

# CTR Electronic Manual Creation Guide

## Part 1 – Manual Creation Workflow

Version 3.3

2013/06/13

The content of this document is highly confidential  
and should be handled accordingly.

**Confidential**

**These coded instructions, statements, and computer programs contain proprietary information of Nintendo and its licensed developers and are protected by national and international copyright laws. They may not be disclosed to third parties or copied or duplicated in any form, in whole or in part, without the prior written consent of Nintendo.**

## Table of Contents

---

1	Introduction .....	5
1.1	Document Layout.....	5
2	Operating Environment.....	6
3	Initial Preparations .....	7
3.1	Installing Photoshop.....	7
3.2	Installing CTR-ManualEditor .....	7
3.3	Checking the Templates.....	7
4	Creation Workflow.....	12
4.1	Launching CTR-ManualEditor .....	12
4.2	Creating a Project Folder .....	13
4.3	Creating Multilingual Manual Data.....	14
4.4	Merging Templates.....	15
4.4.1	Basic Method.....	15
4.4.2	Advanced Method .....	18
4.5	Editing Fixed Text.....	20
4.6	Creating the Main Body .....	20
4.6.1	Creating a New Page .....	21
4.6.2	Creating a Text Box .....	22
4.6.3	Changing Text Color .....	24
4.6.4	Changing the Color of Specific Text.....	26
4.6.5	Adding Images .....	27
4.6.6	Setting Indents and Indent Characters.....	29
4.6.7	Enabling/Disabling Size Adjustment.....	30
4.6.8	Adding Comments.....	32
4.6.9	Checking the Layout.....	33
4.7	Creating Images.....	34
4.7.1	Choosing CTR-ManualTools_TGA Image Types .....	34
4.7.2	Creating an Image.....	36
4.8	3D Display Settings.....	38
4.8.1	Rules for 3D Display.....	39
4.8.2	Enabling 3D Display .....	40
4.8.3	Checking 3D Display.....	43
4.9	Exporting the Project.....	45
5	Using Design Templates .....	49

5.1	Preparing Design Templates .....	49
5.2	Creating Headers .....	52
5.3	Creating Callouts .....	56
5.4	Creating Tables.....	61
6	Appendix A: Creating Original Templates.....	65
7	Appendix B: Image Size .....	75
7.1	Nintendo 3DS Screen Size / Electronic Manual Width.....	75
7.2	Electronic Manual Image Characteristics.....	76
7.3	Image Size Adjustment.....	77
8	Appendix C: Combining Multiple Projects' Data Into a Single Multilingual E-Manual .....	79
8.1	Creating Binary Files .....	79
8.2	Selecting the Languages.....	81

## Tables

Table 2-1 Required Applications.....	6
Table 3-1 Template Types.....	7
Table 4-1 Folders in the Project Tree .....	14
Table 4-2 Font Size Usage Rules.....	23
Table 4-4 Recommended Page Margins for the Page Layout Window .....	33
Table 4-5 CTR-ManualTools_TGA Image Types and Uses.....	34
Table 4-6 Rules for 3D Display.....	39
Table 5-1 Using Communication Feature Icons with Black Backgrounds.....	64

## Figures

Figure 3-1 Overview of Merging Template Units (First Page).....	9
Figure 3-2 Overview of Merging Template Units (Optional Page).....	10
Figure 3-3 Overview of Merging Design Templates .....	11
Figure 4-1 Margin Sizes in the Page Layout Pane Window.....	33
Figure 4-2 Choosing a CTR-ManualTools_TGA Image Type.....	35
Figure 7-1 Nintendo 3DS Screen Size / Electronic Manual Width .....	75
Figure 7-2 TGA Characteristics .....	76
Figure 7-3 Image Size and Powers of 2 .....	77
Figure 7-4 Image Size and Powers of 2 (2) .....	78

# 1 Introduction

This electronic manual creation guide is divided into two parts:

- “Part 1 – Manual Creation Workflow” (the current document) explains how to create Nintendo 3DS electronic manuals using the CTR-ManualEditor, including operating environment, preparations, manual creation and template insertion.
- “Part 2 – Template Units” includes detailed information about each template unit and how the template units should be merged in an electronic manual.

Nintendo 3DS electronic manuals are included as part of the software title, and displayed on-screen. They are accessible from the HOME Menu of a Nintendo 3DS system, and can be displayed in two font sizes.

This document outlines the procedures and workflow required to create an electronic manual using the CTR-ManualEditor application.

## 1.1 Document Layout

---

### Overview

Begin with Chapter 2 Operating Environment to ensure that you have the correct working environment. Next, follow the instructions outlined in Chapter 3 Initial Preparations. You should use Chapter 4 Creation Workflow as a reference while creating electronic manuals.

### Content Considerations

There are a number of template units which are required for every Nintendo 3DS electronic manual, along with fixed texts to use for various explanations. For information about these template units and their insertion, refer to “Part 2 – Template Units.”

### Design Considerations

Chapter 1 Using Design Templates provides detailed examples of how to modify Nintendo's design templates for use in production e-manuals. Appendix A: Creating Original Templates explains how to create template units and insert them into the template manager. Appendix B: Image Size gives details on the size of images used in electronic manuals. Please pay careful attention to these sections.

**Note:** Screenshots and images in this document correspond to the NOA templates, unless stated otherwise.

**Note:** The screenshots in this document may at times be slightly different than the text in the latest templates. For questions about the exact wording to use, always refer to the templates themselves, not the screenshots within this document.

## 2 Operating Environment

This chapter explains the environment necessary to create electronic manuals.

**Table 2-1 Required Applications**

Application	Description
CTR-ManualEditor	The application used to create electronic manuals.
Adobe Photoshop CS6 (Windows)	A commercial image editor. It is used to create the images used in CTR-ManualEditor.

**Note:** Photoshop versions CS2 through CS6 are compatible. Mac versions of Photoshop are not compatible.

The images used in CTR electronic manuals are a proprietary Nintendo image format called CTR-ManualTools\_TGA. This format is designed to create images with small file sizes. This is used to keep the total file size small in electronic manuals that use many images. However, to use this format, you must install the CTR-ManualTools\_PhotoshopPlugin as a plug-in in Photoshop CS (Windows). For more information, refer to section 3.2 Installing the Photoshop Plug-in.

**Note:** CTR-ManualEditor is only compatible with the CTR-ManualTools\_TGA image format. Other formats are not supported.

## 3 Initial Preparations

This chapter covers the installation of Photoshop, CTR-ManualEditor, and the Photoshop plugin, and the verification of templates.

### 3.1 Installing Photoshop

Install the Windows version of any version of Photoshop from CS2 to CS6.

### 3.2 Installing CTR-ManualEditor

Double-click on `CTR-ManualTools_Setup.exe` within the CTR-ManualTools package, and install the software by following the instructions on the screen.

**Note:** The Photoshop plugin is automatically installed during the installation of CTR-ManualTools. If you already have one of the versions of Photoshop listed below installed on your computer, the CTR-ManualTools installer will automatically copy the `CTR-ManualTools_PhotoshopPlugin` folder to the location specified for your version of Photoshop.

<b>Photoshop CS2</b>	(Photoshop application folder)\Plugins\Adobe Photoshop Only\
<b>Photoshop CS3</b>	(Photoshop application folder)\Plugins\
<b>Photoshop CS4</b>	(Photoshop application folder)\Plugins\
<b>Photoshop CS5</b>	(Photoshop application folder)\Plugins\
<b>Photoshop CS6</b>	(Photoshop application folder)\Plugins\

**Note:** CTR-ManualTools can be downloaded from WarioWorld. If you have no access to this server, please contact [support@noa.com](mailto:support@noa.com).

### 3.3 Checking the Templates

This section explains the template types and locations. There are two types of CTR template.

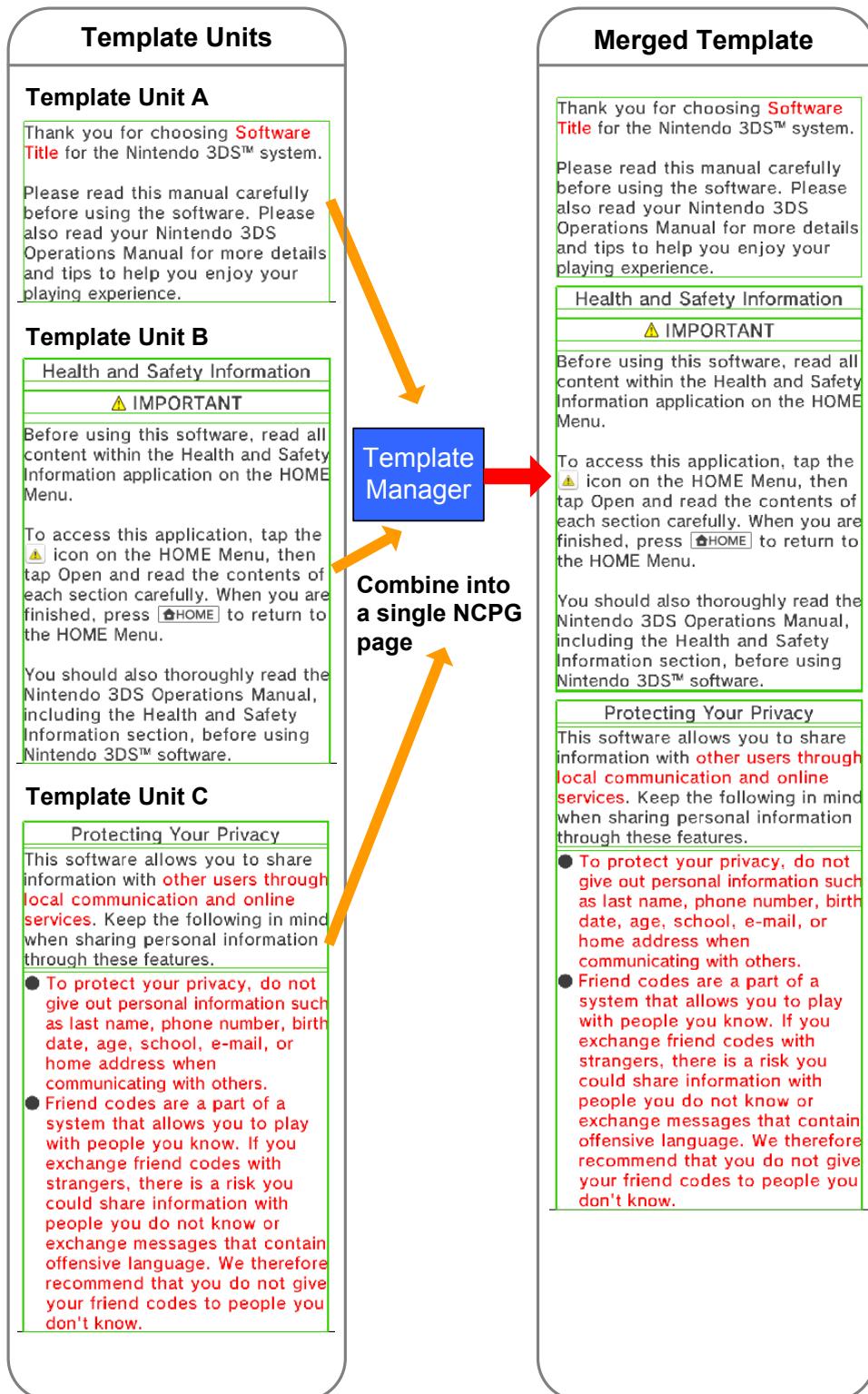
**Table 3-1 Template Types**

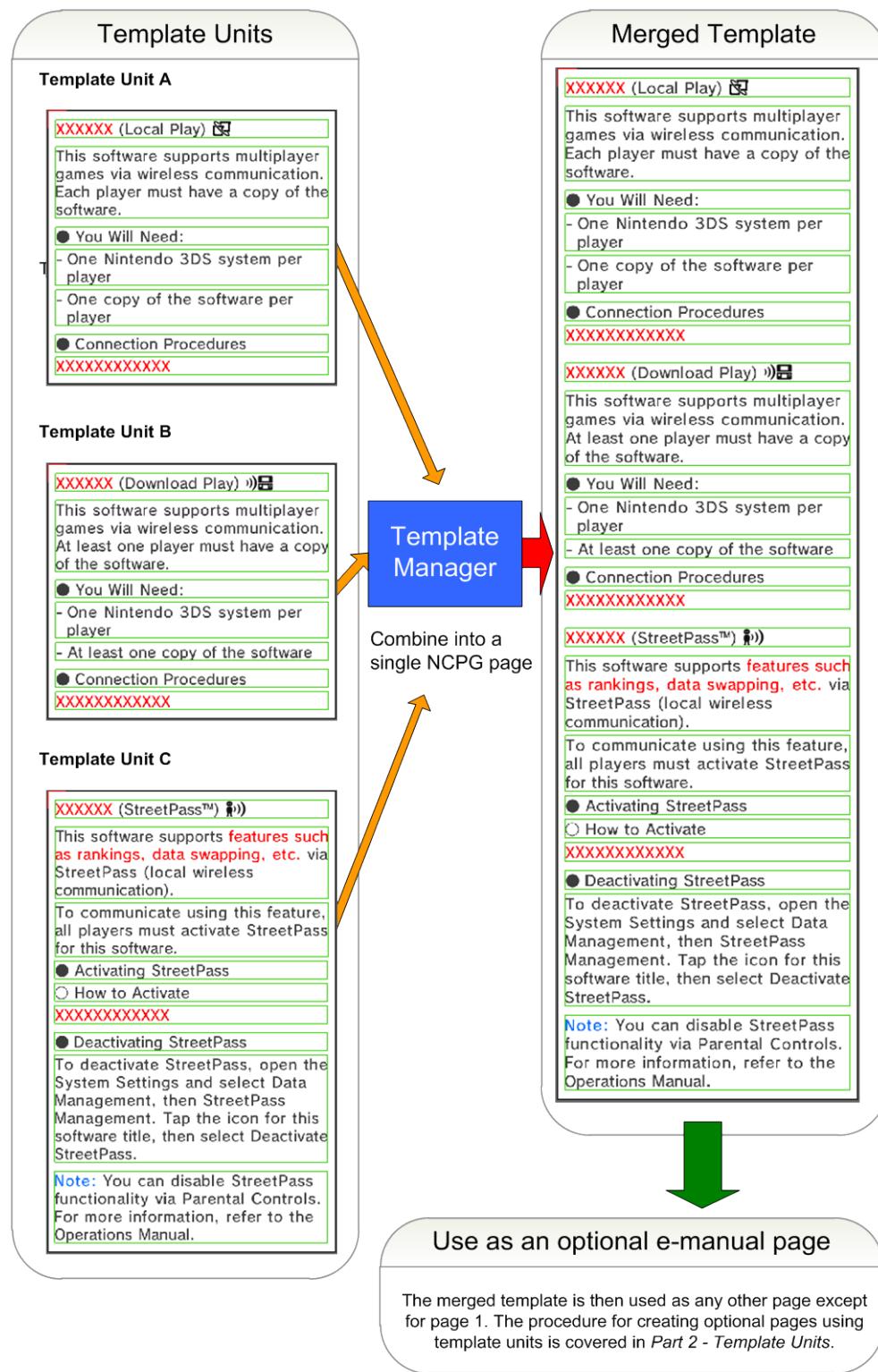
Type	Description
Template Units	Units of guideline text used in all electronic manuals.
Design Templates	A set of templates for headers, callouts, etc. There are separate sets used for general software and for Virtual Console software.

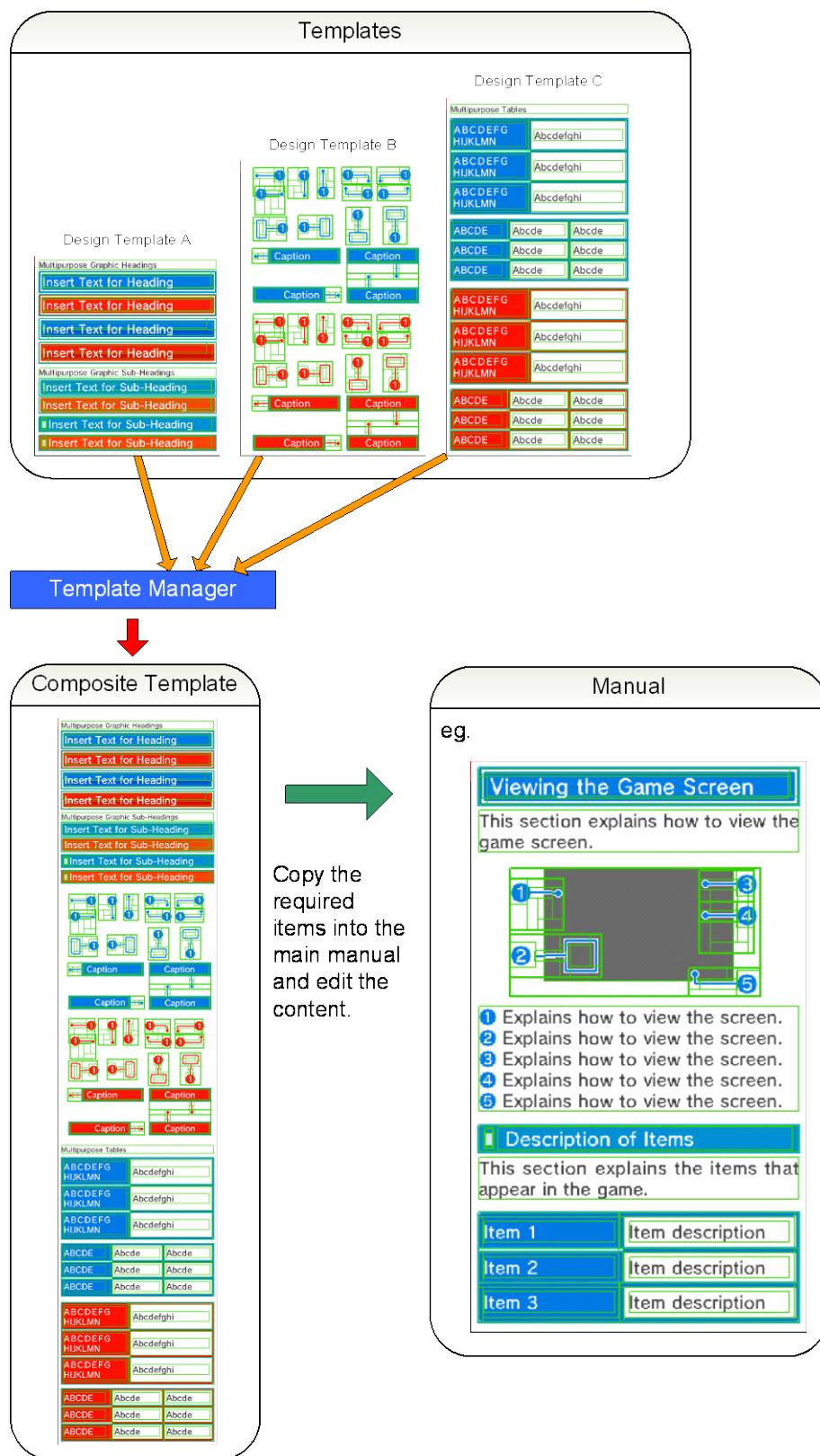
Template units and design templates are both contained in the "Templates" folder within the CTR E-Manual Templates package, and are saved as NCPG files.

**Note:** NCPG data refers to all files created by the CTR-ManualEditor, not just template materials. One NCPG file corresponds to one manual page.

**Note:** The following images show how template units and design templates are combined together. For more information about the template manager used to create composite templates, please read section 4.3 Creating Multilingual Manual Data.

**Figure 3-1 Overview of Merging Template Units (First Page)**

**Figure 3-2 Overview of Merging Template Units (Optional Page)**

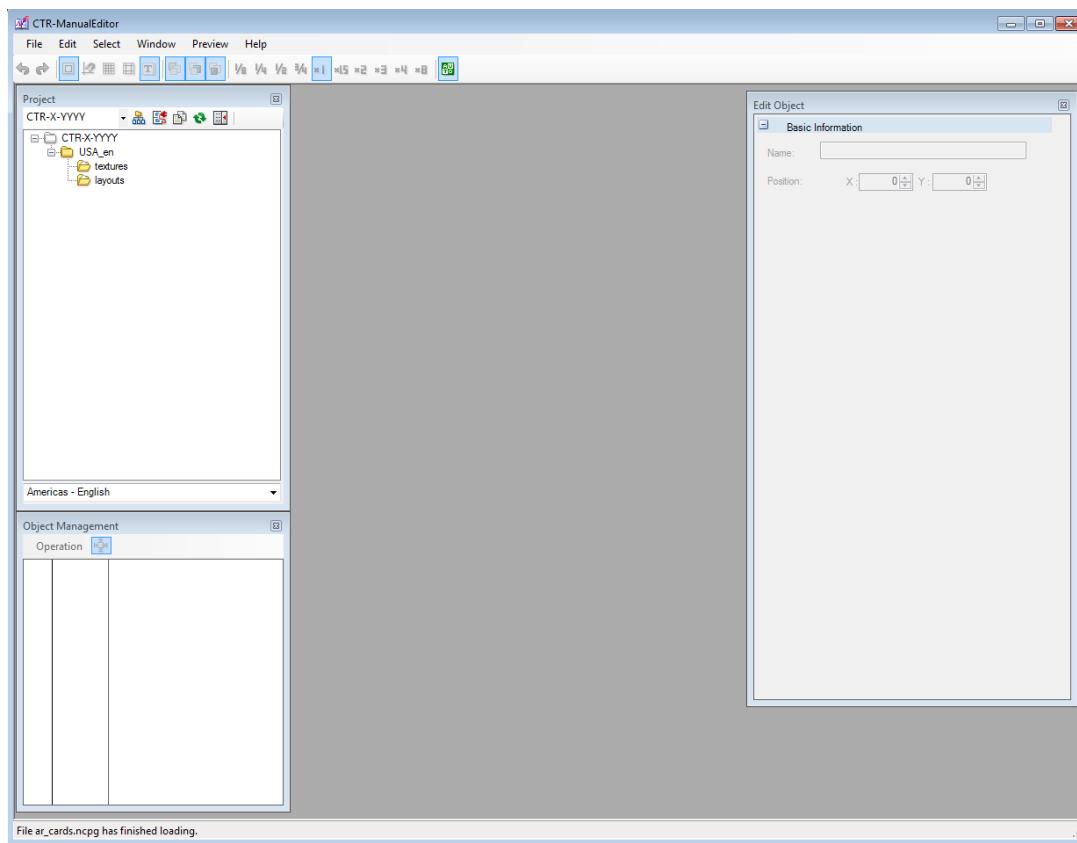
**Figure 3-3 Overview of Merging Design Templates**

# 4 Creation Workflow

This chapter explains the steps to take when using the CTR-ManualEditor to create electronic manuals.

