determination Criteria" for guideline 7.2.24.</li> <li>Revised "Handling +Control Pad Input" in guideline 7.1.</li> </ul>
1.03	2007/03/08	<p>In Chapter 6:</p> <ul style="list-style-type: none"> <li>Revised "Settings and Display for Progressive Display Supported Application."</li> <li>Revised "Settings and Display for Applications that Support 16:9 Screen Ratio Display."</li> <li>Revised "Checking the On-Screen Display During Application Startup."</li> <li>Revised "Check Before Switching to Progressive Display."</li> <li>Revised "Applying Screen Burn-in Reduction Setting."</li> </ul>

Version	Revision Date	Description
		<ul style="list-style-type: none"> <li>Revised "Restrictions for Non-Activation of Screen Burn-in Reduction."</li> </ul>
1.02	2007/02/23	<p>In Chapter 2:</p> <ul style="list-style-type: none"> <li>Revised "Compliance with Legal Rights Display."</li> <li>Revised "Deletion of Debug Information."</li> <li>Revised "Prohibition of Development Support Libraries in Release Version."</li> <li>Added "Prohibition of Warning Display by Applications."</li> <li>Added "[North America, Europe, and Australia] License Display of Licensee Titles."</li> <li>Deleted "Implementing Banners, Comments, and Icons."</li> <li>Moved "Disc Error Processing at Startup" to Chapter 3.</li> </ul> <p>In Chapter 3, added "Startup Disc Error Handling."</p> <p>In Chapter 4:</p> <ul style="list-style-type: none"> <li>Revised "Application of Wii Console System Sound Settings."</li> <li>Revised "Sound Output for Applications Supporting Multiple Sound Settings."</li> </ul> <p>In Chapter 6:</p> <ul style="list-style-type: none"> <li>Revised "Settings and Display for Progressive Display Supported Applications."</li> <li>Revised "PAL50 Support" and "Settings and Display for Applications That Support 16:9 Screen Ratio Display."</li> <li>Revised "Support for 4:3 Aspect Ratio."</li> <li>Revised "Checking the On-Screen Display During Application Startup."</li> <li>Revised "Check Before Switching To Progressive Display."</li> <li>Changed the Rank of "Applying Screen Burn-in Reduction Setting."</li> <li>Added "Restrictions for Non-Activation of Screen Burn-In Reduction."</li> </ul> <p>In Chapter 7:</p> <ul style="list-style-type: none"> <li>In guideline 7.1: <ul style="list-style-type: none"> <li>Revised "Display when Extension Controller Is Necessary."</li> <li>Revised "Explanatory Message for Wii Remote Strap Use."</li> <li>Revised "Handling +Control Pad Input."</li> <li>Revised "Analog Input Value Range of Controller Stick and Button."</li> <li>Revised "Regarding Applications that Support the Rumble Feature."</li> <li>Revised "Stopping Rumble Motor when Controller Not in Use."</li> <li>Revised "Do Not Use Origin Reset Command for Extension Controller Analog Input as Game Input."</li> </ul> </li> <li>Added "Handling Unsupported Extension Controllers."</li> <li>In guideline 7.2: <ul style="list-style-type: none"> <li>Revised "Handling HOME."</li> <li>Revised "Disabling Pointer for Applications Without Pointer Function."</li> <li>Revised "Disabling Pointer for Applications With Pointer Function."</li> <li>Revised "Prohibition of Simultaneous Use of Wii Remote Memory and Wii Remote Speaker."</li> <li>Revised Wii Remote Data Error Checking."</li> <li>Revised "Message Display when Writing to Wii Remote Memory."</li> <li>Revised "Displaying a Message when Overwriting Wii Remote Memory."</li> </ul> </li> <li>Added "Restrictions on Contents of Data Written to Wii Remote Memory."</li> <li>Added "Specification of Simple Pairing Procedure."</li> <li>Added "Message Displayed During Simple Pairing."</li> <li>Added "Display Format for Simple Pairing."</li> <li>Added "Independent Adjustment of Wii Remote Speaker Volume by Applications."</li> <li>In section 7.3, revised "Use of Origin Reset Command as Game Input Prohibited."</li> </ul>

Version	Revision Date	Description
		<p>In Chapter 8:</p> <ul style="list-style-type: none"> <li>Revised "Restrictions on Wii System Memory" and "Limits on Frequent Rewrites."</li> <li>Revised "Write Operation Display."</li> <li>Revised "Data Unit for Users."</li> <li>Revised "Checking the Number of Free inodes and the Amount of Free Memory Using NANDCHECK[Async]."</li> <li>Revised "Timing for Checking the Number of Free inodes and the Amount of Free Memory."</li> <li>Revised "Do Not Change Created File Size."</li> <li>Added "Prohibition of Creating Files or Directories Without Owner Read Permission."</li> <li>Added "Prohibition of Frequent Read Access."</li> <li>Added "Save Banner File Creation."</li> <li>Added "Save Data Comments."</li> <li>Added "Prohibition of Using Reserved Names."</li> <li>Added "Precautions Regarding the nocopy Directory."</li> </ul> <p>In Chapter 9:</p> <ul style="list-style-type: none"> <li>Revised "Use of Write Functions Prohibited."</li> <li>Revised "Limit on Accessible Memory Card Files."</li> </ul> <p>In Chapter 10:</p> <ul style="list-style-type: none"> <li>Revised "Wii Power Button."</li> <li>Revised "Resetting the Nintendo GameCube Controller Origin During Reset Operations."</li> </ul> <p>In Chapter 11, added the chapter "HOME Menu."</p> <p>In Chapter 12, added the chapter "Icons and Banners."</p>
1.01	2006/10/16	<p>In Chapter 4:</p> <ul style="list-style-type: none"> <li>Revised "Method for reflecting Wii console sound settings."</li> </ul> <p>In Chapter 6:</p> <ul style="list-style-type: none"> <li>Revised the ranking of "Loading and displaying settings when supporting EU RGB60."</li> <li>Added "Checking the on-screen display at application startup."</li> <li>Added "Check before switching to progressive display."</li> </ul> <p>In Chapter 7:</p> <ul style="list-style-type: none"> <li>Revised "Display of a screen explaining strap use."</li> <li>Deleted "Support for changing the distance between the Wii Remote and the sensor bar."</li> <li>Deleted "Handling stops in sound as a means of preventing sound breaks."</li> </ul> <p>In Chapter 8, revised "Display during writes."</p> <p>In Chapter 10:</p> <ul style="list-style-type: none"> <li>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."</li> </ul>
1.00	2006/10/07	Initial version.

# 1 Introduction

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

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

The information in this document supports the current *Wii Programming Guidelines*, Version 1.11. However, guidelines are frequently revised. Always confirm that you have the most recent version of the guidelines.

## 1.1 Test Item Table

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The tables of test items are set up as follows.

### 1.1.1 Guideline Number

This is the number assigned to the individual test item. These numbers correspond to the *Wii Programming Guidelines* items.

### 1.1.2 Category

This classifies the guidelines according to function and other criteria.

### 1.1.3 Importance

The following terms indicate the levels of importance for each test requirement.

**[Required]**                Items that must be implemented

**[Recommended]**        Items that should be implemented

### 1.1.4 Test Item

This gives the item's title, which describes the intent of the test.

### 1.1.5 Test 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.



**1.1.6 Pass/Fail Determination**

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

**1.1.7 Software to Be Tested**

This row indicates which contents of the test item need to be verified for the software. For example, if "Software that uses a library tool that requires rights display" is written in this row, software that uses a library tool requiring rights display needs to be tested, but software that does not use such a library tool does not need to perform the test for this test item.