## 4.1 Launching CTR-ManualEditor

1. Launch CTR-ManualEditor.exe.
2. From the **Window** menu, select **Project**, **Object Management** and **Edit Object**. These sub-windows are the most frequently used for creating electronic manuals.



## 4.2 Creating a Project Folder

A project folder contains all the data created using the CTR-ManualEditor tool.

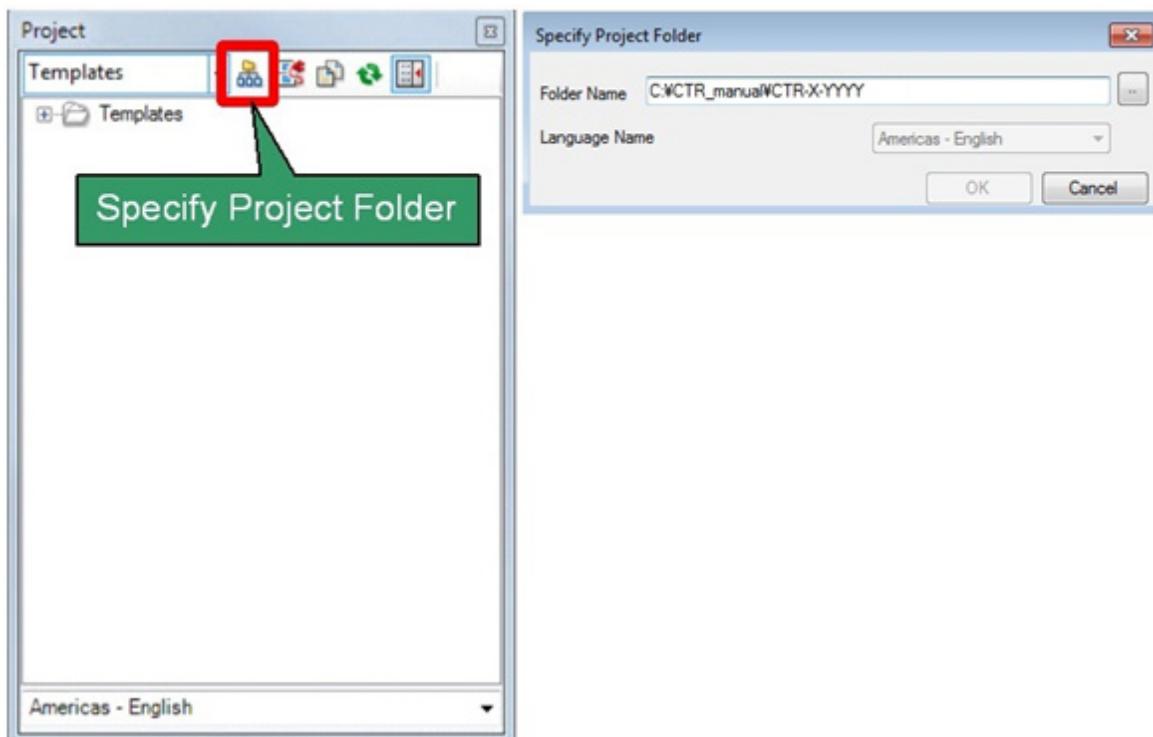
1. Create a folder on your PC called “CTR-X-YYYY.” X should be replaced by the e-manual format code (see below), and YYYY should be replaced by the initial code.

**Note:** The e-manual code is provided by Nintendo on a title-by-title basis for those that have e-manuals. See the e-manual code given to you by your Nintendo contact.

CTR-X-YYYY-□ □

X is the e-manual format code, and YYYY is the initial code. The naming convention for these folders is still provisional. This document will be updated when this information is fixed.

2. Click on the **Specify Project Folder** icon in the **Project** sub-window, and navigate to the project folder you just created. If the folder you select does not already contain one or more language folders, you can specify your preferred language in the **Specify Project Folder** dialog box. Select **OK**.



Language folders will be created within the project folder. Each language folder will contain subfolders named “textures” and “layouts.”

**Table 4-1 Folders in the Project Tree**

Folder	Description
Language folder	Each language folder appears in the form XXX_yy, where “XXX” is the region code, and “yy” refers to the language. If the project folder does not already contain language folders, a “USA_en” folder will be created.
Textures folder	This contains the image (TGA) files.
Layouts folder	This contains the manual page (NCPG) files, which make up the electronic manual. The pages are sorted by page number in the “layouts” folder. Example: page_01.ncpg page_02.ncpg page_03.ncpg The contents of the electronic manual will automatically be created using the pages in this order, i.e. page_01.ncpg (Page 1) > page_02.ncpg (Page 2) > page_03.ncpg (Page 3).

## 4.3 Creating Multilingual Manual Data

Follow this procedure to add additional languages to a manual.

1. Go to **File > Create Multilingual Data for Project**. The following window will be displayed:



2. In the **Source Language** drop-down box, select the language version to base the new language on.
3. In the **Destination Language** drop-down box, select the new language.

**Note:** If this is not present, select ...**Add other language folder** and specify a folder name. The folder name should be in the format **XXX\_yy**, where “XXX” is the region and “yy” is the two-letter ISO 639-1 code for the language.

4. Check that the language name in the **Language Name** field is correct. If you added a new language folder in step 3, enter the name of the language as written in the language itself (e.g. “Europe – French” becomes “Français”).

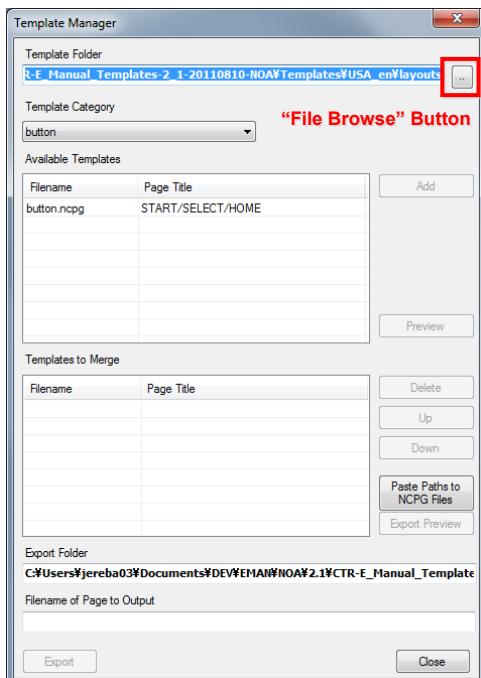
5. Click **OK** to copy the language assets from the source to the new destination language. The new language data is now available to edit.

## 4.4 Merging Templates

CTR-ManualEditor contains a template manager, which can be used to merge templates together. This section explains how to combine template units and merge fixed-language templates together. There are two methods to merge templates, a basic method and an advanced method.

### 4.4.1 Basic Method

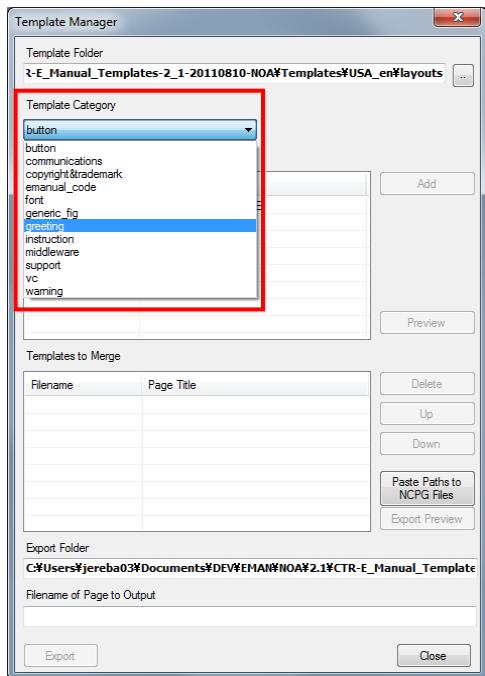
1. Click on **File > Template Manager** in the top menu.



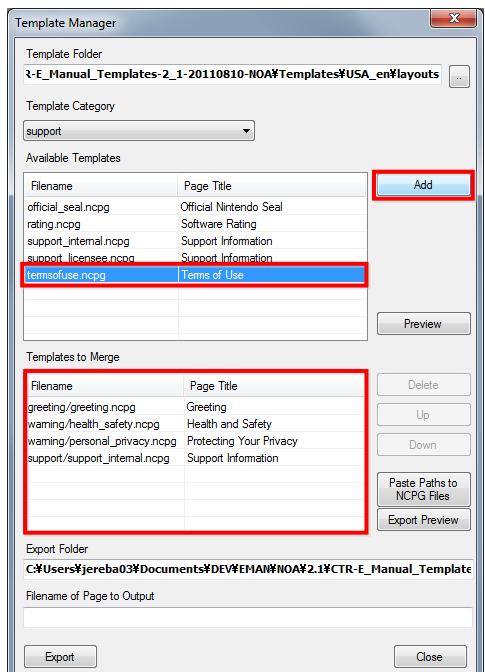
2. In the "Specify Template Folder" dialog box, select the "Templates" directory in the "CTR-E\_Manual\_Templates" folder of this package (this dialog box will only be displayed the first time templates are merged).

**Note:** Always use the "Templates" directory from the latest e-manual templates available.

3. Select a category from the **Template Category** drop-down box.

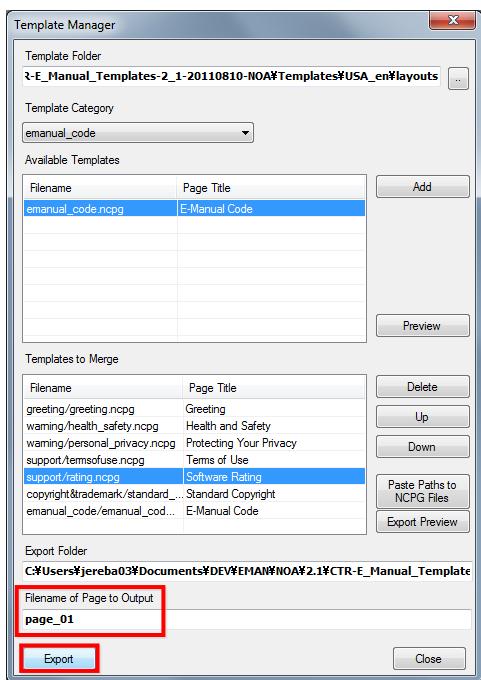


4. Select the templates you want to include, and click on **Add**. The selected templates are then added to the **Templates to Merge** list.

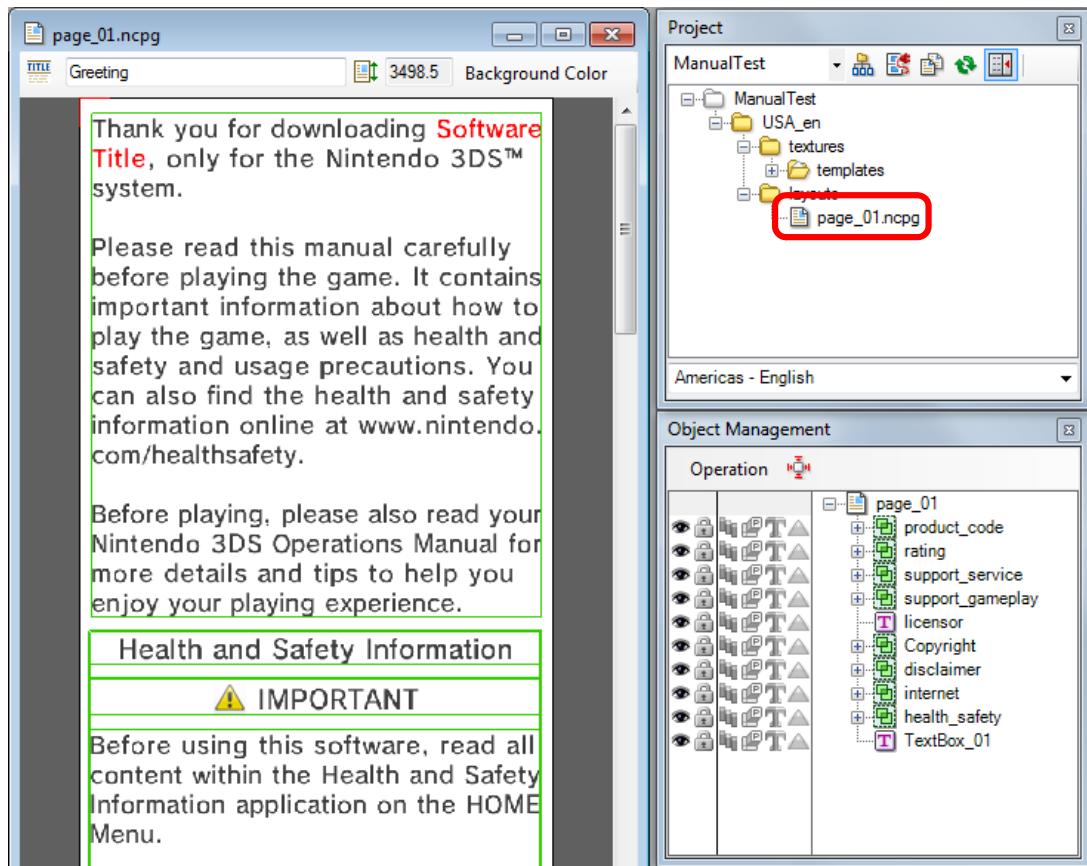


**Note:** The template units required depends on the software. For details on the template categories and which templates your title requires, refer to Chapters 2–5 in *Part 2 – Template Units*.

5. After adding all templates, set **Filename of Page to Output** to “page\_XX” and click on **Export**.



The composite template is exported as an NCPG page.

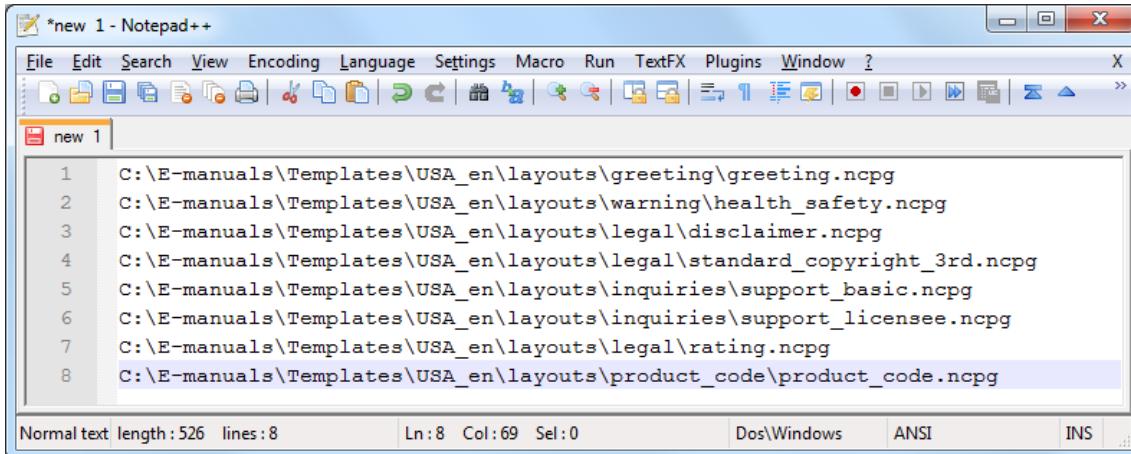


#### 4.4.2 Advanced Method

The advanced method uses the **Paste Paths to NCPG Files** button in the Template Manager window to minimize the number of clicks necessary to prepare a merged file with a given set of template units. This method is extremely helpful if your company's titles all tend to use similar features, middleware, fonts, and so on.

For example, consider the case of a third-party developer creating several e-manuals for a series of titles that do not have online support and do not use any middleware. To avoid having to switch between template categories and manually configure the order of the templates within the Template Manager, you can use a text editor of your choice to create a tab-delimited or newline-delimited list of full paths to the template files you want to use, in the desired order.

1. Using a text editor, create a list of the full paths to the template units you want to merge, in the order desired.



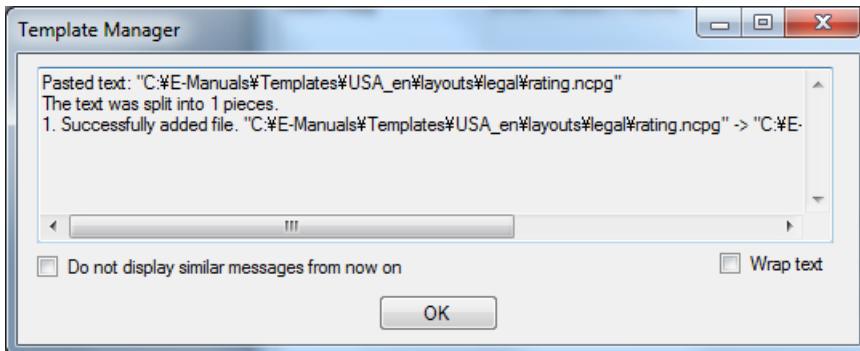
The screenshot shows a Notepad++ window titled "new 1 - Notepad++". The menu bar includes File, Edit, Search, View, Encoding, Language, Settings, Macro, Run, TextFX, Plugins, Window, and ?.

The main text area contains the following list of paths:

```
1 C:\E-manuals\Templates\USA_en\layouts\greeting\greeting.ncpg
2 C:\E-manuals\Templates\USA_en\layouts\warning\health_safety.ncpg
3 C:\E-manuals\Templates\USA_en\layouts\legal\disclaimer.ncpg
4 C:\E-manuals\Templates\USA_en\layouts\legal\standard_copyright_3rd.ncpg
5 C:\E-manuals\Templates\USA_en\layouts\inquiries\support_basic.ncpg
6 C:\E-manuals\Templates\USA_en\layouts\inquiries\support_licensee.ncpg
7 C:\E-manuals\Templates\USA_en\layouts\legal\rating.ncpg
8 C:\E-manuals\Templates\USA_en\layouts\product_code\product_code.ncpg
```

At the bottom of the window, status information is displayed: Normal text | length : 526 | lines : 8 | Ln : 8 | Col : 69 | Sel : 0 | Dos\Windows | ANSI | INS | .

2. Select the text, and copy it to the clipboard.
3. Open the Template Manager within CTR-ManualEditor, and click the Paste Paths to NCPG Files button. This will display a dialog box showing you whether the template units were successfully added to the Template Manager window as shown in the figure below.



## 4.5 Editing Fixed Text

---

The exported template may contain variable text, such as the name of the software. Sections requiring edits are colored in red. For more information, refer to Chapters 2-5 in *Part 2 – Template Units*.

Required Edit —— • Thank you for downloading **Software**  
**Title** for the Nintendo 3DS™ system.

Please read this manual carefully before playing the game. Please also read your Nintendo 3DS Operations Manual for more details and tips to help you enjoy your playing experience.

## 4.6 Creating the Main Body

---

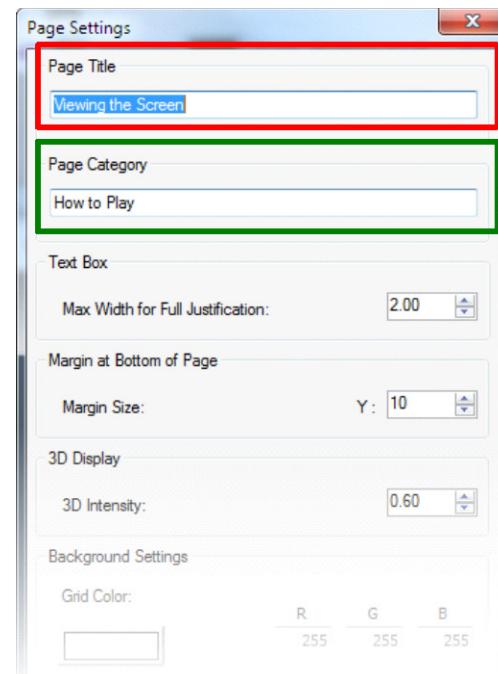
This section explains how to create the main body of your manual using the CTR-ManualEditor.

### 4.6.1 Creating a New Page

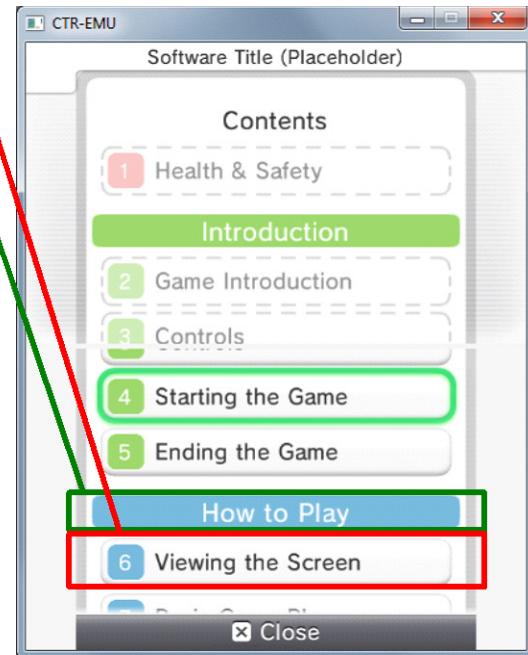
1. Go to **File > New Page** to create a new NCPG page. This will open in a new window that we refer to as the "page layout window" throughout the rest of this documentation.
2. Go to **Edit > Page Settings**, then set the page title and page category. Set the bottom margin size to 10.

The page title you enter appears as a button on the Contents page when viewed on a Nintendo 3DS system. The page category is a group containing multiple page titles.

**ManualEditor (Page Settings)**



**Nintendo 3 DS (Contents Page)**

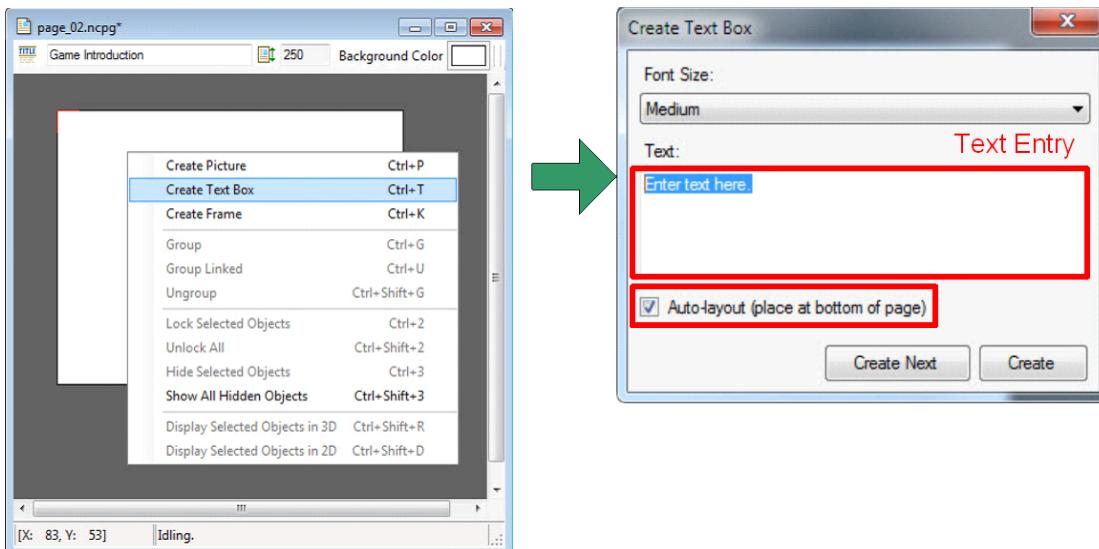


Each page for which a page category is specified will mark the first page in a category. For example, in the image above, Page 2 has the title set as "Game Introduction" and the category set as "Introduction." Pages 3, 4 and 5 have no category set, so they fall under the "Introduction" category. As a result, you should not enter a page category for any pages except those that mark the beginning of a new category. (If you were to specify "Introduction" for pages 2 through 5, each one of those pages would be displayed in separate categories called "Introduction.")

**Note:** No more than 99 page files can be included for each language.

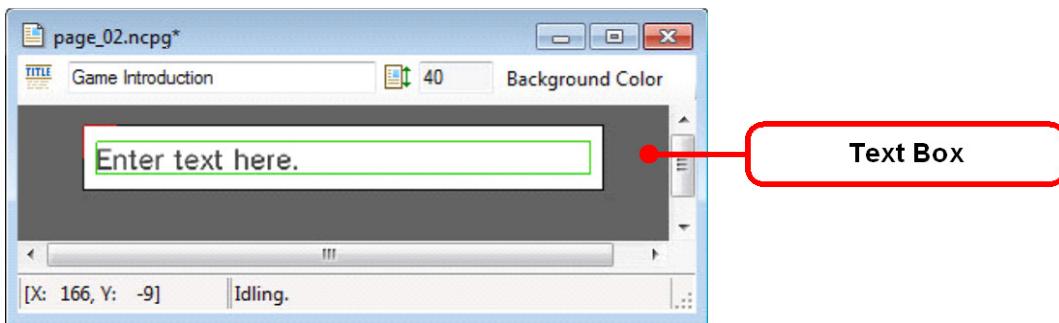
#### 4.6.2 Creating a Text Box

1. Right-click on the page layout window and select **Create Text Box**.
2. The **Create Text Box** dialog box will appear. Enter the font size and text, then click **Create**.

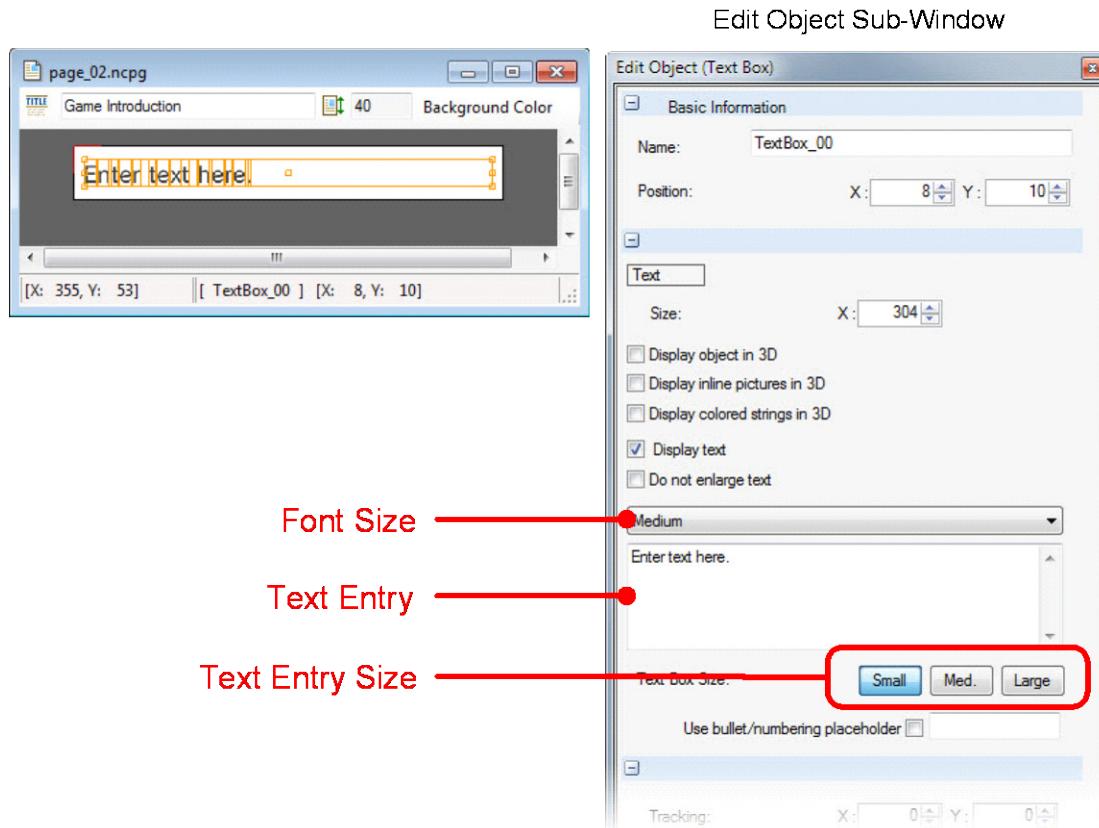


Page Layout pane

**Note:** If you have the **Auto-layout** option enabled, the new text box will be placed 10 pixels below the most recently created text box. The new text box will appear in the page layout window, surrounded by a green border.



3. When you select a text box, the text will appear in the Text Entry field of the **Edit Object** sub-window. You can double-click on the text box to bring up this sub-window if it's not already visible. Edit the text here as needed.



4. Use the Font Size drop-down box to select one of 5 font sizes. The table below explains the rules for using each font size.

**Table 4-2 Font Size Usage Rules**

	Font Size 1	Font Size 2	Font Size 3	Font Size 4	Font Size 5
Main/Fixed Text	X	▲	◎	O	O
Details	Due to readability concerns, this may not be used in the main body. This can be used for fine print, which does not have to be read by the user.	Due to readability concerns, this may not be used in the main body for the most part. It may only be used when a particular layout requires text to fit in a narrow space.	Use as the standard font size for the main body, fixed text, and general text.	Recommended for headers and emphasis.	Recommended for headers.

◎ = The most appropriate font size for main and template text

O = Recommended for drawing attention to text

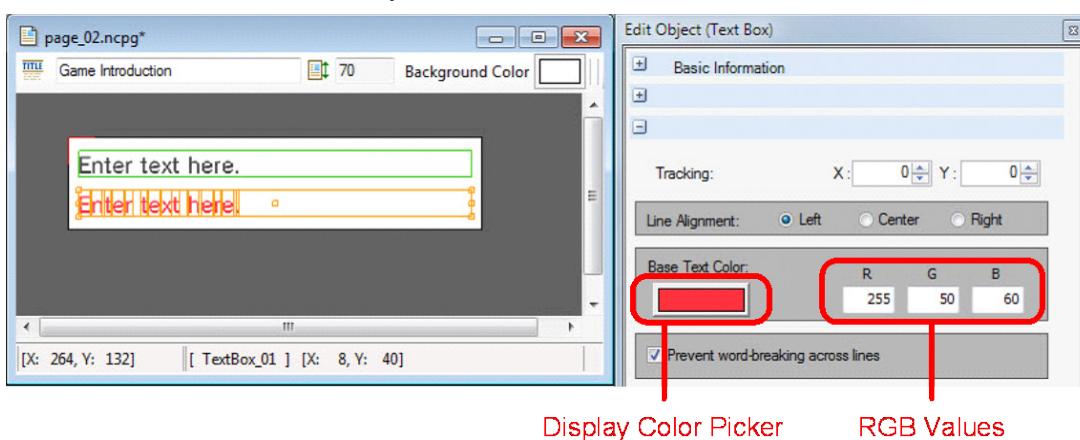
▲ = Not to be used unless absolutely necessary

X = Not to be used except in special cases

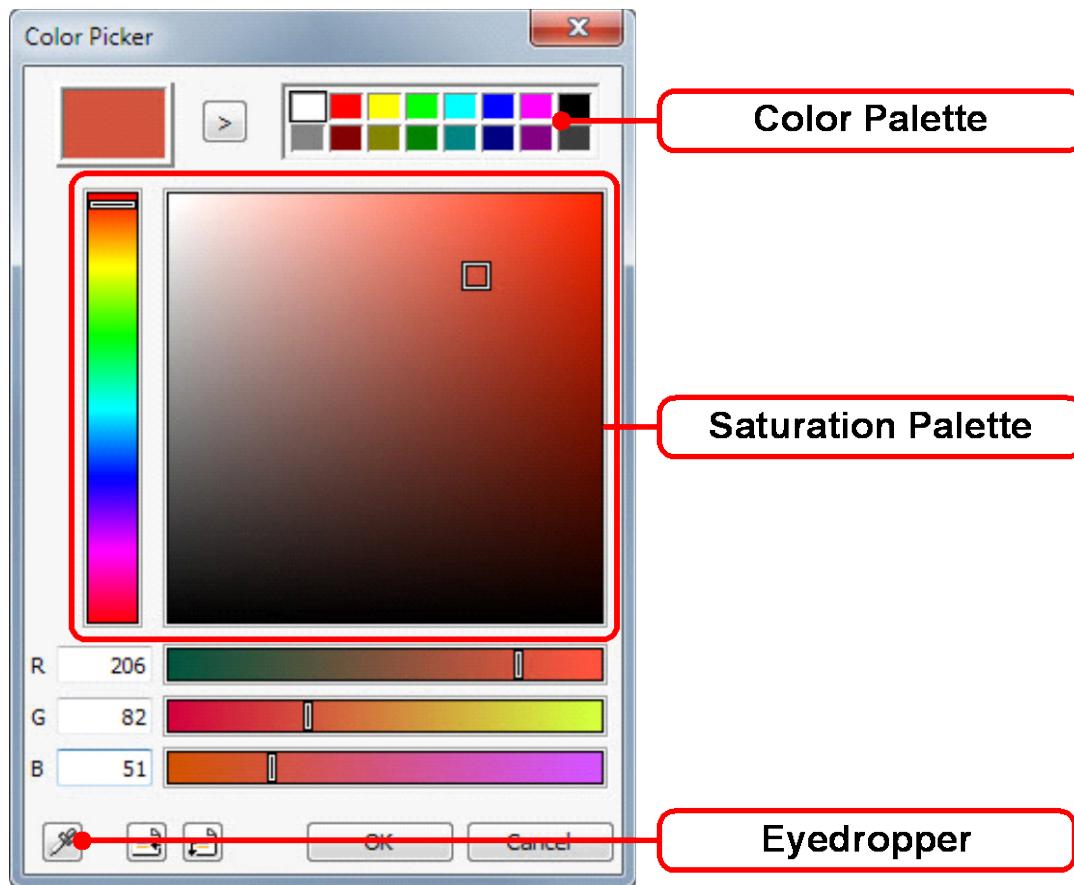
#### 4.6.3 Changing Text Color

1. To edit the color of text in an individual text box, select that text box and configure the **Base Text Color** field in the **Edit Object** sub-window.

**Note:** For black text in the main body, a color of R:G:B = 60:60:60 is recommended.



2. Click on the **Base Text Color** button to bring up the **Color Picker** window.



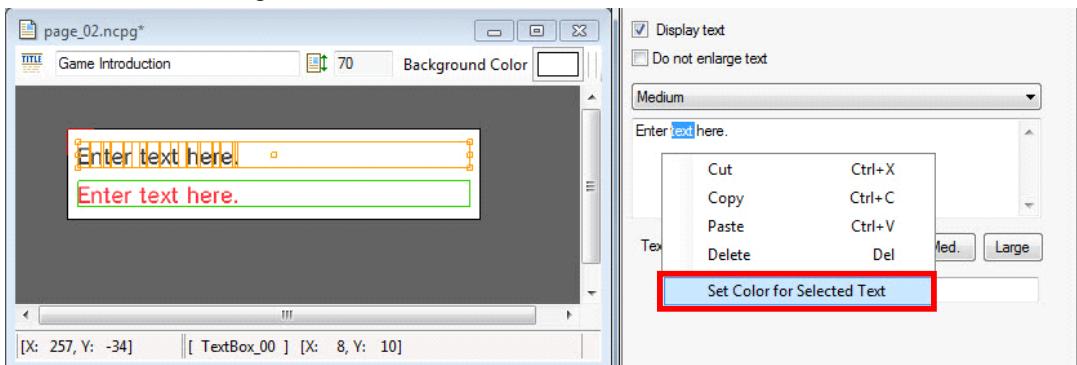
3. Use the color palette and saturation palette to select a color, then click **OK**. The color will be saved for that text box.

**Note:** Click on the Eyedropper icon to turn your mouse cursor into an eyedropper. Click on any color on your PC monitor to set that color as the current color. For more information on the **Color Picker** feature, check the help documentation for the tool.

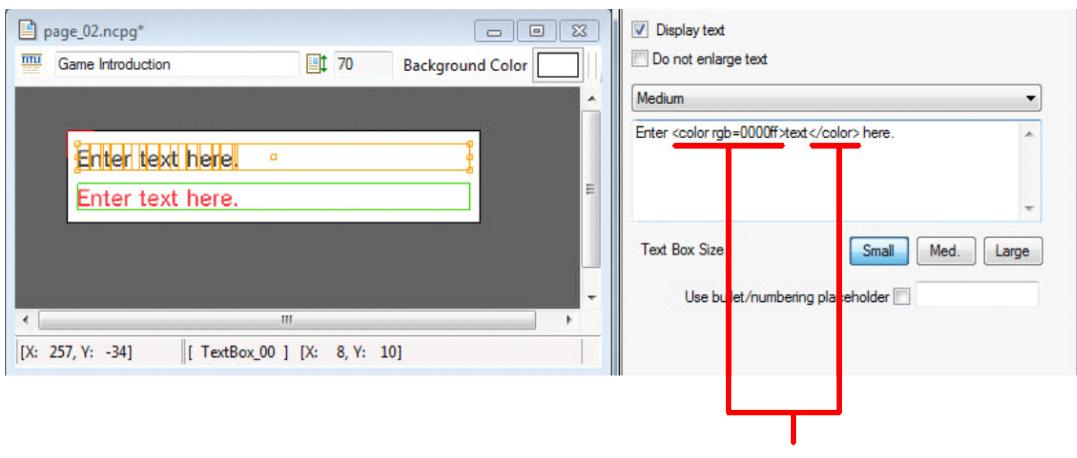
**Note:** You can also adjust color using the RGB values in the **Edit Object** sub-window.

#### 4.6.4 Changing the Color of Specific Text

- To change the color of specific text, highlight that text in the text entry field of the **Edit Object** sub-window, then right-click it and select **Set Color for Selected Text**.



- The **Color Picker** control will be displayed. Use the **Color Picker** to change the color.



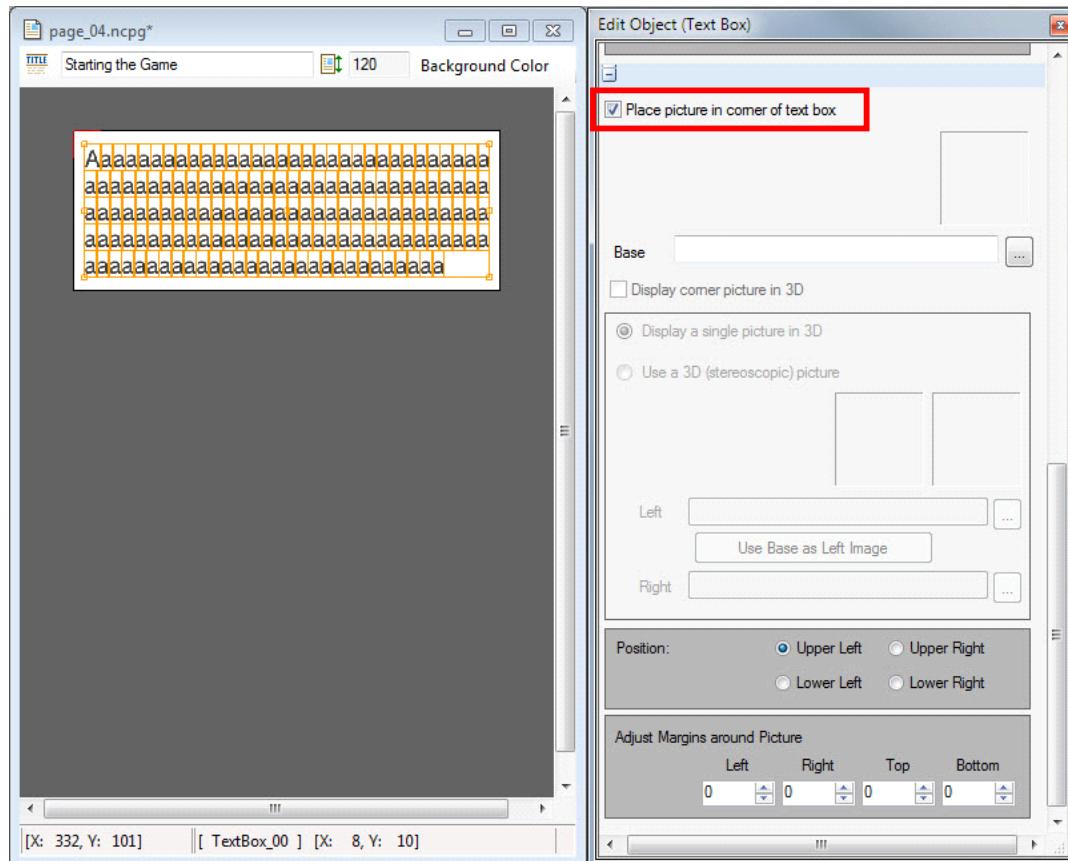
The color of that text will be changed. Color tags will be added to the left and right of the relevant text. You can use these tags to determine which text is colored. Delete these tags to return the text to the default color set for that text box.