## 2 All

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

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

<b>Guideline Number</b>	<b>2.9</b>	<b>Category</b>	All	<b>Required</b>
<b>Test Item</b>	Prohibition of Development Support Libraries in Release Version			
<b>Test Method</b>	Confirm this by using the SDK Version Check Tool.			
<b>Pass/Fail Determination</b>	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.			
<b>Software to Be Tested</b>	All software.			

<b>Guideline Number</b>	<b>2.10</b>	<b>Category</b>	All	<b>Required</b>
<b>Test Item</b>	Guaranteeing Extended Operation of the Application			
<b>Test Method</b>	Begin play after displaying the demo screen or title screen for 24 hours.			
<b>Pass/Fail Determination</b>	Passes if the game can be played normally without any problem (such as crashing).			
<b>Software to Be Tested</b>	All software.			

Guideline Number	2.13	Category	All	Required
<b>Test Item</b>	Prohibition of Health and Safety Warning Display by Applications			
<b>Test Method</b>	Start the game and play it.			
<b>Pass/Fail Determination</b>	Passes if there is no display of warning screens regarding health and safety under any circumstances.			
<b>Software to Be Tested</b>	All software.			

Guideline Number	2.15	Category	All	Required
<b>Test Item</b>	[North American Version Only] Displaying the ESRB Online Rating Notice for Applications Using Network Features			
<b>Test Method</b>	Start the game and use the network features.			
<b>Pass/Fail Determination</b>	<p>If applications released in the U.S. market that are subject to ESRB rating have unrestricted communication between users during a network connection and/or allow users to send and receive elements (user-generated data, etc.) not rated by ESRB, it will be noted as a requirement on the "ESRB Rating Certificate" to display the ESRB Online Rating Notice. If the display of the notice is required by ESRB, see the ESRB website (<a href="https://www.esrb.org/">https://www.esrb.org/</a>) to confirm the detailed ESRB requirements (see ESRB ARC Manual) and display the notice.</p> <p>As noted in the ESRB rules, ensure that the display is highly visible, easy to read, and complies with all 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>			
<b>Software to Be Tested</b>	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
<b>Test Item</b>	[North American, European, Australian, and Korean Versions] License Display of Licensee Titles			
<b>Test Method</b>	Check the Channel Banner screen.			
<b>Pass/Fail Determination</b>	<p>Passes if the "Licensed by Nintendo" image included in the <i>"Licensed by Nintendo" Screen Package for Wii</i> is displayed in the Channel Banner screen for at least one second.</p> <p><b>Note:</b> Through December 31, 2008, also passes if only the words "Licensed by Nintendo" are displayed or if this information is displayed during the game's startup sequence.</p>			
<b>Software to Be Tested</b>	North American, European, Australian, and Korean 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	<p>Passes if the game uses extension firmware when either Revolution SDK Extensions (hereafter, "RevoEX"), Revolution DWC (hereafter, "DWC"), or the USB HID library is used.</p> <p>Passes if the game uses standard firmware when neither of these libraries is used.</p> <p><b>Note:</b> Check the readme included in Revolution SDK for which version of firmware is standard firmware and which is extension firmware.</p> <p><b>Note:</b> 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	<p>All software developed in a Revolution SDK 3.2 or later environment.</p> <p><b>Note:</b> The following software can be submitted until February 28, 2009, and will also be tested: disc titles developed using Revolution SDK 3.1 patch 3 or 4, and WiiWare titles developed using Revolution SDK 3.1 patch 4.</p>			

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	<p>The screen display must not be static for 10 seconds or more. If more time is needed for loading game information, an animated display can be used, but the total time must not exceed 25 seconds.</p> <p>Passes if there are no static screens that continue for 10 seconds or more and if the combined static and animated screen time does not exceed 25 seconds.</p> <p><b>Note:</b> However, the game also passes if it is possible to confirm changes to the screen or audio caused by using the controller.</p>			
Software to Be Tested	All software.			

## 2.1 Terminology and Image Specifications

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Guideline Number	2.21.1	Category	All	Required
Test Item	Standardized Terminology			
Test Method	Run through the game in each game mode and confirm the terminology that is used.			
Pass/Fail Determination	Passes if the names for the Wii console and its parts, terms relating to operations, names for peripherals, and other names conform to <i>Wii Terminology</i> .			
Software to Be Tested	All software.			

## 2.2 Using the Time from the Wii System Clock

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<b>Guideline Number</b>	<b>2.22.1</b>	<b>Category</b>	All	<b>Required</b>
<b>Test Item</b>	Procedure When Time of Wii System Clock Differs Greatly from Real Time			
<b>Test Method</b>	(1) Play the game with the system clock set accurately and create save data. (2) On the time-setting screen, set the Wii system clock far behind or far ahead of the actual time. (3) Enter the game again and play starting from the save data.			
<b>Pass/Fail Determination</b>	Passes if the game can be played normally even when the Wii system clock time differs greatly from the actual time.			
<b>Software to Be Tested</b>	Software that uses the Wii system clock's time.			

### 3 Wii Game Discs and Drive

Guideline Number	3.2	Category	Wii Game Discs and Drive	Required
Test Item	Wii Game Disc Error Handling			
Test Method	(1) Use RVT-H Reader (available for purchase) to create <b>Fatal</b> and <b>Retry</b> errors, and RVT-R Reader (available for purchase) to create <b>No disc</b> and <b>Wrong disc</b> errors. (2) Eject the disc and then reinsert the correct disc.			
Pass/Fail Determination	In method (1), the correct error message must be displayed. The messages from the <i>Wii Message List</i> for <b>Fatal</b> and <b>Retry</b> errors must appear verbatim with no changes. In method (2), the game must resume normal operations for <b>Retry</b> , <b>No disc</b> , and <b>Wrong disc</b> errors, but execution must stop for a <b>Fatal</b> error. Passes if these conditions are met for both methods (1) and (2).			
Software to Be Tested	All software.			

Guideline Number	3.4	Category	Wii Game 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	Passes if the software starts without any problems. Passes if inserting a disc that cannot yet be played due to the game progress results in executing some program, such as displaying a warning message similar to the DISC_06 message on the <i>Wii Message List</i> .			
Software to Be Tested	Software with multiple disc sets.			

Guideline Number	3.8	Category	Wii Game Discs and Drive	Required
Test Item	Startup Disc Error Handling			
Test Method	Use RVT-H Reader (available for purchase) to create <b>Fatal</b> and <b>Retry</b> errors, and RVT-R Reader (available for purchase) to create <b>No disc</b> and <b>Wrong disc</b> errors.			
Pass/Fail Determination	Passes if an error handling routine for disc is included in a program loaded with the Wii Menu. Note that if a disc error is generated while the Wii Menu is loading a program, everything is processed as a fatal error.			
Software to Be Tested	All software.			

Guideline Number	3.9	Category	Wii Game Discs and Drive	Required
<b>Test Item</b>	Resetting and Shutting Down in Response to Fatal Errors			
<b>Test Method</b>	<p>When sending a fatal error with RVT-H Reader:</p> <p>(1) At the error screen, provide input to the software using all supported controllers.</p> <p>(2) At the error screen, press RESET and the Power Button (both on the Wii console and the Wii Remote).</p> <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>			
<b>Pass/Fail Determination</b>	Passes if the error message is displayed and all input has no effect.			
<b>Software to Be Tested</b>	All software.			

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

## 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:</p> <p>Set the sound setting of the Wii console to monaural, stereo, and surround, respectively, and 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:</p> <p>Set the sound setting of the Wii console to monaural, stereo, and surround, respectively, and then check the in-game sound.</p>			
Pass/Fail Determination	<p>For software that has a unique in-game sound settings menu:</p> <p>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:</p> <p>Passes if the game sound settings always reflect the Wii console sound settings.</p>			
Software to Be Tested	All software.			