**Note:** When deleting tags, be sure to delete all tags in (and including) the <> on each side of the text.

**Note:** Each page (.ncpg) file can contain no more than 200 total color tags. The default dark gray color used for text boxes is not counted as a color tag.

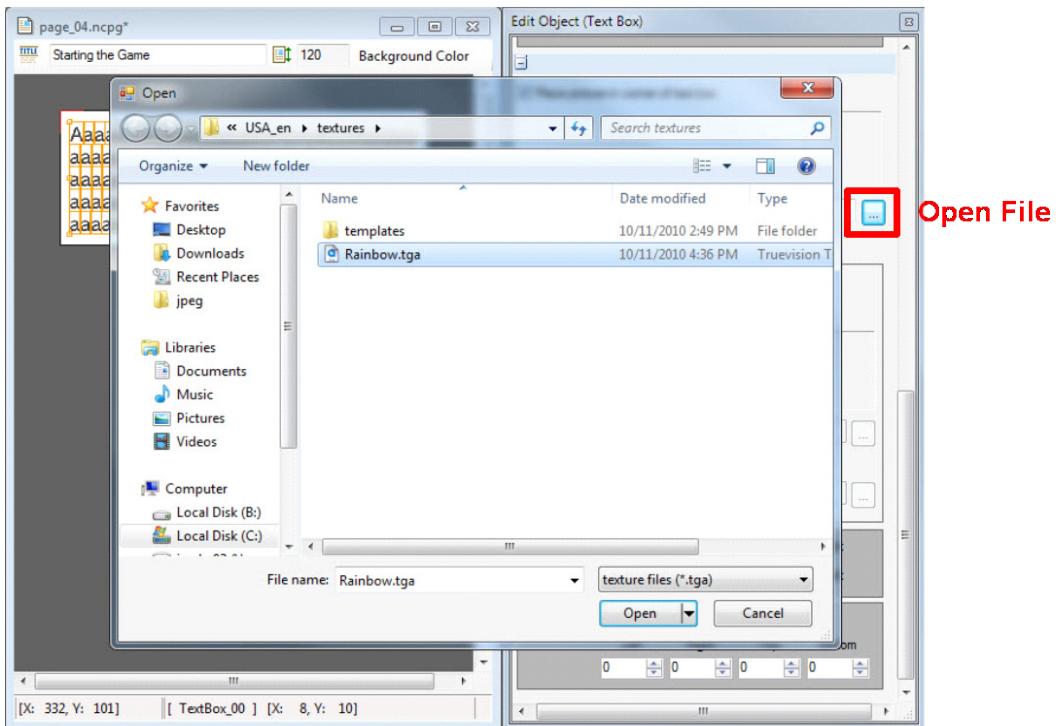
#### 4.6.5 Adding Images

1. Click on the text box, then check the **Place picture in corner of text box** check box in the **Edit Object** sub-window.

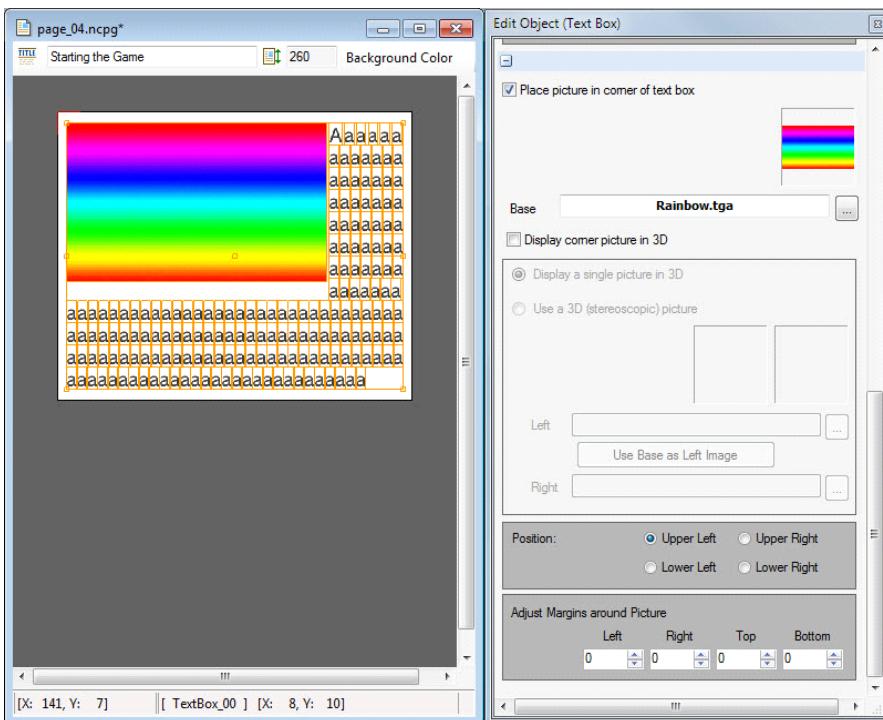


**Note:** For more information about image creation, refer to section 4.7 Creating Images.

2. Click on the Open File button in the **Edit Object** window, then select the image you want to insert.

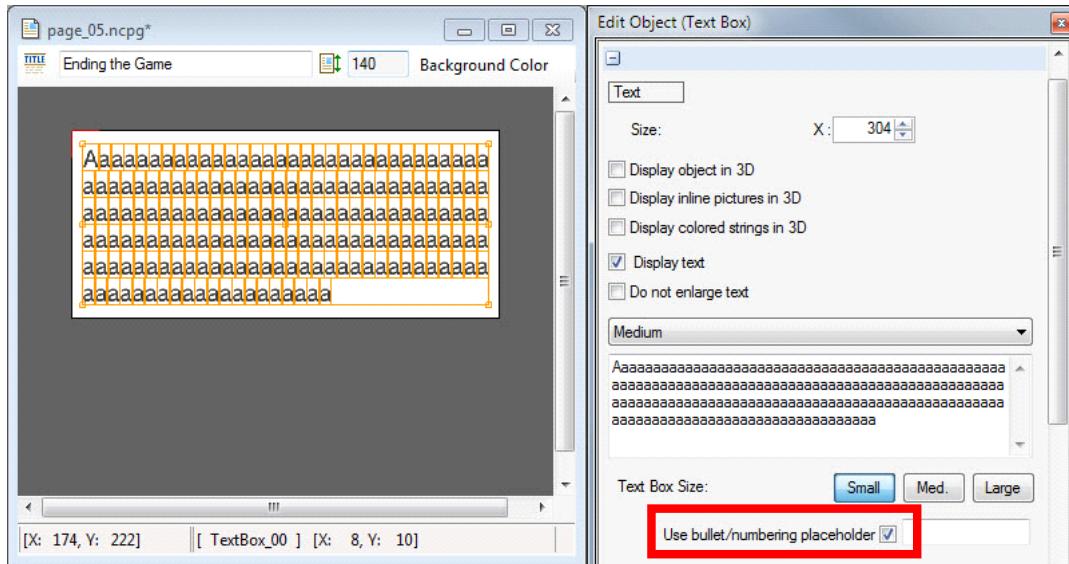


The image will be added inside the text box.

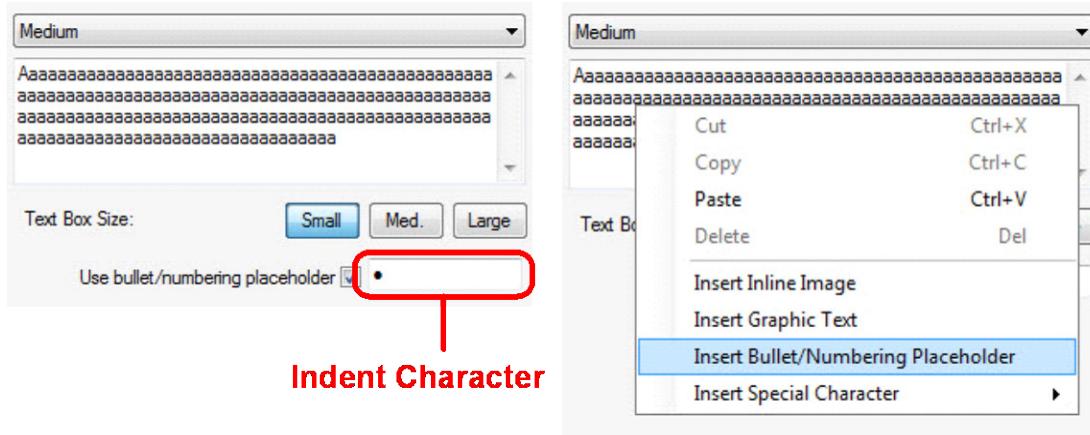


#### 4.6.6 Setting Indents and Indent Characters

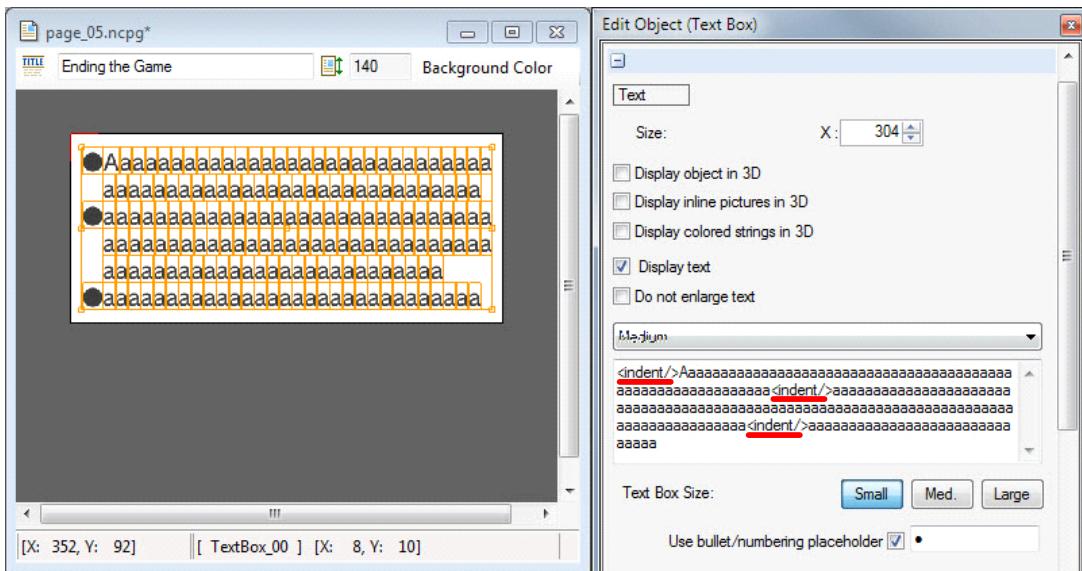
- To set an indent in a text box, select that text box and check the **Use bullet/numbering placeholder** check box.



- Insert the indent character into the **Use bullet/numbering placeholder** field. Note that you can specify more than one character in this field. Right-click the place in the Text Entry field where you want to insert the indent, and select **Insert Bullet/Numbering Placeholder**.



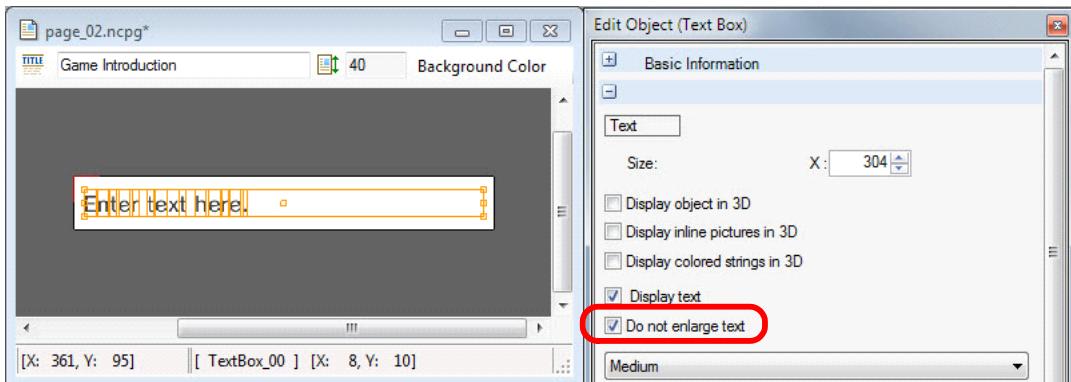
**Note:** If you insert a space into the **Use bullet/numbering placeholder** field, the space will be recognized as an indent character. The indent can be used for purposes other than an itemized list. The <indent/> tag will be inserted into the file. You can indent an entire text box.



**Note:** When you set an indent and indent character, a line break will automatically be inserted before the tag. There is no need to add manual line breaks before the tag.

#### 4.6.7 Enabling/Disabling Size Adjustment

You can enable/disable size adjustment for each text box. Click on the text box, then check the **Do not enlarge text** check box. The text in this box will not be adjustable by the user.

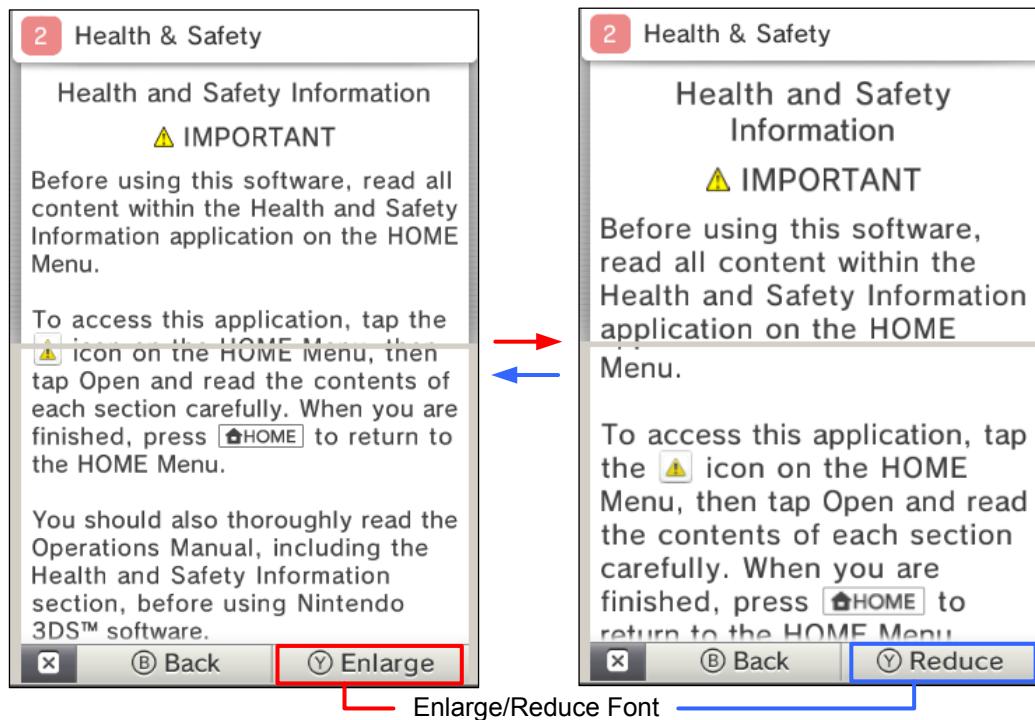


**Note:** All text within electronic manuals should be of adjustable size. Except for logos and icons, the use of graphic text (that is, images containing text) is strongly discouraged. The situations below are the only cases when Nintendo allows disabling of size adjustment:

- Numbers in callout text (①, ②, ③, etc.)
- Headers and descriptions in explanatory callouts
- Text where size adjustment would negatively affect the layout

**Note:** Please ensure that the layout is not affected by increasing the font size. Use the **Enlarged-Font Preview** option in the Window menu to check the layout with the increased font size.

**Note:** Electronic manuals displayed on the Nintendo 3DS contain a font enlargement/reduction button. Tapping this button will change the size of all manual text. The default setting is shown in the image to the left.

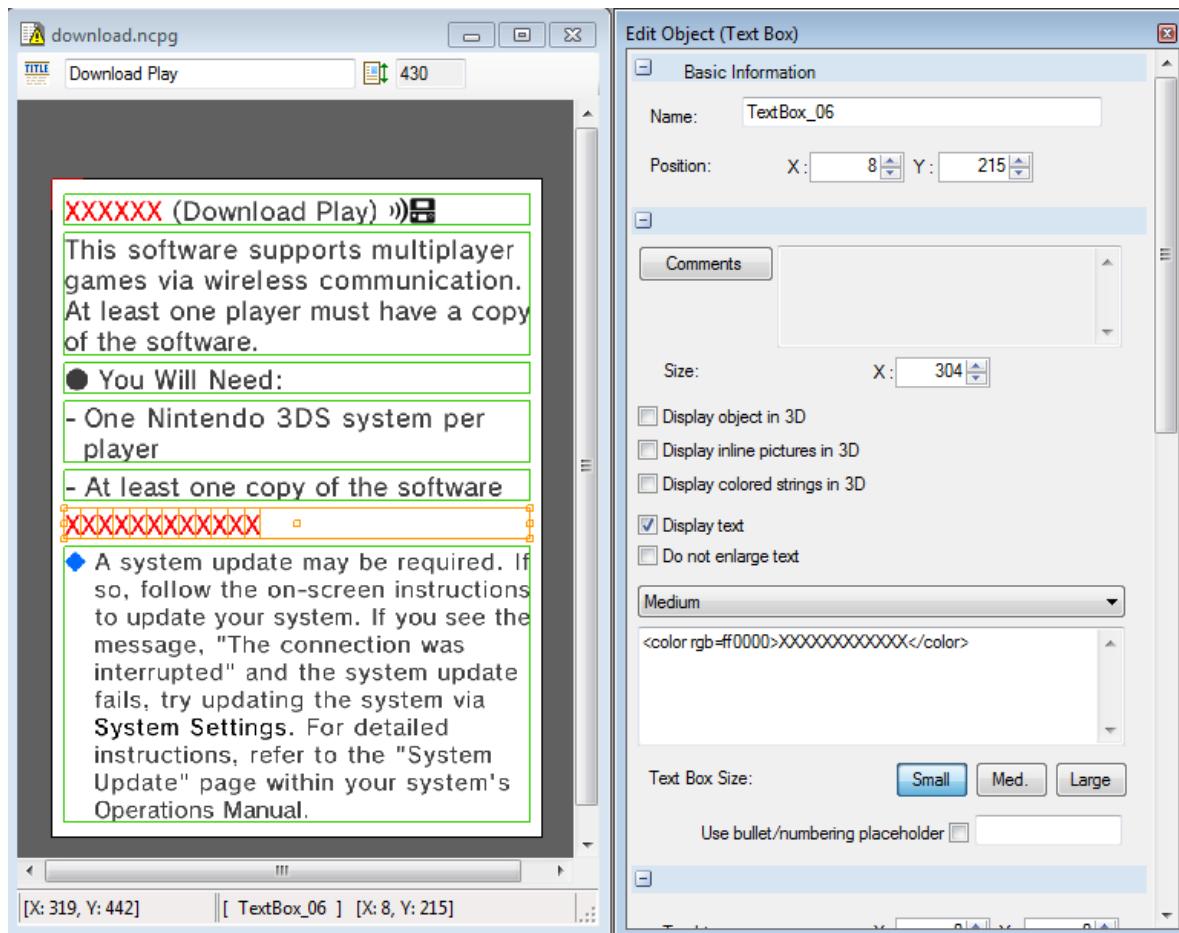


**Note:** Electronic manuals display the system's internal bitmap font at a reduced size, not at the original size. As a result, when characters are rendered on the hardware, there are cases in which the edges of characters appear to be very slightly clipped. This is a limitation of the text rendering system of the Nintendo 3DS, and there are no effective workarounds at this time.

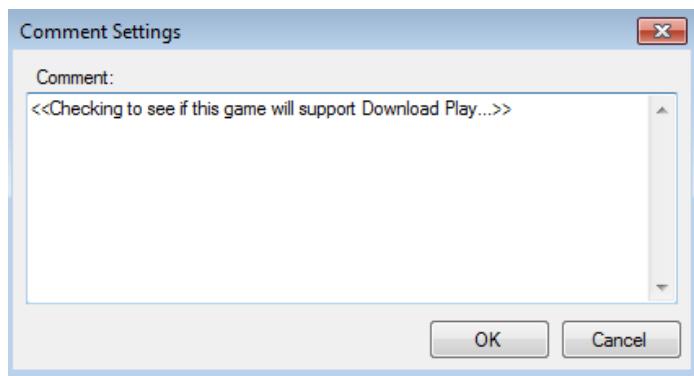
#### 4.6.8 Adding Comments

A comment feature was made available as a means for e-manual creators to communicate with each other. It can be used to communicate peer review results or to manage the version of the set text template.

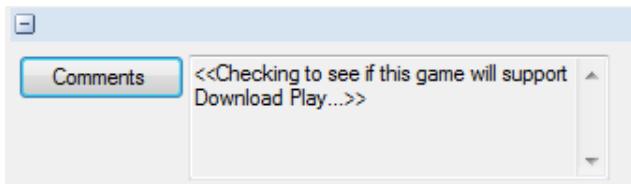
1. Select the text object where the comment is to be added, and then click on “Comment” in the Edit Object window.



2. The Comment Setting dialog box opens. Enter the comment.



Whenever the text object is selected, the comment input into “Comment” in the Object Edit window is displayed.



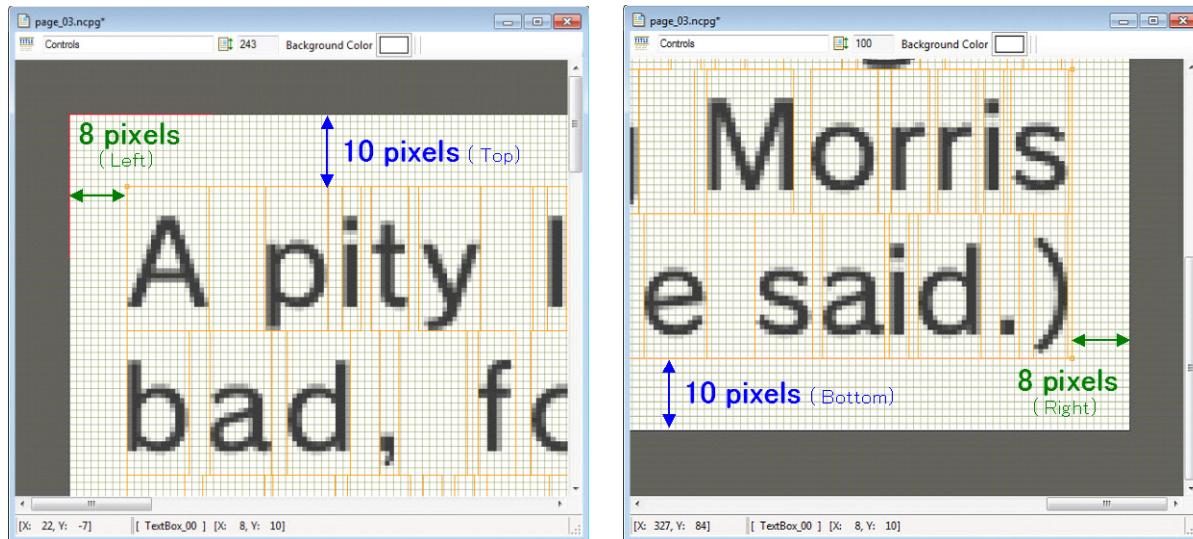
#### 4.6.9 Checking the Layout

3. Check the layout of your text and images. Go to **Edit > Page Settings > Margin Size** to change the size of the margin at the bottom of the screen.
4. The recommended margin sizes are shown in the table below. Make sure your e-manual uses the proper margin sizes.

**Table 4-3 Recommended Page Margins for the Page Layout Window**

	Left/Right	Top/Bottom
Empty Pixels	8	10

**Figure 4-1 Margin Sizes in the Page Layout Pane Window**



**Note:** It is forbidden to have text or images touch the edges of the window. Do not adjust the 10-pixel margin on the top. As an exception, it is acceptable to have screenshot borders, frames, or images (illustrations, background designs, and so on) on the left/right of the screen.

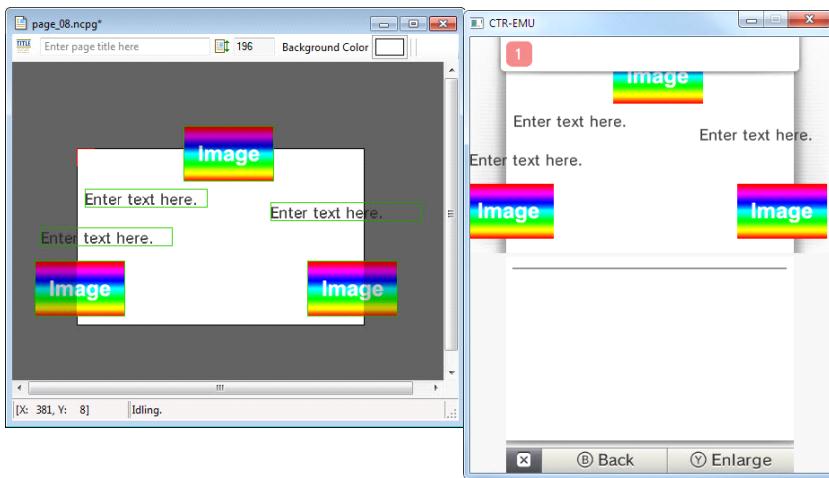
**Note:** If the pictures and text touch the edges of the screen directly, it will be more difficult to read when the electronic manual is displayed on the Nintendo 3DS. Margins should be maintained in the page layout window of the CTR-ManualEditor tool to ensure maximal readability.

**Note:** The default width of a new text box is 304 pixels. This takes into account the 8-pixel space at

the left and right sides.

5. Make sure no objects (or portions of objects) are placed outside of the page boundaries within the page layout window.

**Note:** If an object (or a portion of an object) is placed outside of the page boundaries, it will appear as shown in the figure below.



## 4.7 Creating Images

The CTR-ManualEditor tool uses the proprietary Nintendo CTR-ManualTools\_TGA image format.

### 4.7.1 Choosing CTR-ManualTools\_TGA Image Types

There are multiple types of CTR-ManualTools\_TGA images, with differing features such as compression ratios. The types and uses are outlined in the table below.

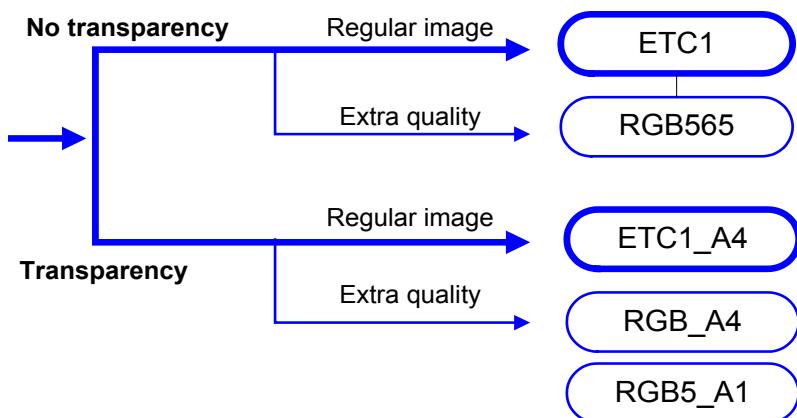
Table 4-4 CTR-ManualTools\_TGA Image Types and Uses

Image Type*	Use	Characteristics	Usage
A4	X	-	-
A8	X	-	-
HIL08	X	-	-
RGB565	O	Reproduces images more faithfully than ETC1, but has a large file size.	Images that are unreadable when created using ETC1. Primarily small images, such as game icons.
RGB8	▲	Reproduces images more faithfully than RGB565, but has a large file size.	Not to be used, as the file size is too large. Only to be used when high-resolution images are required.
RGB5_A1	O	RGB565 with alpha compositing.	Used to preserve transparent parts of RGB565 images when the transparent part is not variable.

Image Type*	Use	Characteristics	Usage
RGB_A4	O	RGB565 with alpha compositing.	Used to preserve transparent parts of RGB565 images when the transparent part is variable.
RGB_A8	▲	RGB565 with high-precision alpha compositing.	Not to be used, as the file size is too large. Only to be used when high-resolution images are required.
ETC1	◎	Compressed format. Has the smallest data size when compared to other formats.	Used for screenshots and general images.
ETC1_A4	O	ETC1 with alpha compositing.	Used to preserve transparent parts of ETC1 images.

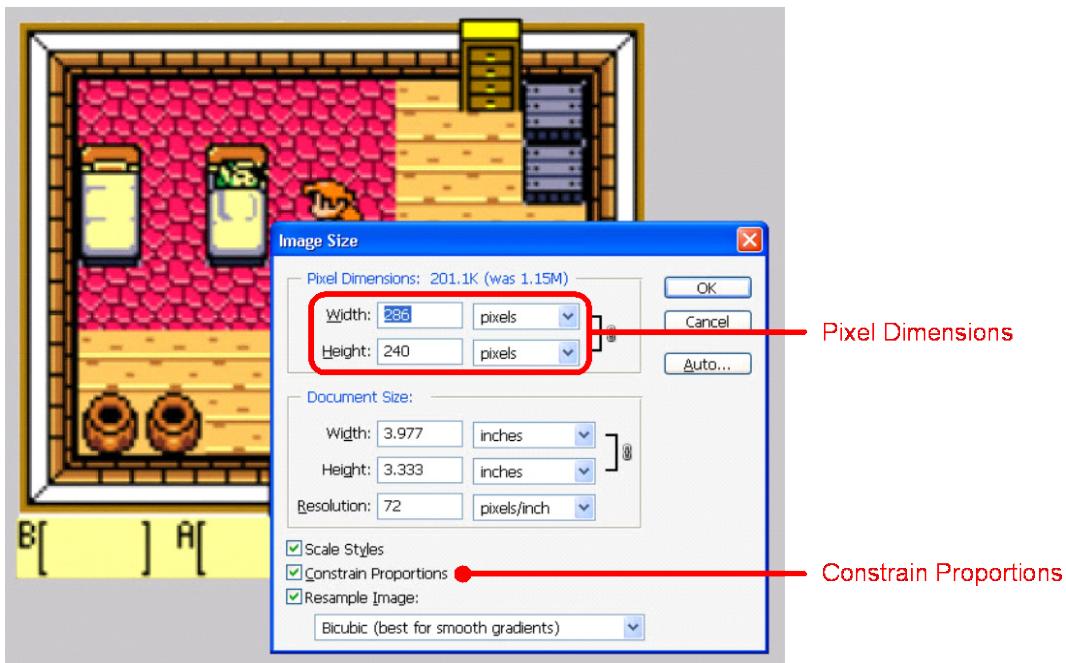
\* The “A” in the image type name refers to support for transparency (alpha blending).

**Figure 4-2 Choosing a CTR-ManualTools\_TGA Image Type**



## 4.7.2 Creating an Image

1. Open Photoshop.
2. Select **File > Open**, then open the image you want to use in the CTR-ManualEditor.
3. Edit the image size. Go to **Image > Image Size**, then check the **Constrain Proportions** check box and enter values in the **Pixel Dimensions** boxes.



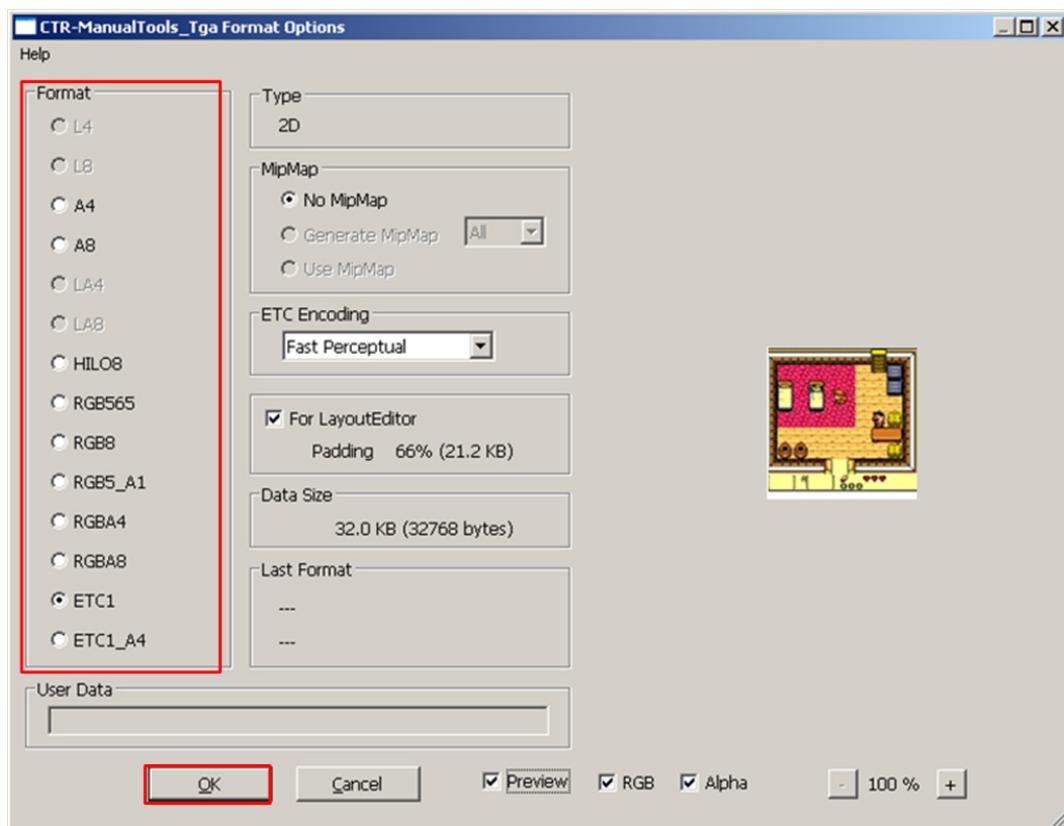
**Note:** Electronic manuals have a width of 320 pixels. Decide image size while keeping in mind the layout of the text on the page. For more details on image sizes, see Appendix B: Image Size.

4. Select **File > Save As**, then browse to the textures directory of the project folder.

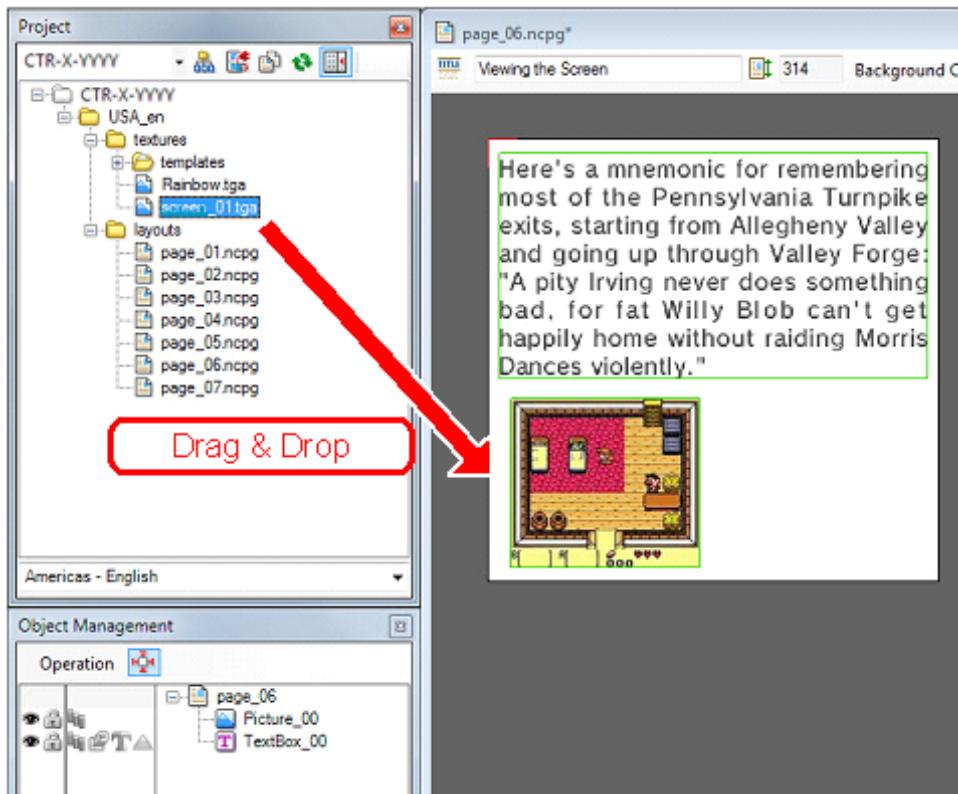
**Note:** If you choose **File > Save**, you will overwrite your original image. As you may want to check image size, etc. in your original image, it is recommended that you use **Save As** to preserve the original image.

5. Set **CTR-ManualTools\_Tga** as the file type, then enter the filename.
6. The **CTR-ManualTools\_Tga Format Options** dialog box will be displayed. Choose an image format, then click **OK**.

**Note:** For information about the formats, see section 4.7.1 Choosing CTR-ManualTools\_TGA Image Types.



7. Place the new TGA file in the CTR-ManualEditor. Open the textures folder in the **Project** sub-window, then select the image and drag it into the page layout window.



**Note:** You can also right-click inside the page layout window and select **Create Picture**.

**Note:** For information on how to insert a picture into a text box, refer to section 4.6.5 Adding Images.

## 4.8 3D Display Settings

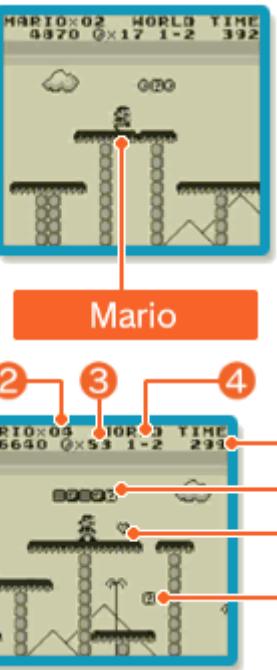
Electronic manuals are divided into objects such as text boxes, pictures and frames. In the CTR-ManualEditor tool, each of these objects can be set to display in 3D. This will make those objects appear to float above the surface of the upper screen of the Nintendo 3DS system. When using this feature, ensure you follow the rules given below.

**Note:** Nintendo has created a set of documents called the *CTR Guidelines* to eliminate trouble in the marketplace with the CTR as much as possible, as well as to provide our customers with a better game experience. The CTR Guidelines contain rules related to stereoscopic representations that apply to e-manuals as well. Be sure to follow these rules when configuring objects to display in 3D within the e-manual editor. You can download the *CTR Guidelines* package from WarioWorld. If you don't have access to this website, contact your Nintendo support representative.

### 4.8.1 Rules for 3D Display

These are the basic rules for using the 3D display option. Objects that are *recommended* to be displayed in 3D are marked "Yes," while objects that should not be displayed in 3D are marked with "No." Optional features can be determined on a per-manual basis.

**Table 4-5 Rules for 3D Display**

Design Element	3D	Image	Description
Images and borders	Optional	<p>per room turn into Mario you it up. will be able to jump up</p> 	Game screenshots and the borders surrounding them.
Image callouts	Yes	<p>e, the s from Mario™'s of in which four Each divided</p> 	Callouts used to explain elements of images (including text and numbers).
Headers	Yes	<p><b>Defeating Enemies</b></p> <p>There are several ways to defeat enemies. They are listed below.</p>	The main header of a page.

Design Element	3D	Image	Description
Sub-headers	Optional	<p><b>③ Coins</b></p> <p>Each coin is worth 100 points. When you collect 100 coins, you will earn an extra Mario.</p> <p><b>Stomp on them.</b></p> <p>You can stomp many enemies by jumping onto them from above. If you run into an enemy, you will lose a life.</p> 	Headers that are not as important as main headers.
Images within text	Optional	<p>Edit your photos by tapping , then choosing "Edit" from the menu.</p> <p>When you see a message notification , press  to read the text.</p>	Images placed within the flow of running text.
Colored text	Optional	<p> <b>Messages</b>  <b>Note:</b> Press  to reread the message you were given at this location.</p> <p>to a different application at the HOME Menu or turn the system off while the game is paused.</p> <p><b>Once the game is restarted, the temporary save data will be deleted.</b></p>	Parts of text that are optionally colored in.
Main text	No		Regular text in the manual.

## 4.8.2 Enabling 3D Display

Select an object in the page layout window and move to the **Edit Object** sub-window.

- **2D Image**

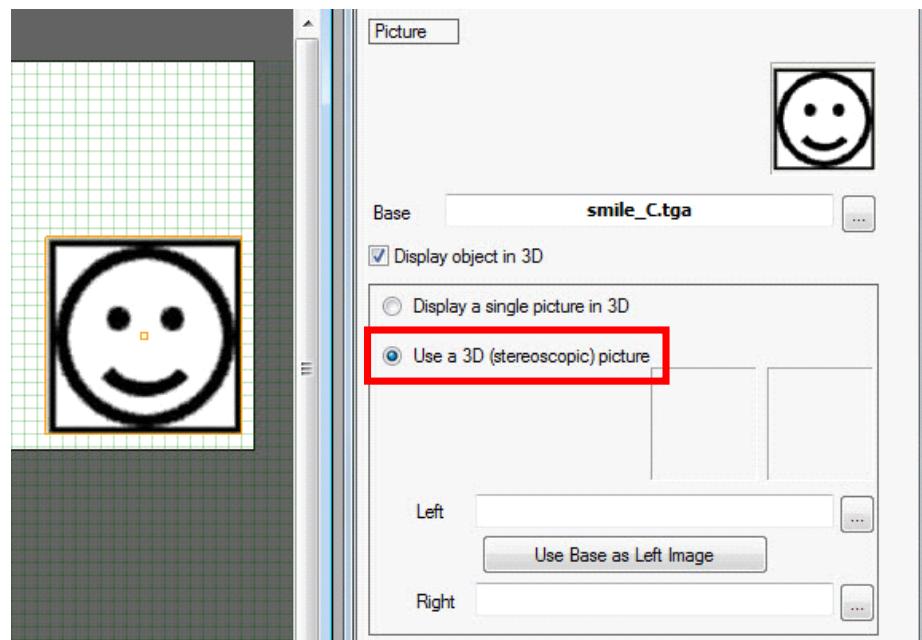
Select the image and check the **Display object in 3D** check box in the **Edit Object** sub-window.