## 6 Video

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

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

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

Guideline Number	6.16	Category	Video	Required
<b>Test Item</b>	Settings and Display for Applications That Support the 16:9 Aspect Ratio Display			
<b>Test Method</b>	<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 then 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>			
<b>Pass/Fail Determination</b>	Passes if the aspect ratio reflects the Wii options and the image is displayed without distortion.			
<b>Software to Be Tested</b>	Software that supports 16:9 aspect ratio.			

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

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

Guideline Number	6.20	Category	Video	Required
<b>Test Item</b>	Check Before Switching to Progressive Display			
<b>Test Method</b>	<p>A.</p> <ol style="list-style-type: none"> <li>(1) Connect the Wii console to a television using either a Wii D-Terminal cable or a Wii Component Video cable. Configure the Wii System Settings to use progressive display and then turn off the console.</li> <li>(2) Replace the video cable with a Wii AV cable, connect the Wii console to the television, and start the game.</li> </ol> <p>B.</p> <ol style="list-style-type: none"> <li>(1) Configure the Wii System Settings to use interlaced display and then turn off the console.</li> <li>(2) Connect the Wii console to the television using either a Wii D-Terminal cable or a Wii Component Video cable and start the game.</li> </ol> <p><b>Display Options:</b></p> <ul style="list-style-type: none"> <li>• For Japan: Interlaced or progressive display.</li> <li>• For North America: <b>Standard TV (480i)</b> or <b>EDTV or HDTV (480p)</b>.</li> <li>• For Europe and Australia: <b>50 Hz (576i)</b>, <b>60 Hz (480i)</b>, or <b>EDTV / HDTV (480p)</b>.</li> </ul>			
<b>Pass/Fail Determination</b>	Passes if the game screen is displayed in interlaced mode for both case <b>A</b> and <b>B</b> above.			
<b>Software to Be Tested</b>	Software that supports progressive display.			

Guideline Number	6.21	Category	Video	Required
<b>Test Item</b>	Applying Screen Burn-In Reduction Setting			
<b>Test Method</b>	<p>Turn on screen burn-in reduction in Wii System Settings and allow the system to sit undisturbed during gameplay without operating a controller for the set time limit, and then:</p> <ol style="list-style-type: none"> <li>(1) Check that screen brightness is reduced by activation of the screen burn-in reduction feature.</li> <li>(2) Confirm that screen burn-in reduction is canceled when connecting a Wii Remote, and using any supported accessories or extension controllers (such as a Nintendo GameCube Controller or Wii Balance Board).</li> </ol> <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> <ol style="list-style-type: none"> <li>(1) Check that an appropriate video image is prepared for televisions with aspect ratios of 4.3 and 16.9.</li> <li>(2) Check that display of all pixels that are output from the Wii console changes.</li> </ol>			
<b>Pass/Fail Determination</b>	<p>Passes if you can confirm that screen burn-in reduction settings (ON/OFF) are being reflected.</p> <p><b>Note:</b> If the game includes a scene that requires the screen burn-in reduction feature to be disabled, the game passes as long as (a) and (b) are satisfied.</p>			
<b>Software to Be Tested</b>	All software.			

Guideline Number	6.25	Category	Video	Required
<b>Test Item</b>	Standardizing Aspect Ratios			

Guideline Number	6.25	Category	Video	Required
<b>Test Method</b>	(1) Configure the Wii console to use a 4:3 aspect ratio and start the game. (2) Check the aspect ratio of the displayed game screen, Strap Usage screen, HOME Menu, and so on <sup>1</sup> . (3) Configure the Wii console to use a 16:9 aspect ratio and start the game. (4) Check the aspect ratio of the displayed game screen, Strap Usage screen, HOME Menu, and so on <sup>1</sup> . <sup>1</sup> All packages provided by Nintendo and used by the game. Currently, this includes only the Strap Usage screen, the HOME Menu, and the Wii Zapper Usage screen (follow the instructions in the <i>Wii Zapper Usage Screens</i> package to display the Wii Zapper Usage screen).			
<b>Pass/Fail Determination</b>	Step (2) passes if the game screen, Strap Usage screen, HOME Menu, and so on <sup>1</sup> are standardized to images using the 4:3 aspect ratio. Step (4) passes if the game screen, Strap Usage screen, HOME Menu, and so on <sup>1</sup> are standardized to images using the 16:9 aspect ratio for software that supports the 16:9 aspect ratio, or to images using the 4:3 aspect ratio for software that supports <i>only</i> the 4:3 aspect ratio.			
<b>Software to Be Tested</b>	All software.			

Guideline Number	6.26	Category	Video	Required
<b>Test Item</b>	Interlaced Display When Supporting Double-Strike Mode			
<b>Test Method</b>	Check that the source code supports interlaced display.			
<b>Pass/Fail Determination</b>	Passes if there is support for interlaced display.			
<b>Software to Be Tested</b>	Software that supports double-strike mode (progressive scan mode).			

## 7 Controllers

### 7.1 All Controllers

Guideline Number	7.1.1	Category	All Controllers	Required
<b>Test Item</b>	Display When a Controller Other Than the Wii Remote Controller Is Necessary			
<b>Test Method</b>	Play the game.			
<b>Pass/Fail Determination</b>	<p>Passes if an icon or message such as CONT_01 or CONT_02 from the <i>Wii Message List</i> is displayed at startup or before using the controller in the game. (When two or more types of controllers are necessary, the software passes if this information is displayed for each type of controller.)</p> <p><b>Note:</b> However, if the controller is an extension controller that connects to the Wii Remote and has been confirmed to be connected, display of this message is optional.</p>			
<b>Software to Be Tested</b>	Software that requires controllers other than the Wii Remote.			

Guideline Number	7.1.3	Category	All Controllers	Required
<b>Test Item</b>	Explanatory Message for Wii Remote Strap Use			
<b>Test Method</b>	<p>For Japan: Verify that an appropriate screen is displayed.</p> <p>For North America and Europe: Select each language supported by the Wii console and verify that the appropriate screen is displayed for each setting.</p>			
<b>Pass/Fail Determination</b>	<p>For Japan: Passes if images and text (Japanese) included in the Strap Usage Screen package are used and displayed in compliance with the flowchart.</p> <p>For North America and Europe: Passes if images and text included in the Strap Usage Screen package are used in the language set on the Wii console (not the one set inside the game), in compliance with the flowchart.</p> <p><b>Note:</b> Be sure the Strap Usage screen is displayed immediately after startup.</p> <p><b>Note:</b> For software supporting the Wii Zapper accessory, see guideline 7.4.1 Displaying the Wii Zapper Usage Screen <b>[Required]</b>.</p>			
<b>Software to Be Tested</b>	All software.			

Guideline Number	7.1.4	Category	All Controllers	Required
<b>Test Item</b>	Handling +Control Pad Input			
<b>Test Method</b>	<p>Perform the following operations during a game.</p> <p>When supporting the Classic Controller:</p> <ol style="list-style-type: none"> <li>(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.</li> <li>(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.</li> </ol> <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><b>Note:</b> 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 <a href="mailto:support@noa.com">support@noa.com</a> to learn how to make one.</p> <p><b>Note:</b> When supporting an external extension controller with built-in +Control Pad (other than a Classic Controller):</p> <ol style="list-style-type: none"> <li>(1) Press the right and down buttons of the +Control Pad on the Wii Remote at the same time as the left and up buttons of the +Control Pad on the extension controller.</li> <li>(2) Press the left and up buttons of the +Control Pad on the Wii Remote at the same time as the right and down buttons of the +Control Pad on the extension controller.</li> </ol>			
<b>Pass/Fail Determination</b>	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.			
<b>Software to Be Tested</b>	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
<b>Test Item</b>	Operations on the Unused Buttons			
<b>Test Method</b>	<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>			
<b>Pass/Fail Determination</b>	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.			
<b>Software to Be Tested</b>	All software.			