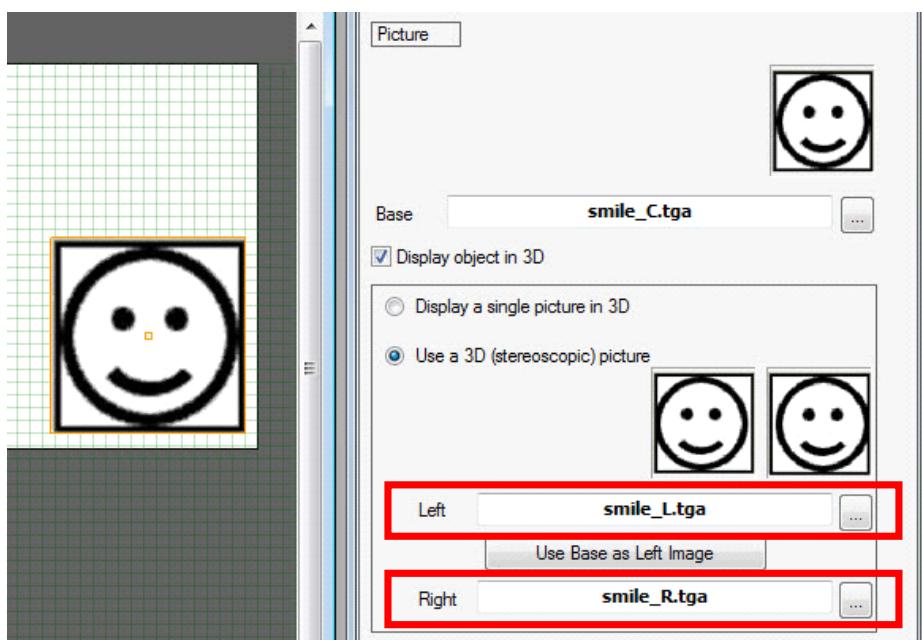
**Note:** If you are displaying a single 2D image in 3D, the entire image will appear to jump out of the page. There will be no 3D effect (sense of depth) within the actual image.

- **3D Image**

1. Select the image and check the **Display object in 3D** check box in the **Edit Object** sub-window, then select **Use a 3D (stereoscopic) picture**.



2. Set the left and right images.



**Note:** This will create the 3D effect within the image. Left and right images are required. If a base image is not present, the image for the left eye will be used when the 3D depth slider is set to OFF.

- **Images Within Text**

Select the text box containing the image(s), then check the **Display inline pictures in 3D** check box.

- **Text**

Select the text box in the page layout sub-window.

To display the entire text box in 3D, check the **Display object in 3D** check box.

To display inline pictures in 3D, check the **Display inline pictures in 3D** check box.

To display specific colored text in 3D, check the **Display colored strings in 3D** check box.

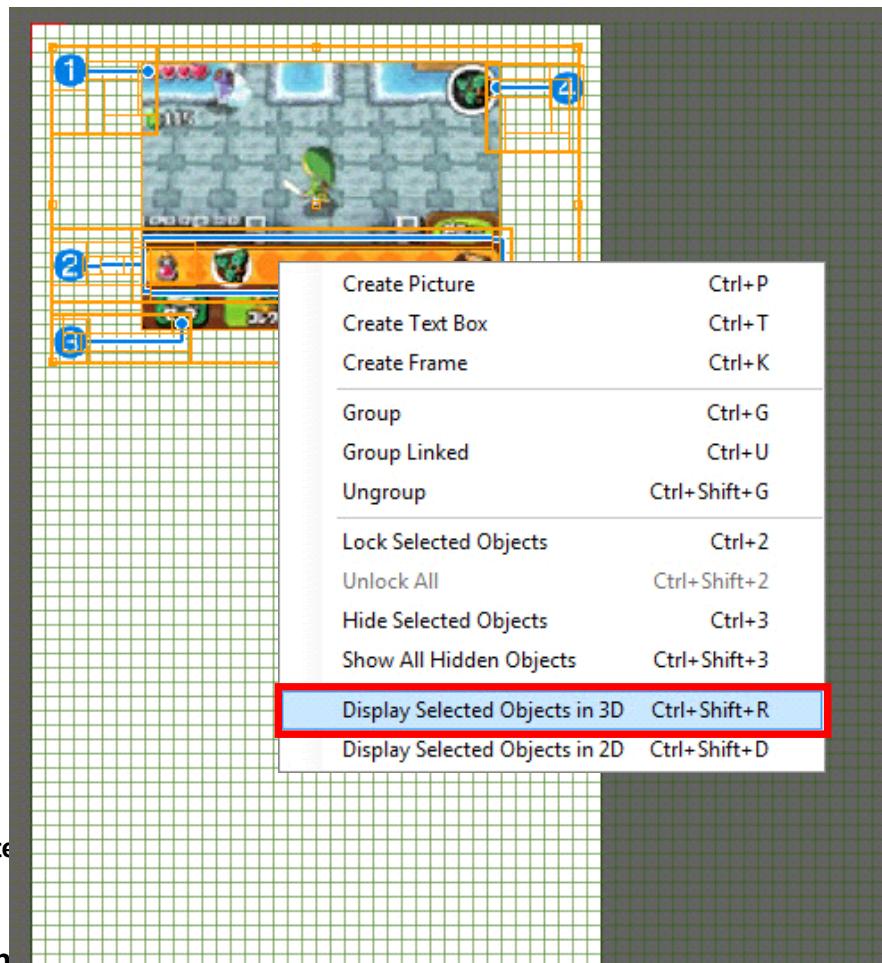


- **Frames**

Select a frame object in the page layout window, then check the **Display object in 3D** check box in the **Edit Object** sub-window.

- **Grouped items**

Select the grouped objects in the page layout window. Right-click and select **Display Selected Objects in 3D**. All objects in the group will then be displayed in 3D.

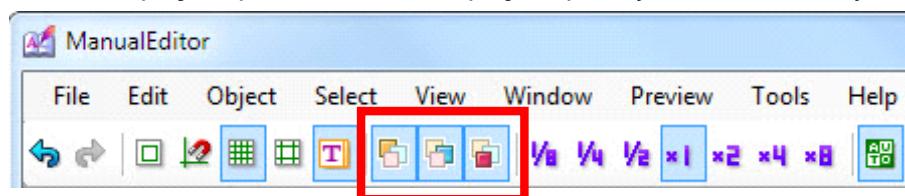


Note: Using the 3D display mode can make the editor less efficient than

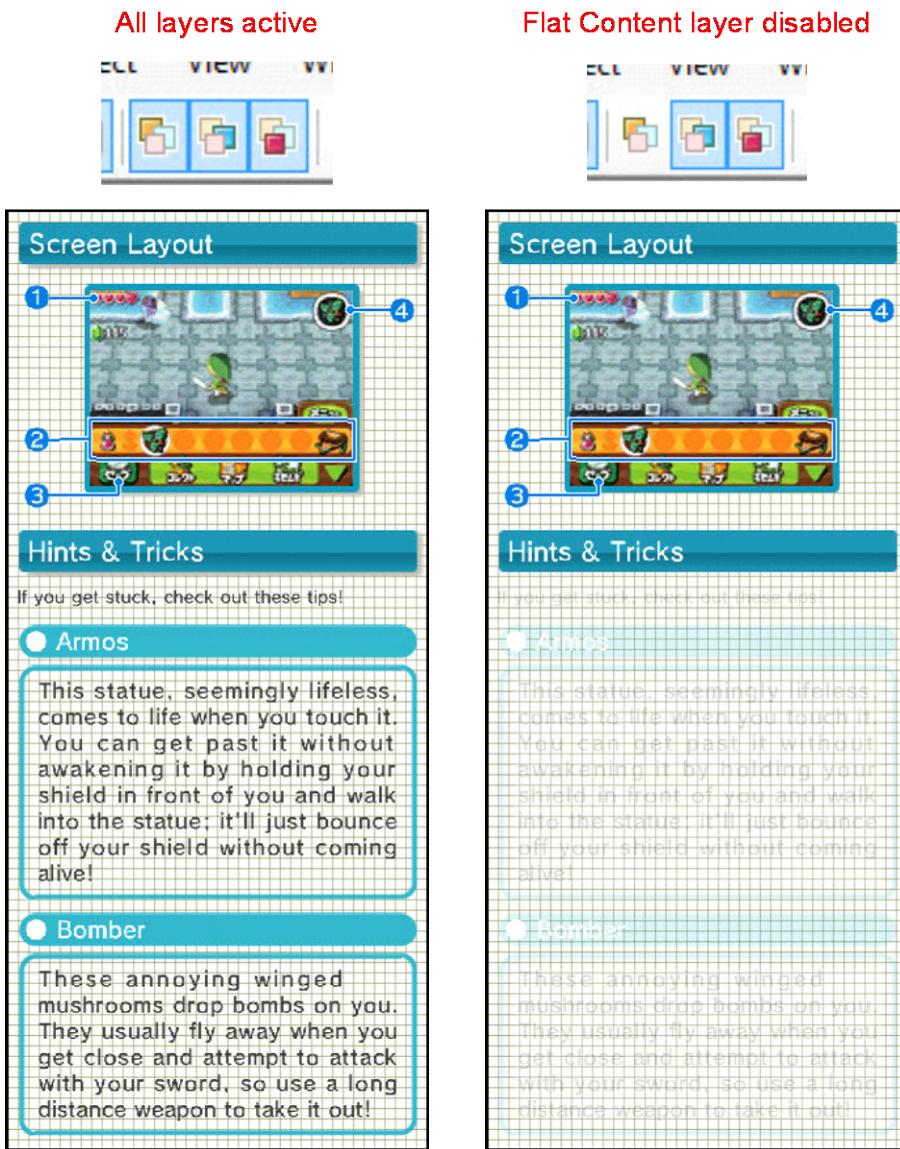
### 4.8.3 Checking 3D Display

You can check which objects are and are not set to display in 3D.

1. There are three icons in the toolbar for 3D Display. From left to right, they are **Flat Content**, **3D Content (Layer 1)**, and **3D Content (Layer 2)**. They are all enabled by default.



2. Click the **Flat Content** icon to turn it off. All objects not set to display in 3D will become transparent. All non-transparent objects in this view will appear stereoscopically on the Nintendo 3DS system.



## Configuring the 3D Intensity

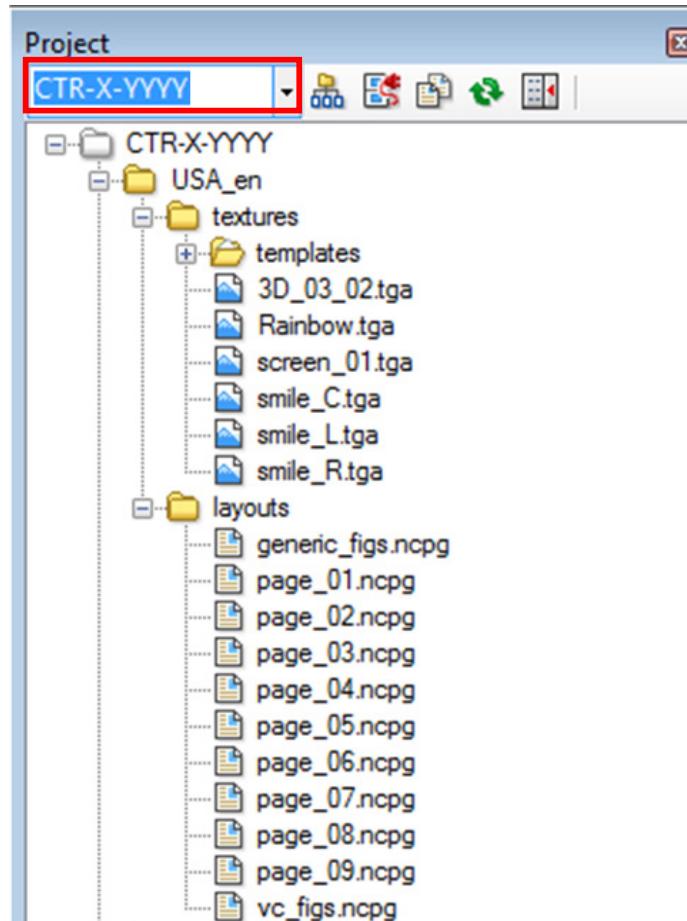
The intensity of the 3D display can be set independently for each page. You are free to set these as you like. To edit the 3D intensity for the active page, select **Edit > Page Settings** to bring up the **Page Settings** dialog box, then change the **3D Intensity** value to match the specifications of your software.

**Note:** For Nintendo-published titles, the recommended 3D Intensity values range from 0.3 to 0.6, and all pages should be set to the same 3D intensity.

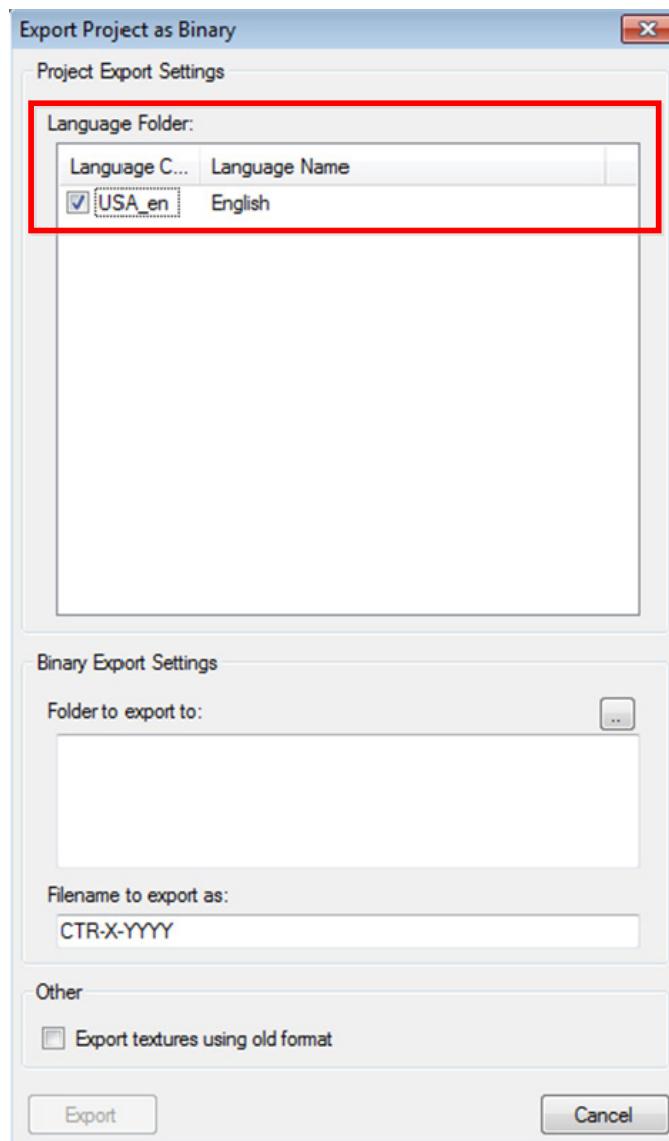
## 4.9 Exporting the Project

This section explains how to export CTR-ManualEditor data as a binary file. This compresses the electronic manual and converts it into a binary BCMA file, to be combined with the software ROM.

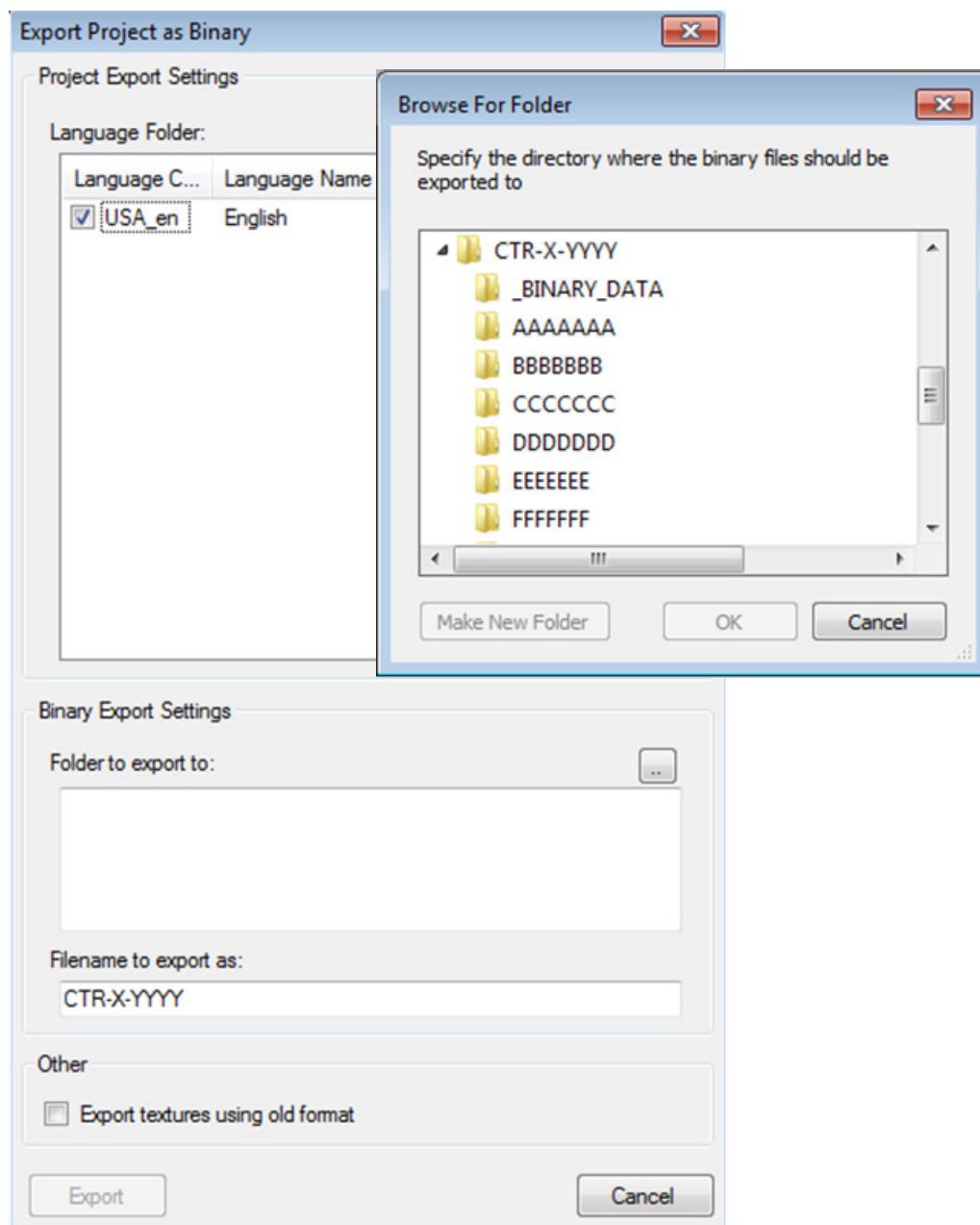
1. This process will export the project folder shown in the **Project** sub-window of the CTR-ManualEditor.



2. Select **File > Export Project as Binary.**
3. Select the language(s) you want to export.



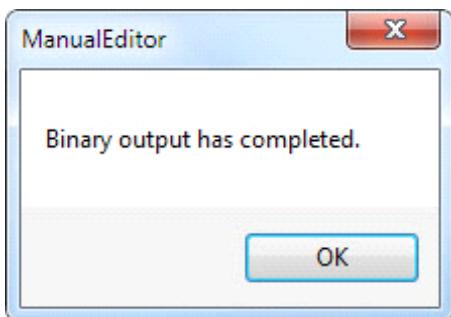
4. Click on the "Binary Export Folder" icon. Choose a folder to export the binary file to, then click OK.



5. Enter a name for the binary file. Only half-width alphanumeric characters can be used.

**Note:** When combining the manual with the game ROM, the binary data must be named "Manual.bcma;" otherwise it will not work properly.

6. Click **Export**. If the export is successful, the pop-up window below will appear.



Once you have done that, you must use CTR-SDK in order to incorporate the binary file you have exported into your application. For more information about this process, please refer to the following documents.

- Section 3.1 Structure of CTR Data Files within the *CTR Master Editor User's Manual*, which is included as part of the CTR Master Editor package.
- Chapter 4 Creating Download Applications within the *CTR Download Application Programming Manual* within the CTR Programming Manual package.
- The *Guide to Developing a Build System* document and the function reference page for `ctr_makeroom` within the CTR-SDK package

**Note:** As a result of adding e-manual support for card-based applications, Nintendo plans on revising the *CTR Download Application Programming Manual* in the future and renaming it the *CTR Application Creation Flow Programming Manual*.

**Note:** The maximum file size of an e-manual binary is 6656 KB per language.

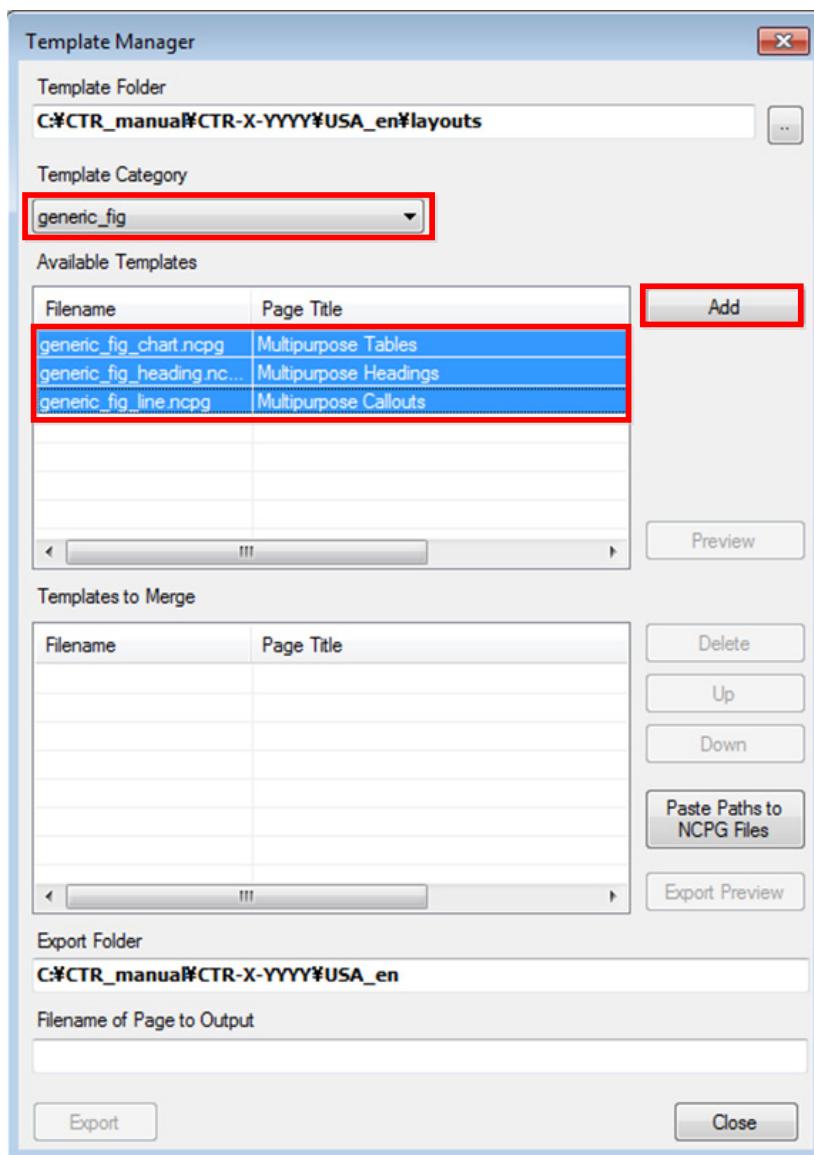
# 5 Using Design Templates

Design templates have been prepared for elements that frequently occur in electronic manuals. These templates are divided into headers, callouts and tables. These should be generally used, regardless of software type. This chapter explains how to prepare and use these design templates.

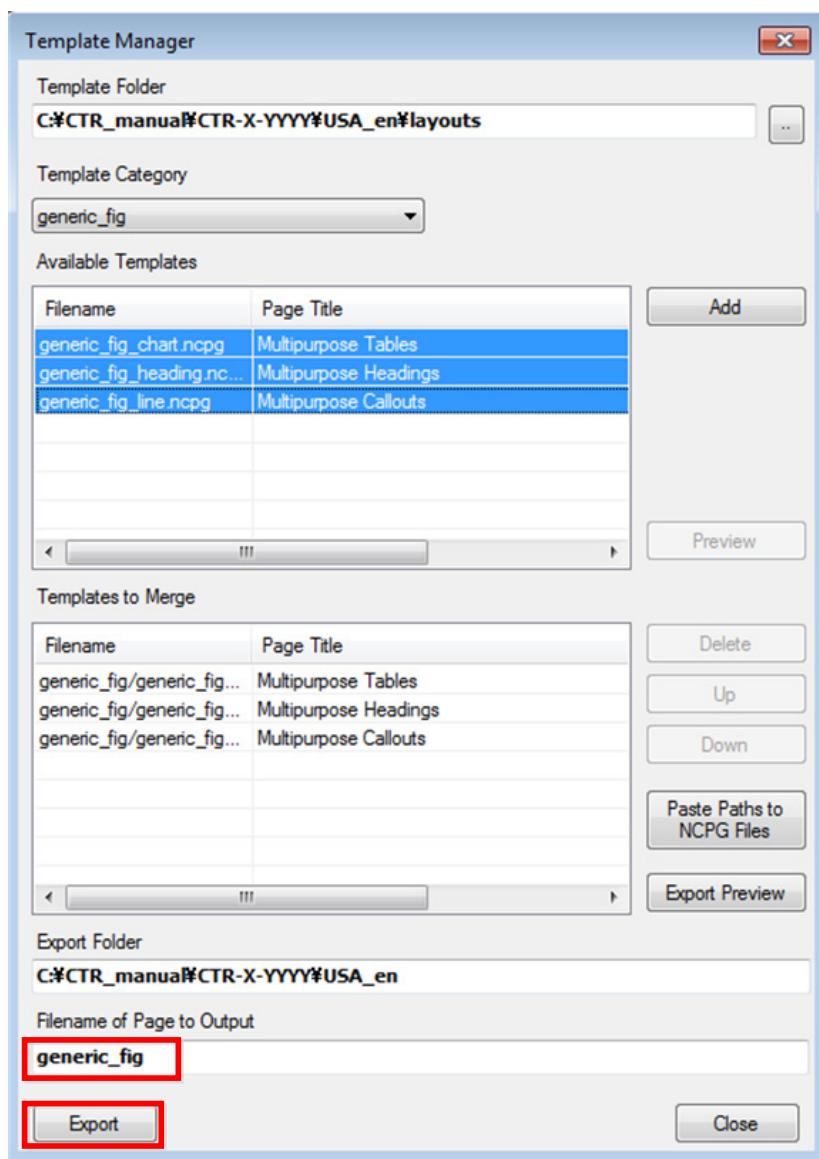
## 5.1 Preparing Design Templates

Use the Template Manager to export the design templates for general-purpose use. To start the Template Manager, select **File > Template Manager**.

1. Select the category `generic_fig`, then select the three template types and click on **Add**.

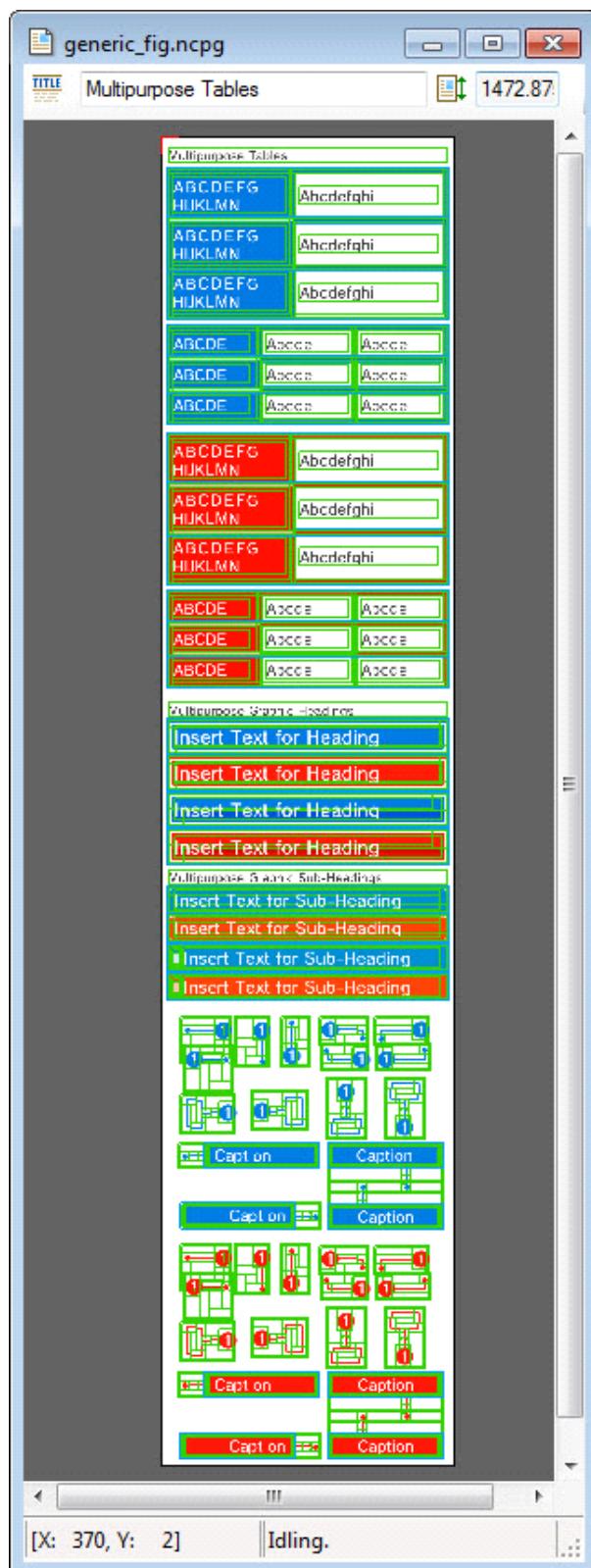


2. Enter the output file name and click **Export**.



**Note:** The exported NCPG file will be a composite template page. This page should be deleted before the completion of the manual, so the file name is not important.

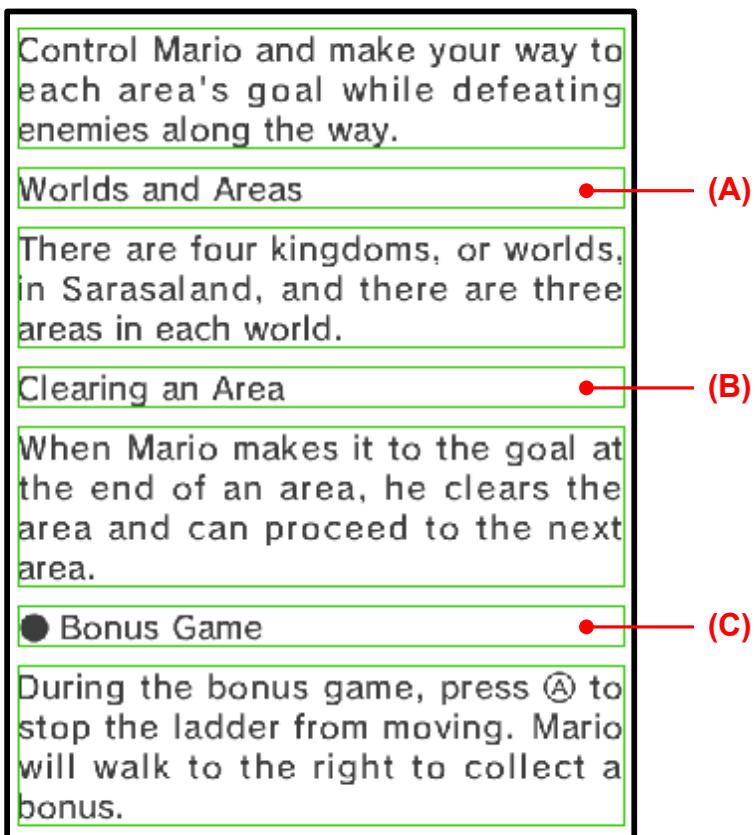
3. Open the exported NCPG file. Copy and paste the required elements into the main body of the electronic manual.



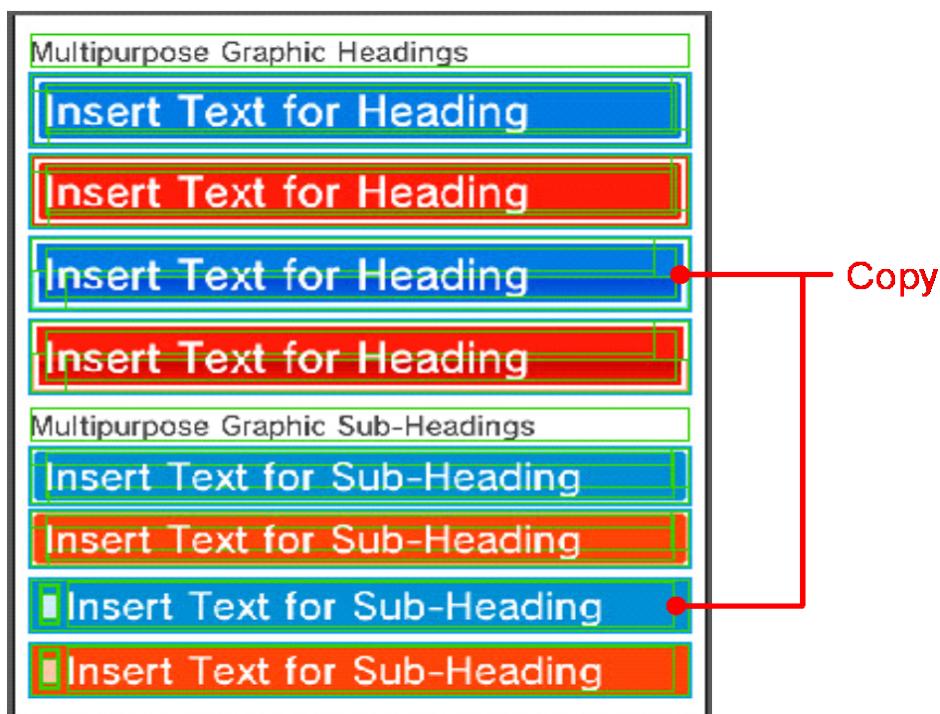
## 5.2 Creating Headers

You can create headers and sub-headers. In the example image below, text boxes (a) and (b) will become headers, while (c) will become a sub-header.

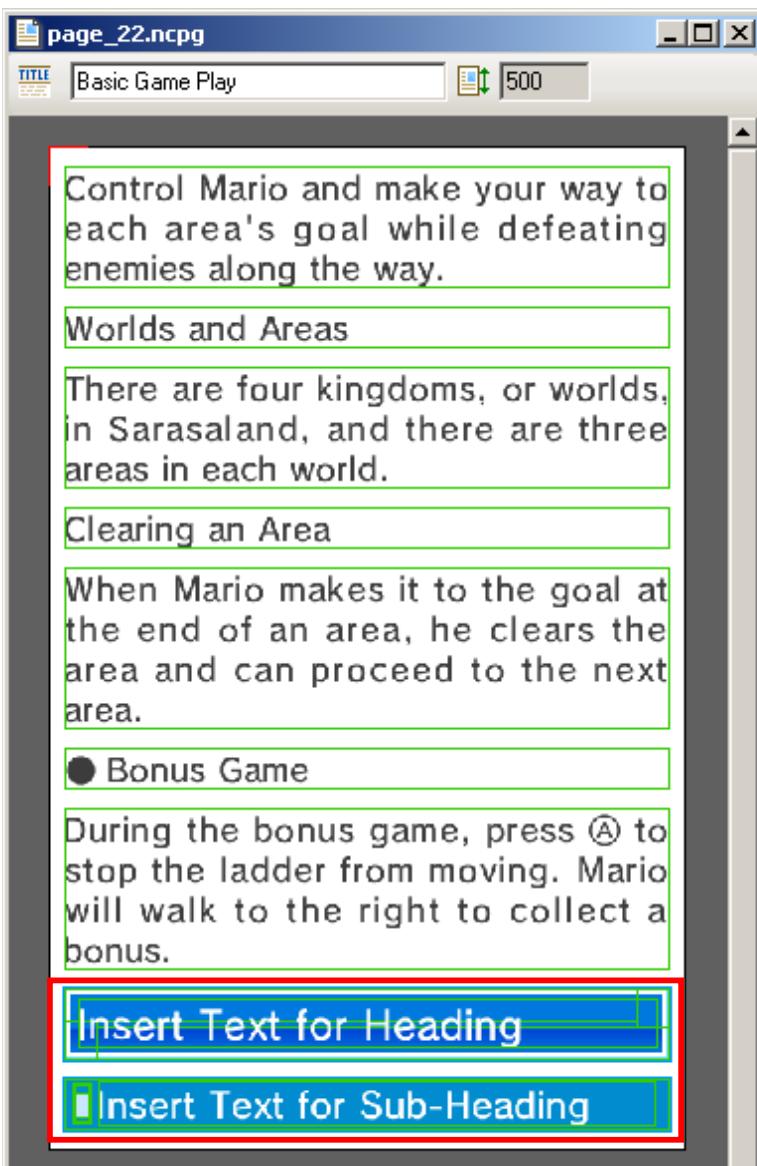
1. Open the relevant file.



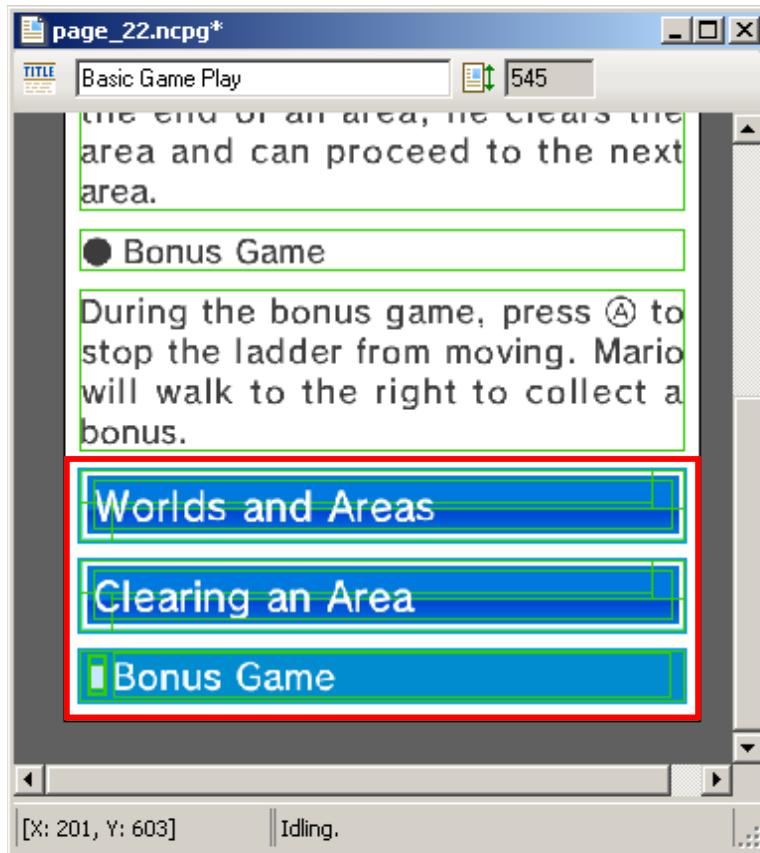
2. Open the composite template file you created in part (3) of section 5.1 Preparing Design Templates. Select the header and subheader templates, then copy them.



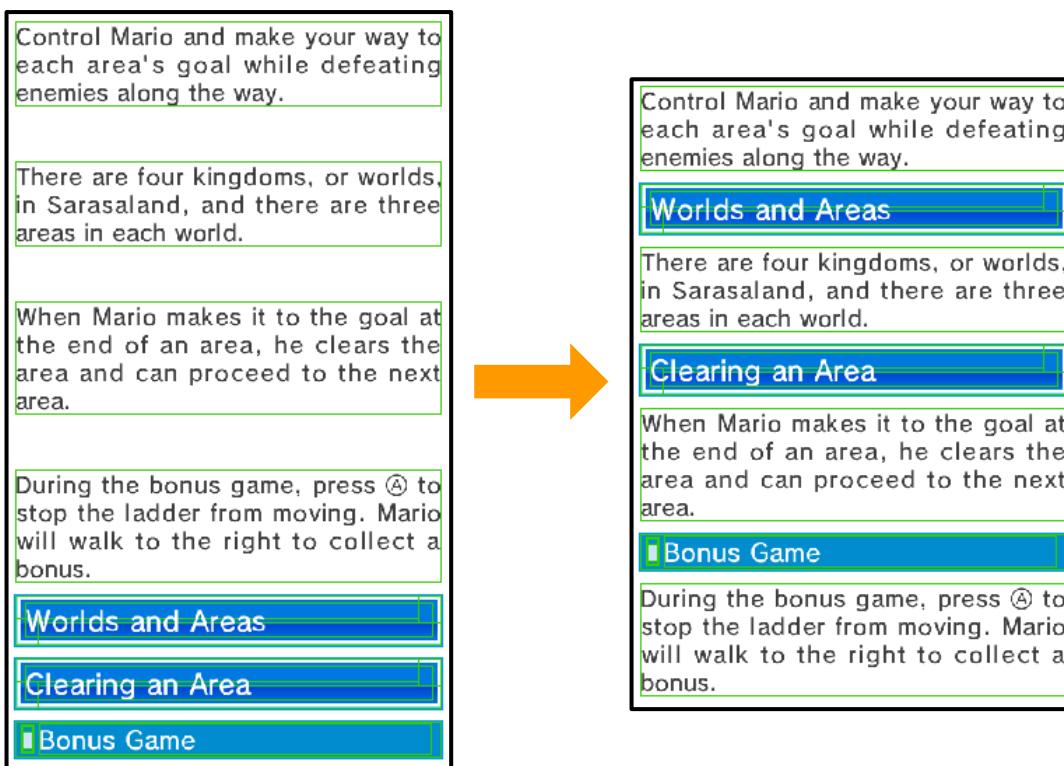
3. Paste them into your manual page.