Guideline Number	7.1.7	Category	All Controllers	Required
<b>Test Item</b>	Taking Differences Between Analog Values from Buttons and Control Sticks into Account			
<b>Test Method</b>	<p>Play using the normal controller(s) specified for the game. Play in an area of the game where the input action increases as the Control Stick is moved toward the edge (for example, a character that runs faster as the Control Stick is moved outward).</p> <p>This should be checked for each feature that changes depending on how far the Control Stick is pressed.</p>			
<b>Pass/Fail Determination</b>	Passes if the full input is available within the Control Stick's normal range of motion.			
<b>Software to Be Tested</b>	All software.			

Guideline Number	7.1.8	Category	All Controllers	Required
<b>Test Item</b>	Support for Analog Input Values Defined for Control Sticks and Buttons			
<b>Test Method</b>	<p>(1) Power on the game and sync the Wii Remote.</p> <p>(2) With the Nunchuk controller unplugged, hold the Control Stick all the way in one direction, and connect the Nunchuk to the Remote. Verify that the Control Stick is out of calibration.</p> <p>(3) Push in the opposite direction from where the center is now set.</p> <p>(4) Ensure that the game operates properly now that the Control Stick is pushed beyond the normal range.</p> <p>(5) Repeat steps 1-4 for several directions on the Control Stick.</p>			
<b>Pass/Fail Determination</b>	Passes if no bug manifests itself even if the Control Stick is out of calibration.			
<b>Software to Be Tested</b>	Software that supports the Nunchuk or the Classic Controller.			

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

Guideline Number	7.1.11	Category	All Controllers	Required
<b>Test Item</b>	Stopping Rumble Motor When Controller Not in Use			
<b>Test Method</b>	<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 RESET 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>			
<b>Pass/Fail Determination</b>	Passes if items (1) through (4) are confirmed.			
<b>Software to Be Tested</b>	Software that supports the Rumble Feature.			

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

Guideline Number	7.1.16	Category	All Controllers	Required
<b>Test Item</b>	Processing Hot Swapping of Unsupported Extension Controllers			
<b>Test Method</b>	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 <i>Revolution SDK 2.4 Patch 6</i> ).			
<b>Pass/Fail Determination</b>	<p>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.</p> <p>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.</p>			
<b>Software to Be Tested</b>	All software.			



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	Passes if no game-specific functions are assigned to HOME.			
Software to Be Tested	All software.			

Guideline Number	7.1.18	Category	All Controllers	Required
Test Item	Handling of the Wii Remote Jacket			
Test Method	Refer to Tables 7-1 and 7-2 in the <i>Wii Programming Guidelines</i> to determine the category that covers the game being developed.			
Pass/Fail Determination	Passes if the corresponding items in Table 7-1 and 7-2 are followed, according to the category of the software.			
Software to Be Tested	All software.			

## 7.2 Wii Remote Controller

Guideline Number	7.2.3	Category	Wii Remote Controller	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	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 Controller	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	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 using the pointer.			

Guideline Number	7.2.5	Category	Wii Remote Controller	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	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 Controller	Required
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Guideline Number	7.2.6	Category	Wii Remote Controller	Required
Test Item	Restriction on Contents of Data Written to Wii Remote Memory			
Test Method	Save to Wii Remote memory.			
Pass/Fail Determination	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 Controller	Required
Test Item	Wii Remote Data Error Checking			
Test Method	Verify the error checking mechanism in the source. Use the Wii Remote memory check tool (available on warioworld.com) to check how the game is handling corrupted game data in Wii Remote memory.			
Pass/Fail Determination	Passes if error checking (Example: 3884 Byte + 4 Byte checksum) is being used and if CONT_05 from the <i>Wii Message List</i> is displayed in the case of an error.			
Software to Be Tested	Software that uses Wii Remote memory.			

Guideline Number	7.2.8	Category	Wii Remote Controller	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	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.			

<b>Guideline Number</b>	<b>7.2.12</b>	<b>Category</b>	Wii Remote Controller	<b>Required</b>
<b>Test Item</b>	Data Compatibility for the Same Application Using Wii Remote Memory			
<b>Test Method</b>	(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.			
<b>Pass/Fail Determination</b>	Passes if the save data is compatible regardless of the version.			
<b>Software to Be Tested</b>	Software that uses Wii Remote memory and that will include post-release updates.			

<b>Guideline Number</b>	<b>7.2.15</b>	<b>Category</b>	Wii Remote Controller	<b>Required</b>
<b>Test Item</b>	Displaying a Message When Overwriting Wii Remote Memory			
<b>Test Method</b>	Try storing data in Wii Remote memory and then overwrite that data with other game data.			
<b>Pass/Fail Determination</b>	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.			
<b>Software to Be Tested</b>	Software that uses Wii Remote memory.			

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

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

Guideline Number	7.2.25	Category	Wii Remote Controller	Required
<b>Test Item</b>	Use of Function WPADSetSpeakerVolume Prohibited			
<b>Test Method</b>	<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 and 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><b>Note:</b> 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>			
<b>Pass/Fail Determination</b>	Passes if there is no change in the Wii Remote's speaker volume setting.			
<b>Software to Be Tested</b>	All software.			

### 7.3 Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets

Guideline Number	7.3.2	Category	Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets	Required
<b>Test Item</b>	Use of Origin Reset Command as Game Input Prohibited			
<b>Test Method</b>	Verify that there is no command input when the X Button, Y Button, and START/PAUSE are pressed simultaneously for three seconds on the Nintendo GameCube Controller during gameplay.			
<b>Pass/Fail Determination</b>	Passes if the origin reset command for the Nintendo GameCube controller is not used as a game-specific input command.			
<b>Software to Be Tested</b>	Software that supports the Nintendo GameCube Controller.			

Guideline Number	7.3.3	Category	Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets	Required
<b>Test Item</b>	Support for Origin Reset Command			
<b>Test Method</b>	Press the X Button, Y Button, and START/PAUSE on the Nintendo GameCube Controller simultaneously for three seconds during gameplay.			
<b>Pass/Fail Determination</b>	Passes if the origin is reset correctly and the game can be played normally.			
<b>Software to Be Tested</b>	Software that supports the Nintendo GameCube Controller.			

Guideline Number	7.3.4	Category	Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets	Required
<b>Test Item</b>	Hot Swapping Support for Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets			
<b>Test Method</b>	(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.			
<b>Pass/Fail Determination</b>	Passes if (1) and (2) are verified with no problems.			
<b>Software to Be Tested</b>	Software that supports devices that can be plugged into the Nintendo GameCube Controller Sockets.			

Guideline Number	7.3.7	Category	Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets	Required
<b>Test Item</b>	Stopping Access to the Optical Disc Drive in Scenes Where the User Is Prompted to Insert Devices into or Remove Devices from the Nintendo GameCube Controller Sockets			
<b>Test Method</b>	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 device that connects to the Nintendo GameCube Controller Sockets.			
<b>Pass/Fail Determination</b>	Passes if the optical disc drive is not accessed at points where the user is prompted to plug in or unplug a device that connects to the Nintendo GameCube Controller Sockets.			
<b>Software to Be Tested</b>	Software that supports the Nintendo GameCube Controller.			

<b>Guideline Number</b>	<b>7.3.8</b>	<b>Category</b>	Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets	<b>Required</b>
<b>Test Item</b>	Prohibiting Applications That Require the Nintendo GameCube Controller			
<b>Test Method</b>	Play the game normally.			
<b>Pass/Fail Determination</b>	Passes if the game can be played without using the Nintendo GameCube Controller.			
<b>Software to Be Tested</b>	All software.			

<b>Guideline Number</b>	<b>7.3.10</b>	<b>Category</b>	Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets	<b>Required</b>
<b>Test Item</b>	Restrictions on Peripheral Devices That Connect to the Nintendo GameCube Controller Socket			
<b>Test Method</b>	Play the game using a Wii-specific peripheral device (such as the Wii Remote, Nunchuk, or Classic Controller)			
<b>Pass/Fail Determination</b>	Passes if the game can be controlled using a Wii-specific peripheral device, in the same way as using a peripheral device other than the Nintendo GameCube Controller that connects to a Nintendo GameCube Controller Socket.			
<b>Software to Be Tested</b>	Software that supports peripheral devices that connect to the Nintendo GameCube Controller Sockets.			

<b>Guideline Number</b>	<b>7.3.11</b>	<b>Category</b>	Peripheral Devices That Connect to the Nintendo GameCube Controller Sockets	<b>Required</b>
<b>Test Item</b>	Providing Rumble Feature Settings			
<b>Test Method</b>	(1) Turn on the in-game Rumble option for the Nintendo GameCube Controller, and play a part of the game that uses the Rumble Feature. (2) Turn off the Rumble option and play a part of the game that uses the Rumble Feature.			
<b>Pass/Fail Determination</b>	Passes if the controller behaves as configured.			
<b>Software to Be Tested</b>	Software that uses the Rumble Feature for the Nintendo GameCube Controller.			

## 7.4 Wii Zapper Accessory

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<b>Guideline Number</b>	<b>7.4.1</b>	<b>Category</b>	Wii Zapper Accessory	<b>Required</b>
<b>Test Item</b>	Displaying the Wii Zapper Usage Screen			
<b>Test Method</b>	Start the game.			
<b>Pass/Fail Determination</b>	Passes if the Wii Zapper Usage screen is displayed immediately after the Strap Usage screen.			
<b>Software to Be Tested</b>	Software that supports the Wii Zapper.			

## 8 Wii Console NAND Memory

Guideline Number	8.1	Category	Wii Console NAND Memory	Required
Test Item	Restrictions on Wii Console NAND Memory			
Test Method	(1) Use the <code>Ncheck</code> tool to check the amount of available memory and number of inodes. (2) Create as many save files as are allowed by the application. (3) Use the <code>Ncheck</code> tool to check the number of inodes and user blocks being consumed.			
Pass/Fail Determination	(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 <code>/tmp</code> observes a maximum size limit of 40 MB and that the maximum number of files/directories for <code>/tmp</code> is 64. Presently, the only way to verify this is to check for problems at the source level.			
Software to Be Tested	All software.			

Guideline Number	8.2	Category	Wii Console NAND Memory	Required
Test Item	Limits on Frequent Rewrites			
Test Method	When using automatic save, check that write operations are performed no more than once per minute.			
Pass/Fail Determination	Passes if the frequency of write operations when using auto save is about once per minute or longer. Passes if write operations are once per four minutes or longer when one of the <code>NANDSimpleSafe</code> series of APIs is being used for auto save. 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 Console NAND Memory	Required
Test Item	Write Operation Display			
Test Method	Check the source for the timing that save data is written.			
Pass/Fail Determination	Passes if, when writing 1 MB (64 FS blocks) or more of save data, a message similar to <code>NAND_09</code> 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.			



Guideline Number	8.5	Category	Wii Console NAND Memory	Required
<b>Test Item</b>	Data Compatibility Within the Same Program			
<b>Test Method</b>	(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.			
<b>Pass/Fail Determination</b>	Passes if save data is mutually compatible regardless of the version.			
<b>Software to Be Tested</b>	Software that will include post-release updates.			

Guideline Number	8.7	Category	Wii Console NAND Memory	Required
<b>Test Item</b>	Handling Reset While Writing			
<b>Test Method</b>	(1) Ensure that no save data is present in Wii console NAND memory and that the HOME directory for the application being tested has been taken into account. (2) Use the Ncheck tool to check the amount of available memory and number of files. (3) Start the game and press RESET during the initial save (file type + Banner). (4) Use the Ncheck tool to check the amount of memory and files consumed. (5) Start the game and press RESET when overwriting the previously created file. <b>Note:</b> For games that create multiple file types, repeat for all files.			
<b>Pass/Fail Determination</b>	Passes if reset processing is performed after writing to Wii console NAND memory was finished and the save was completed correctly.			
<b>Software to Be Tested</b>	All software.			

Guideline Number	8.8	Category	Wii Console NAND Memory	Required
<b>Test Item</b>	Data Unit for Users			
<b>Test Method</b>	When there is insufficient memory, check the messages in the game and the error message.			
<b>Pass/Fail Determination</b>	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. <b>Note:</b> 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.			
<b>Software to Be Tested</b>	All software.			

Guideline Number	8.9	Category	Wii Console NAND 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"><li>(1) Using the <code>Ncheck</code> tool, check the amount of free memory and number of free inodes before creating a save file.</li><li>(2) Create a save file for the application when you have plenty of free memory and free inodes.</li><li>(3) Run the <code>Ncheck</code> tool again and check the amount of memory and number of inodes actually used by the application.</li><li>(4) Delete the save file for the application in question on the save data management screen on the Wii Menu.</li><li>(5) Run the <code>Ncheck</code> tool again and adjust the available amount of memory and number of inodes in Wii system memory to match the amount actually consumed by the application.</li><li>(6) Try creating a save file using the application.</li></ol> <p><b>Note:</b> System Menus 1.0, 2.0, 2.2, 3.2, and 3.3 permanently store the HOME directory for the application when it is first booted. System Menus 3.0 and 3.1 erase the HOME directory when the application's save data is deleted. If you are testing with System Menus 3.0 and 3.1, ensure that the game is booted without saving any data in order to account for this hidden directory.</p>			
Pass/Fail Determination	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.			

Guideline Number	8.10 and 8.11	Category	Wii Console NAND Memory	Required
<b>Test Item</b>	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			
<b>Test Method</b>	<p>(1) Using the <code>Ncheck</code> tool, set the amount of free memory in Wii system memory to the following:</p> <ul style="list-style-type: none"> <li>• A value one less than the minimum that the target game requires to save, and then initiate a game mode that allows save data to be saved.</li> <li>• A value of zero, and then initiate a game mode that allows save data to be saved.</li> <li>• A value of one, and then initiate a game mode that allows save data to be saved.</li> </ul> <p>(2) Set the amount of free inodes in Wii system memory to:</p> <ul style="list-style-type: none"> <li>• A value one less than the minimum that the target game requires to save, and then initiate a game mode that allows save data to be saved.</li> <li>• A value of zero, and then initiate a game mode that allows save data to be saved.</li> <li>• A value of one, and then initiate a game mode that allows save data to be saved.</li> </ul> <p>(3) Set both the amount of free memory and the number of inodes in Wii system memory to:</p> <ul style="list-style-type: none"> <li>• A value one less than the minimum that the target game requires to save, and then initiate a game mode that allows save data to be saved.</li> <li>• A value of zero, and then initiate a game mode that allows save data to be saved.</li> <li>• A value of one, and then initiate a game mode that allows save data to be saved.</li> </ul> <p>(4) If the game's specifications allow multiple files to be saved, repeat the above procedures for each additional file.</p>			
<b>Pass/Fail Determination</b>	<p>(1) Before playing the game, be sure that an appropriate message for informing the user that there is not enough memory, such as NAND_02, is displayed. Also, provide a way to return to the Data Management screen on the Wii Menu.</p> <p>(2) Before playing the game, be sure that an appropriate message for informing the user that there are not enough inodes, such as NAND_03, is displayed (see Note 1). Also, provide a way to return to the Data Management screen on the Wii Menu.</p> <p>(3) Before playing the game, be sure that a message for informing the user that there is not enough memory, such as NAND_02, is displayed (see Note 2). Also, provide a way to return to the Data Management screen on the Wii Menu.</p> <p>(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.</p> <p>(5) Passes if all of the above conditions are observed and the system region is not violated.</p> <p>Exception: A game in which you can choose to start without save data. Such a game can be played even if there is insufficient memory or free inodes, so it is not necessary to provide an option for returning to the Data Management screen.</p> <p><b>Note 1:</b> Do not mention the number of free inodes in the message.</p> <p><b>Note 2:</b> When the number of free inodes is simultaneously inadequate, give priority to and display the message concerning a lack of free space.</p>			
<b>Software to Be Tested</b>	All software.			

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

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

<b>Guideline Number</b>	<b>8.17</b>	<b>Category</b>	Wii Console NAND Memory	<b>Required</b>
<b>Test Item</b>	Prohibition of Frequent Read Access			
<b>Test Method</b>	Presently, the only way to verify this is to check for problems at the source level.			
<b>Pass/Fail Determination</b>	Passes if frequent reads are not performed to addresses constricted in a small region, where "frequent" means once per a short time interval, such as every frame or every second, and "small" means only several KB in size.			
<b>Software to Be Tested</b>	All software.			

## 8.1 Save Banner File Creation

Guideline Number	8.18.1	Category	Wii Console NAND Memory	Required
Test Item	Timing of Creation			
Test Method	(1) Use the <code>Ncheck</code> 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 Management screen on the Wii Menu.  <b>Note:</b> System Menus 1.0, 2.0, 2.2, 3.2, and 3.3 permanently store the HOME directory for the application when it is first booted. System Menus 3.0 and 3.1 erase the HOME directory when the application's save data is deleted. If you are testing with System Menus 3.0 and 3.1, ensure that the game is booted without saving any data in order to account for this hidden directory.			
Pass/Fail Determination	Passes if save banner file is not being created.			
Software to Be Tested	All software.			

Guideline Number	8.18.2	Category	Wii Console NAND Memory	Required
Test Item	Check the Save Banner File			
Test Method	Confirm at the source level that the Save Banner file is checked at every startup to verify that it has been created as intended, and that there is processing implemented to create it again if it is found to be corrupted.			
Pass/Fail Determination	Passes if the Save Banner file is checked at every startup and processing is implemented to create it again if it is corrupted.  <b>Note:</b> When creating a Save Banner file again, overwrite the corrupt Save Banner file with the new one.			
Software to Be Tested	All software.			

Guideline Number	8.20	Category	Wii Console NAND Memory	Required
Test Item	Save Data Comments			
Test Method	After creating save data, check the Save Data Management screen on the Wii Menu.			
Pass/Fail Determination	Passes if the game title is specified in the first line of the save data comment and is displayed normally, without protruding from the Wii Menu's comment display region.			
Software to Be Tested	All software.			

Guideline Number	8.22	Category	Wii Console NAND Memory	Required
<b>Test Item</b>	Prohibition of Using Reserved Names			
<b>Test Method</b>	<p>(1) Check that no file or directory named "noerase" has been created.</p> <p><b>Note:</b> Presently, the only way to verify this is to check for problems at the source level.</p> <p>(2) Check that no file or directory named "notransfer" has been created.</p> <p>(3) Check that save data saved on one Wii console can be copied to another Wii console via an SD Card.</p> <p><b>Note:</b> You cannot copy to the SD Card if the copy prevention flag has been set for the banner.</p>			
<b>Pass/Fail Determination</b>	Passes if items (1) through (3) can be confirmed.			
<b>Software to Be Tested</b>	All software.			

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

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

## 9 Nintendo GameCube Memory Card

<b>Guideline Number</b>	<b>9</b>	<b>Category</b>	Nintendo GameCube Memory Card	<b>Required</b>
<b>Test Item</b>	Use of the CARD Library			
<b>Test Method</b>	Use the version check tool from version 2008/03/27 or later of the <i>Revolution SDK</i> to check the libraries used by the master data			
<b>Pass/Fail Determination</b>	Passes if the CARD library is not linked by the master data.			
<b>Software to Be Tested</b>	All software.			

## 10 Reset and Shutdown

Guideline Number	10.1	Category	Reset and Shutdown	Required
<b>Test Item</b>	Wii Console RESET			
<b>Test Method</b>	(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.			
<b>Pass/Fail Determination</b>	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 Number 8.7 Handling Reset While Writing.)			
<b>Software to Be Tested</b>	All software.			

Guideline Number	10.2	Category	Reset and Shutdown	Required
<b>Test Item</b>	Wii Power Button			
<b>Test Method</b>	(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.			
<b>Pass/Fail Determination</b>	Passes if shutdown operations are conducted immediately after pressing the Power Button and operations other than shutdown are not performed.			
<b>Software to Be Tested</b>	All software.			

Guideline Number	10.3	Category	Reset and Shutdown	Required
<b>Test Item</b>	Resetting the Nintendo GameCube Controller Origin During Reset Operations			
<b>Test Method</b>	(1) By pressing RESET on the Wii console or selecting the Reset button in the HOME Menu, reset with each stick tilted and be sure to check that the origin is out of alignment. (2) With the origin out of alignment, perform reset (by pressing RESET on the Wii console or selecting the Reset button in the HOME Menu) without touching either stick, and verify that the misaligned origin has returned to its original position.			
<b>Pass/Fail Determination</b>	Passes if (1) and (2) are verified.			
<b>Software to Be Tested</b>	Software that supports the Nintendo GameCube Controller.			



<b>Guideline Number</b>	<b>10.6</b>	<b>Category</b>	Reset and Shutdown	<b>Required</b>
<b>Test Item</b>	Restrictions on Operations for Resets			
<b>Test Method</b>	Perform input (press buttons) from the Wii Remote controller, Nunchuk controller, Classic Controller, and Nintendo GameCube Controller and by pressing the Power Button.			
<b>Pass/Fail Determination</b>	Passes if all inputs fail to cause a reset (other than a RESET from the Wii console or HOME Menu).			
<b>Software to Be Tested</b>	All software.			

# 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	Passes if the HOME Menu features are implemented correctly.			
Software to Be Tested	All software.			

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

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	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.			

Guideline Number	11.4	Category	HOME Menu	Required
Test Item	Aspect 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	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.			

Guideline Number	11.6	Category	HOME Menu	Required
Test Item	Support for HOME Menu by Classic Controllers			
Test Method	(1) Press HOME on a Classic Controller connected to the Wii Remote and open the HOME Menu. Next, perform some operations and press HOME again to close the HOME Menu. (2) Press HOME on the Wii Remote connected to the Classic Controller and open the HOME Menu. Next, perform some operations and press HOME again to close the HOME Menu.			
Pass/Fail Determination	Passes if the HOME Menu can be opened, closed, and used without problems with both method (1) and (2).			
Software to Be Tested	Software that supports the Classic Controller.			

## 11.1 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 ON and play the game, and then switch the in-game rumble setting OFF and play the game. (2) Set the rumble setting in the HOME Menu to OFF. Next, switch the in-game rumble setting ON and play the game, and then switch the in-game rumble setting OFF and play the game.			
Pass/Fail Determination	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. <b>Note:</b> 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
<b>Test Item</b>	Prohibition of Changing the Rumble Setting of the HOME Menu			
<b>Test Method</b>	(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 from the Wii Menu and perform each of the following tests. Then switch the rumble setting to OFF and perform each test again. (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.			
<b>Pass/Fail Determination</b>	Passes if, during steps (1), (2), (3), and (4) above, the rumble setting in the HOME Menu does not change.			
<b>Software to Be Tested</b>	All software. (1) and (2) above target software that has an independent in-game rumble setting.			

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

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

Guideline Number	11.11	Category	HOME Menu	Recommended
Test Item	Display of the HOME Menu Disabled Icon			
Test Method	Press HOME in all scenes.			
Pass/Fail Determination	<p>Passes if the specified HOME Menu Disabled Icon is displayed for those scenes where the HOME Menu cannot be displayed.</p> <p><b>Note:</b> Follow the instructions in "Displaying the Icon" in the <i>HOME Menu Library</i> as closely as possible for the fade-in, length of the fixed display time, and fade-out used by the HOME Menu Disabled Icon.</p>			
Software to Be Tested	All software.			

Guideline Number	11.12	Category	HOME Menu	Required
Test Item	Processing When Quitting the HOME Menu			
Test Method	In the HOME Menu, select Wii Menu, and then select <b>Reset</b> .			
Pass/Fail Determination	Passes if the corresponding process is executed.			
Software to Be Tested	All software.			

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	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.			

Guideline Number	11.15	Category	HOME Menu	Required
Test Item	Displaying Messages Suited to Save Data Confirmation			
Test Method	In the HOME Menu, select <b>Wii Menu</b> and <b>Reset</b> .			
Pass/Fail Determination	Passes for applications with a save feature if a message is displayed with a warning, stating that unsaved data will be lost. Passes for applications without a save feature, or applications that do not require the player to decide when to save (for example, games with an auto-save feature), if the message without the warning is displayed.			
Software to Be Tested	All software.			

## 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	Passes if the icon is animated.			
Software to Be Tested	All software.			

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

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

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

## 12.11 Channel Scripts

Guideline Number	12.11.1 12.11.2 12.11.3 12.11.4	Category	Channel Scripts	Required
Test Item	Processing Time Restrictions Prohibition Against Heavy Processing After the System.beginRender Method Has Been Called Avoiding Rendering Gaps Due to Icon Layout Adjustment Layout Specifications Prior to Channel Script Execution			
Test Method	(1) Display an animation normally on the list of Channels displayed on the Wii Menu. (2) Enter and exit the Wii Message Board. (3) Display the Channel banner screen and switch Channels using the + and – Buttons. (4) Check the icon for your own application, as displayed on the Channel Data Selection screen. (5) After displaying the Channel banner screen for at least two seconds on Wii Menu 3.1, select <b>Start</b> . (See Note.)			
Pass/Fail Determination	Passes if the following items have been confirmed. (1) Animations and other items are displayed as intended, with no abnormalities. (2) There is no excessive delay when switching screens. (3) There is no excessive delay when switching Channels. (4) There are no problems with the layout, even if it is displayed before scripts are run. (5) Processing does not fall into an infinite loop.			
Software to Be Tested	NAND applications that use Channel Script. <b>Note:</b> Only applicable to NAND applications that use Channel Script and are installed from a disc using the Channel installation feature.			

# 13 Communications with the Nintendo DS System

## 13.1 General

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Guideline Number	13.1.1	Category	General	Required
Test Item	Adherence to the Use of the Library			
Test Method	Presently, the only way to verify this is to check for problems at the source level.			
Pass/Fail Determination	Passes if the libraries supplied by Nintendo are being used.			
Software to Be Tested	Software that communicates with the DS system.			

Guideline Number	13.1.3	Category	General	Required
Test Item	Downloading Programs			
Test Method	Presently, the only way to verify this is to check for problems at the source level.			
Pass/Fail Determination	Passes if programs are transmitted using the MPDL and MPFS libraries.			
Software to Be Tested	Software that communicates with the DS system and downloads software.			

Guideline Number	13.1.4	Category	General	Required
Test Item	Using GGIDs			
Test Method	(1) Enter Communications mode. (2) Use <code>WMTTestTool</code> (included in the NITRO-SDK) to check the GGID used by the game.			
Pass/Fail Determination	Passes if the game uses the GGID that was assigned to it.			
Software to Be Tested	Software that communicates with the DS system.			



Guideline Number	13.1.5	Category	General	Required
<b>Test Item</b>	Using TGIDs			
<b>Test Method</b>	(1) Select Communications mode to make the Wii console the parent device. (2) Use <code>WMTestTool</code> to check the Wii console's TGID. (3) Exit and reenter Communications mode, making the Wii console the parent device. (4) Use <code>WMTestTool</code> to check the Wii console's TGID. (5) Turn the Wii console off and then on. Reenter Communications mode, making the Wii console the parent device. (6) Use <code>WMTestTool</code> to check the Wii console's TGID.			
<b>Pass/Fail Determination</b>	Passes if a different TGID value is found in steps (2), (4), and (6) (each time communications are started).			
<b>Software to Be Tested</b>	Software that communicates with the DS system.			

## 13.2 MP Communications with the DS System

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

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

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

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

Guideline Number	13.2.7	Category	MP Communications with the DS System	Required
<b>Test Item</b>	Screen Burn-In Reduction Feature			
<b>Test Method</b>	<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 canceled.</p>			
<b>Pass/Fail Determination</b>	Passes if Screen Burn-In Reduction is canceled.			
<b>Software to Be Tested</b>	Software that uses the DS system as a controller and does not make use of the Wii Controller at such times.			

## 13.3 DS Single-Card Play

Guideline Number	13.3.3	Category	DS Single-Card Play	Required
<b>Test Item</b>	Accessing Cards During DS Single-Card Play			
<b>Test Method</b>	Insert a DS Card other than your company's own product (compatible software) and perform Single-Card Play.			
<b>Pass/Fail Determination</b>	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.			
<b>Software to Be Tested</b>	Software that performs DS Single-Card Play.			

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

# 14 USB Keyboards

## 14.1 Operation Verification on Specified Models

Guideline Number	14.1.1	Category	USB Keyboard	Required
<b>Test Item</b>	Support for Different Model Numbers According to Market and Language			
<b>Test Method</b>	<p>For Japan: Check operations using a "Classic Keyboard 200."</p> <p>For North America and Europe: Refer to the Verified Keyboard List (see Note) and check operations using a type of keyboard that supports the game's market and language.</p> <p><b>Note:</b> The Verified Keyboard List will be made available soon.</p>			
<b>Pass/Fail Determination</b>	<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>			
<b>Software to Be Tested</b>	Software that supports a USB keyboard.			

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

Guideline Number	14.1.3	Category	USB Keyboard	Required
<b>Test Item</b>	LED Status Control			
<b>Test Method</b>	<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>			
<b>Pass/Fail Determination</b>	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.			
<b>Software to Be Tested</b>	Software that supports a USB keyboard.			

<b>Guideline Number</b>	<b>14.3</b>	<b>Category</b>	USB Keyboard	<b>Required</b>
<b>Test Item</b>	Prohibit Hot Swapping of the Keyboard			
<b>Test Method</b>	During gameplay, proceed to a scene that uses the keyboard.			
<b>Pass/Fail Determination</b>	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.			
<b>Software to Be Tested</b>	Software that supports a USB keyboard.			

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

## 15 Wii Balance Board Accessory

Guideline Number	15.1	Category	Wii Balance Board Accessory	Required
Test Item	Disconnecting the Wii Remote Controller			
Test Method	(1) Use the Wii Menu to connect Wii Remote controllers up to 4P. <b>Note:</b> You are free to use either Standard Mode Synchronization or One-Time Mode Synchronization. (2) Start the game and continue until it recognizes the Wii Balance Board accessory.			
Pass/Fail Determination	Passes if the Wii Remote controller on 4P is disconnected and the Wii Balance Board accessory is connected.			
Software to Be Tested	Software that supports the Wii Balance Board accessory.			

Guideline Number	15.2	Category	Wii Balance Board Accessory	Required
Test Item	Load Restrictions			
Test Method	(1) Advance the game until it measures the load on the Wii Balance Board accessory. (2) After being prompted to step on the Wii Balance Board accessory, place a weight that exceeds 150 kg (330 lbs.) on the Wii Balance Board accessory.			
Pass/Fail Determination	Passes if message WBCM_01 is displayed and the game does not continue for a static load that exceeds 150 kg (330 lbs.).			
Software to Be Tested	Software that supports the Wii Balance Board accessory.			

Guideline Number	15.3	Category	Wii Balance Board Accessory	Required
Test Item	Operation Restrictions			
Test Method	Play an ordinary game mode that uses the Wii Balance Board accessory.			
Pass/Fail Determination	Passes if the user is not asked or prompted to perform a prohibited action.			
Software to Be Tested	Software that supports the Wii Balance Board accessory.			

Guideline Number	15.4	Category	Wii Balance Board Accessory	Recommended
Test Item	User Warnings			
Test Method	Play an ordinary game mode that uses the Wii Balance Board accessory.			
Pass/Fail Determination	Passes if prohibited actions are handled appropriately.			
Software to Be Tested	Software that supports the Wii Balance Board accessory.			

Guideline Number	15.5	Category	Wii Balance Board Accessory	Required
<b>Test Item</b>	Threshold Value for Stepping On and Off After Setting the Zero Point			
<b>Test Method</b>	<p>(1) Advance the game until it sets the zero point.</p> <p>(2) Step on the Wii Balance Board accessory after being prompted to do so, carrying a weight slightly less than 2 kg.</p> <p>(3) While the game determines whether a load has been applied, leave the aforementioned weight (slightly less than 2 kg) on the Wii Balance Board accessory and step off.</p> <p>(4) Remove the weight and then place it alone on the Wii Balance Board accessory.</p> <p><b>Note:</b> You can use a plastic bottle with slightly less than 2 L of water as a weight.</p>			
<b>Pass/Fail Determination</b>	Passes if the game determines that the player <i>has</i> stepped off at step (3) and that the player <i>has not</i> stepped on at step (4).			
<b>Software to Be Tested</b>	Software that supports the Wii Balance Board accessory.			

Guideline Number	15.6	Category	Wii Balance Board Accessory	Required
<b>Test Item</b>	Preparations for Accurate Load Measurement			
<b>Test Method</b>	<p>(1) Advance the game to the point that an accurate load measurement will be taken (to display a weight, for example), step on the Wii Balance Board accessory, and then attempt to start the load measurement.</p> <p>(2) After the load has been measured, stay on the Wii Balance Board accessory and attempt to start another load measurement.</p>			
<b>Pass/Fail Determination</b>	<p>Passes if the following two conditions are met.</p> <ul style="list-style-type: none"> <li>A message is displayed immediately before taking a measurement, prompting the user to step off the Wii Balance Board accessory.</li> <li>The player is not allowed to take consecutive measurements while on the Wii Balance Board accessory. Instead, a message is displayed prompting the user to step off the Wii Balance Board.</li> </ul>			
<b>Software to Be Tested</b>	Software that supports the Wii Balance Board accessory and takes accurate load measurements (to display a weight, for example).			

Guideline Number	15.7	Category	Wii Balance Board Accessory	Required
<b>Test Item</b>	Time Required for Accurate Load Measurement			
<b>Test Method</b>	<p>(1) Attempt to start a load measurement while standing on the Wii Balance Board accessory. Step off when prompted to do so.</p> <p>(2) Step on the Wii Balance Board accessory when prompted to do so.</p>			
<b>Pass/Fail Determination</b>	<p>Passes if the following two conditions are met.</p> <ul style="list-style-type: none"> <li>After stepping off of the Wii Balance Board accessory, at least 2 seconds pass before a message prompting the player to step on the Wii Balance Board accessory is displayed before taking a load measurement.</li> <li>After the load measurement has started, at least 2 seconds pass before the measurement results are displayed.</li> </ul>			
<b>Software to Be Tested</b>	Software that supports the Wii Balance Board accessory and takes accurate load measurements (to display a weight, for example).			

Guideline Number	15.8	Category	Wii Balance Board Accessory	Required
Test Item	Time Restrictions for Accurate Load Measurement			
Test Method	When taking a load measurement, do not step on the Wii Balance Board accessory for at least 10 seconds after a message is displayed to prompt the player to step on the Wii Balance Board accessory.			
Pass/Fail Determination	Passes if the following two conditions are met. <ul style="list-style-type: none"> <li>The player is prompted to take a load measurement within 10 seconds of the zero point being set.</li> <li>If a measurement is not taken within 10 seconds, it is halted and retried.</li> </ul>			
Software to Be Tested	Software that supports the Wii Balance Board accessory and takes accurate load measurements (to display a weight, for example).			

Guideline Number	15.9	Category	Wii Balance Board Accessory	Required
Test Item	Handling Insufficient Remaining Battery Power			
Test Method	(1) Perform the following steps in an ordinary game mode. (2) Play the game with a remaining battery power close to 0 and then drain the remaining battery power to 0. (3) Confirm that a message is displayed to prompt the player to change the batteries. (4) Replace the batteries with fully charged ones and start the game.			
Pass/Fail Determination	Passes if message WBCM_02 is displayed at step (3) and you cannot continue the game until step (4) is performed.			
Software to Be Tested	Software that supports the Wii Balance Board accessory.			

Guideline Number	15.10	Category	Wii Balance Board Accessory	Required
Test Item	Troubleshooting Mode			
Test Method	(1) Start the in-game troubleshooting mode. (2) Step on any of the four corners of the Wii Balance Board accessory. <b>Note:</b> Steps (1) and (2) must be performed for all four corners of the Wii Balance Board accessory.			
Pass/Fail Determination	Passes if a troubleshooting mode has been implemented in accordance with section 5 Troubleshooting Mode of the <i>Wii Balance Board Accessory Programming Manual</i> . Be sure that a message is displayed to indicate any problems with the Wii Balance Board accessory during step (2).			
Software to Be Tested	Software that supports the Wii Balance Board accessory.			

Guideline Number	15.11	Category	Wii Balance Board Accessory	Required
Test Item	[Japan Only] Sharing HOME Registration Data			
Test Method	<b>Note:</b> Currently, the only way to check for problems is to check the source code.			
Pass/Fail Determination	Passes if the WPADRegisterBLCWorkarea function is called before the WPADInit or KPADInit function.			
Software to Be Tested	Software that supports the Japanese version of the Wii Balance Board accessory.			



Guideline Number	15.12 15.12.1 15.12.2	Category	Wii Balance Board Accessory	Required
Test Item	[Japan Only] Compliance with the Weights and Measures Law [Japan Only] Display Based on Guaranteed Accuracy [Japan Only] Weight Display Restrictions			
Test Method	Take in-game load measurements. (1) Apply a weight from 0.0–100.0 kg. (2) Apply a weight from 100.1–136.0 kg. (3) Apply a weight from 136.1–150.0 kg.			
Pass/Fail Determination	Passes if the following conditions are met. <ul style="list-style-type: none"> <li>• The load is displayed using 500 g units during step (1).</li> <li>• The load is displayed using 1 kg units during step (2).</li> <li>• The load is not displayed during step (3).</li> </ul>			
Software to Be Tested	Software that supports the Japanese version of the Wii Balance Board accessory.			

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