4. Since there are two headers, you'll want to copy and paste the header so it appears twice. Change the text in the headers and sub-header to match the text in the manual. You can select and edit grouped text boxes by left-clicking while holding down the Ctrl key.



5. Delete the original text boxes from the manual, and move the new headers and sub-header in to replace them.

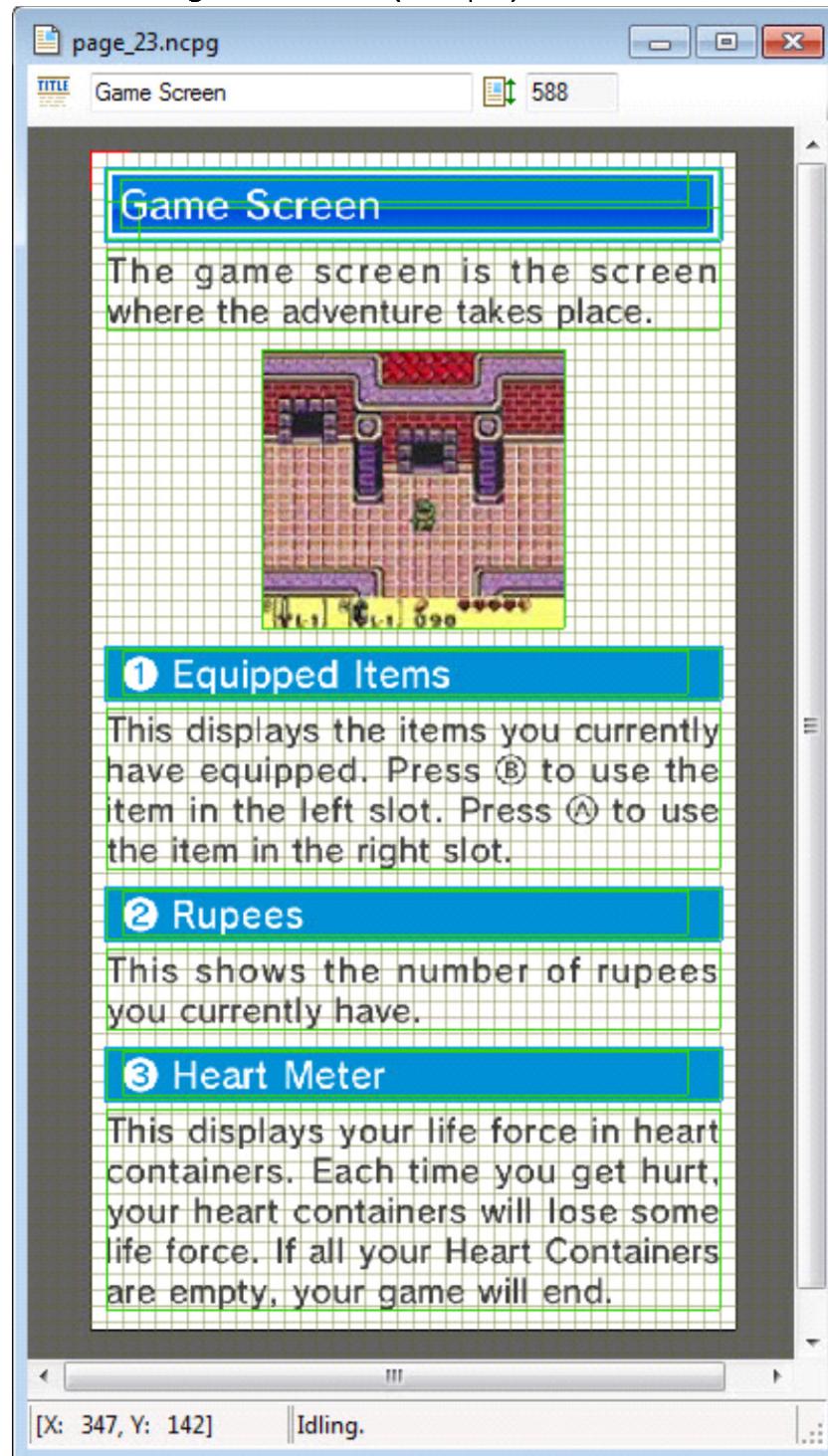


### 5.3 Creating Callouts

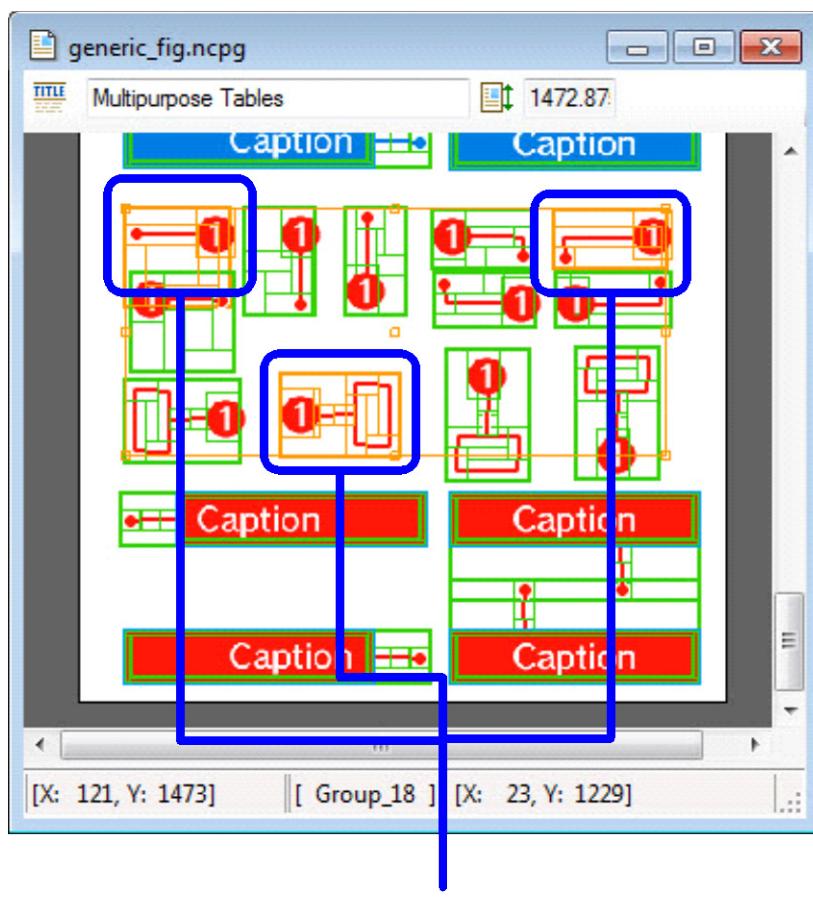
This section uses a game screenshot as an example for creating callouts.

1. Open the page that requires callouts.

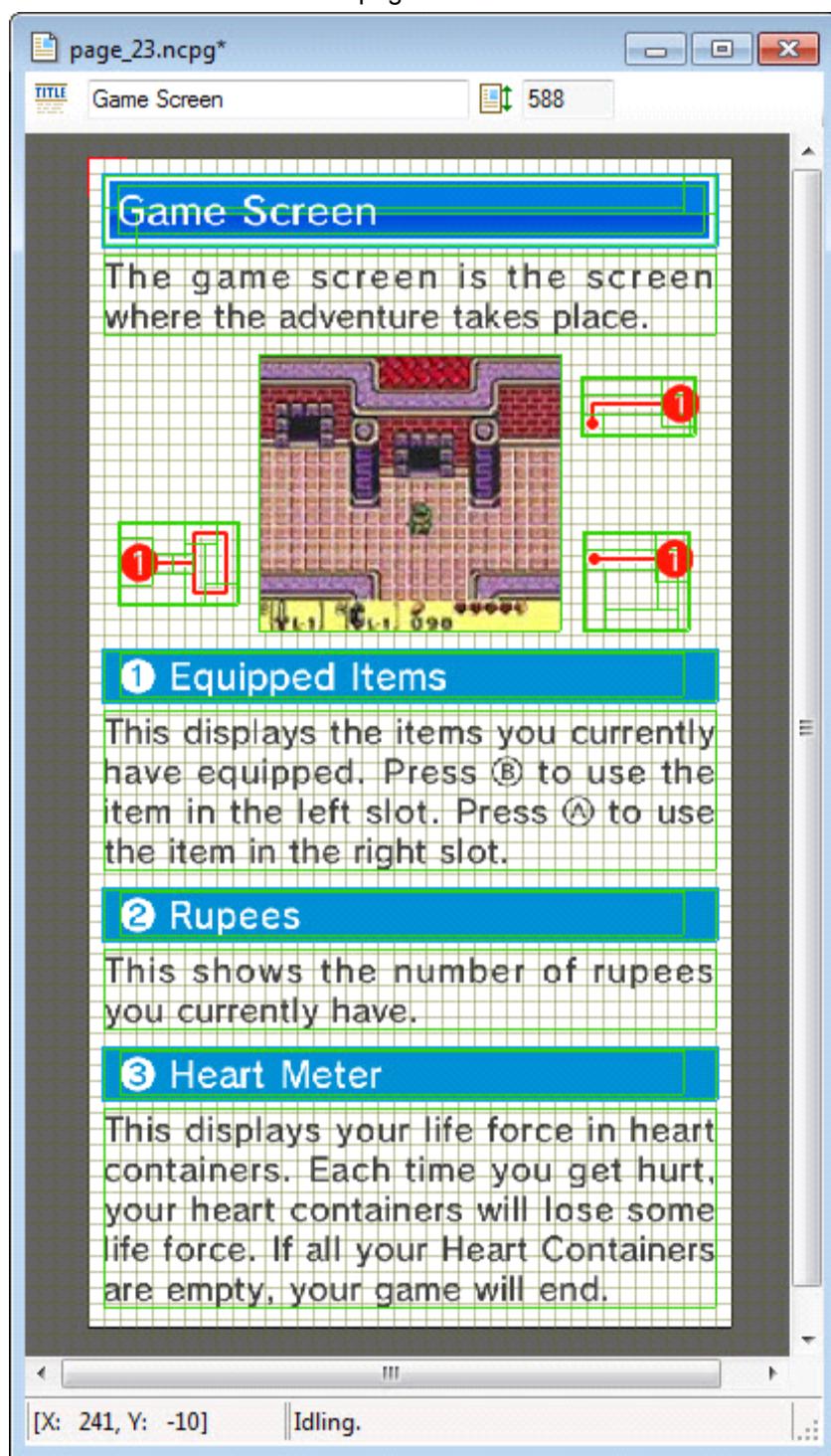
### Work in Progress Manual (Sample)



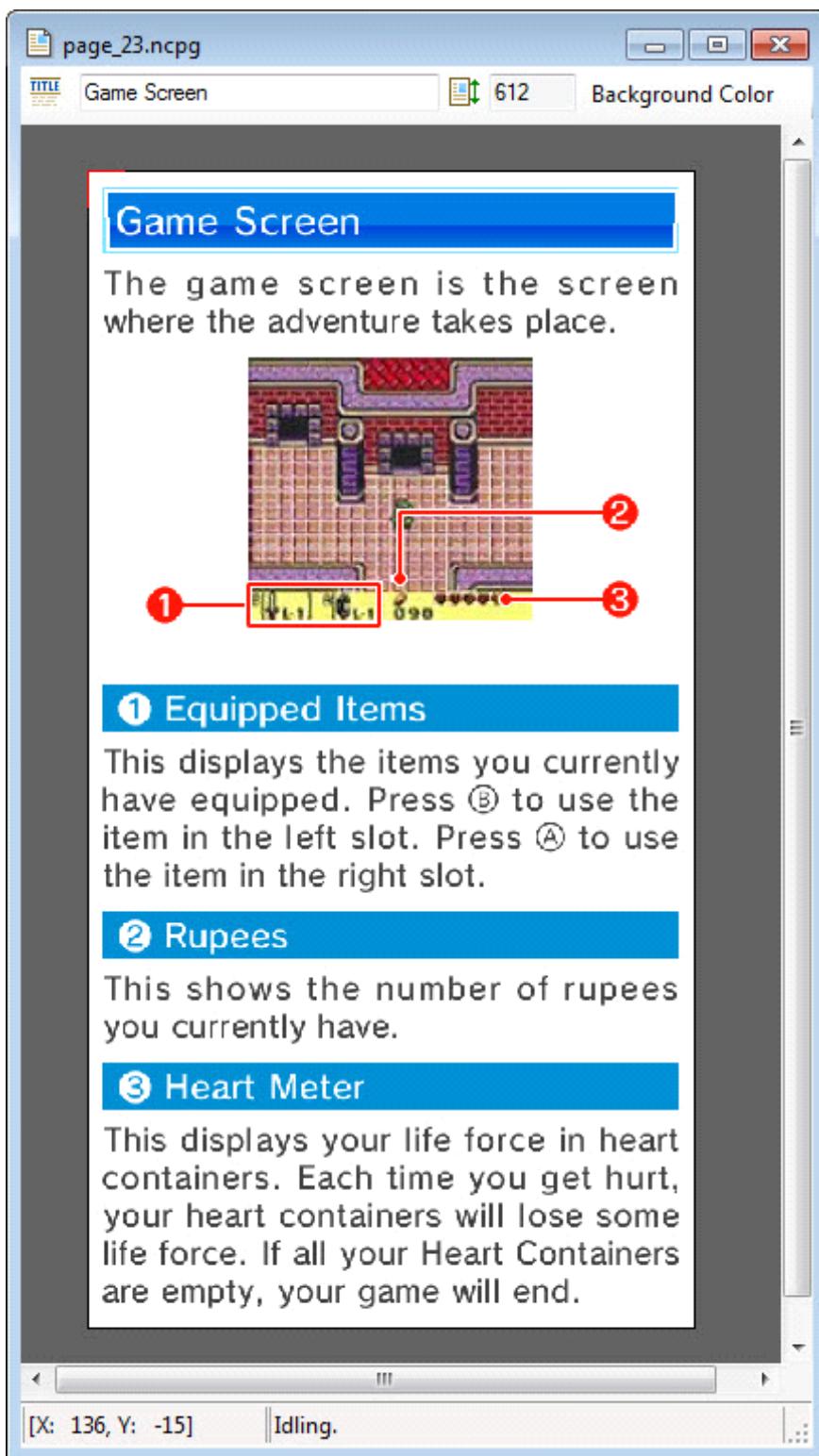
2. Select the specific callout types you require and copy them.



- Paste them into the manual page.



4. Adjust the placement, line length and numbers of the callouts.

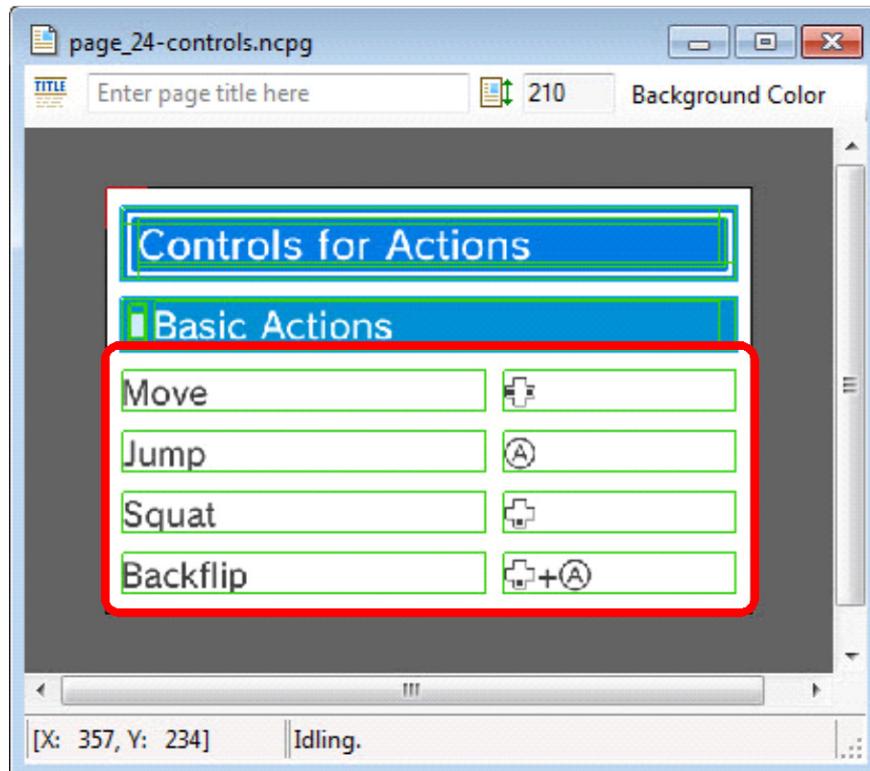


## 5.4 Creating Tables

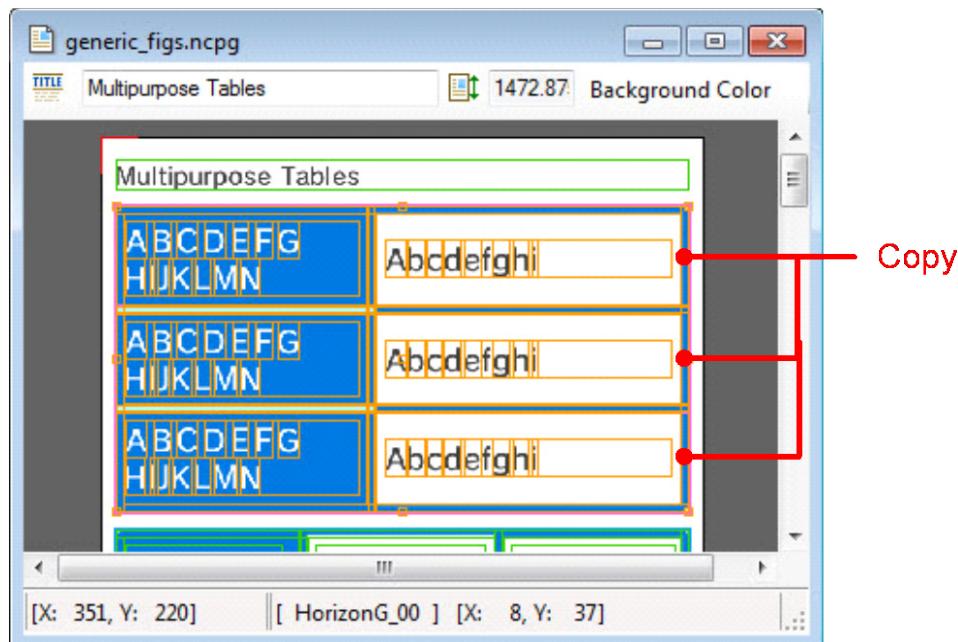
This section uses the red-framed portion below as an example of how to insert tables.

1. Open the manual page with the relevant table.

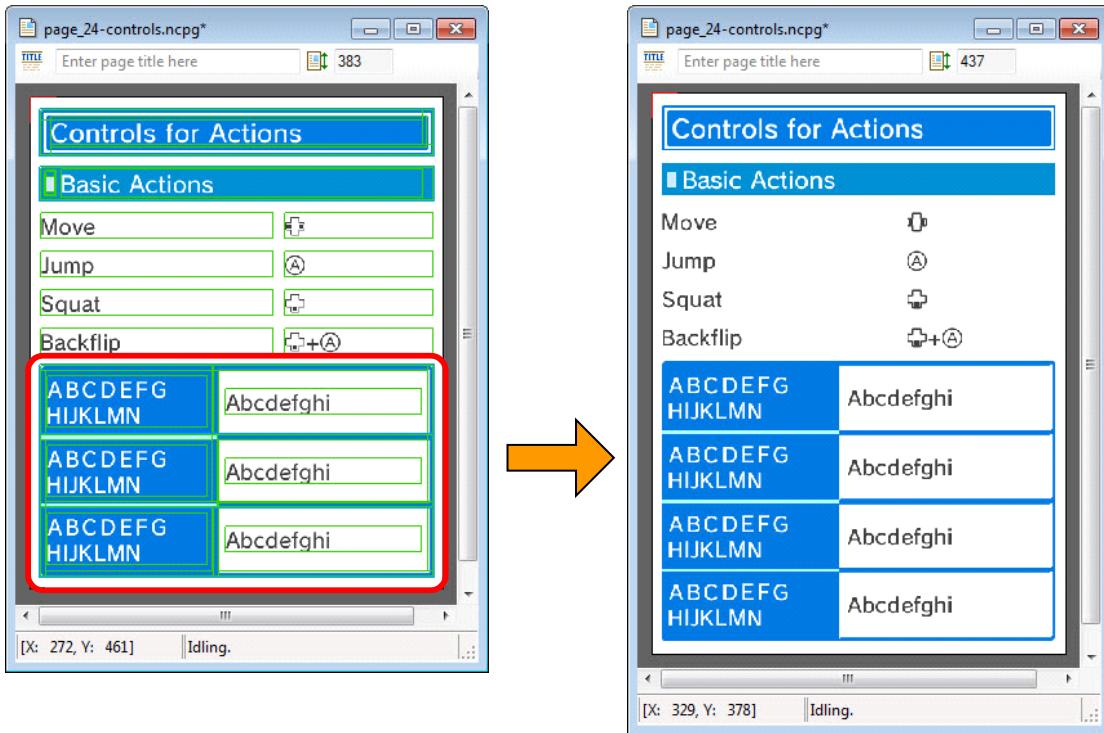
### Work in Progress Manual (Sample)



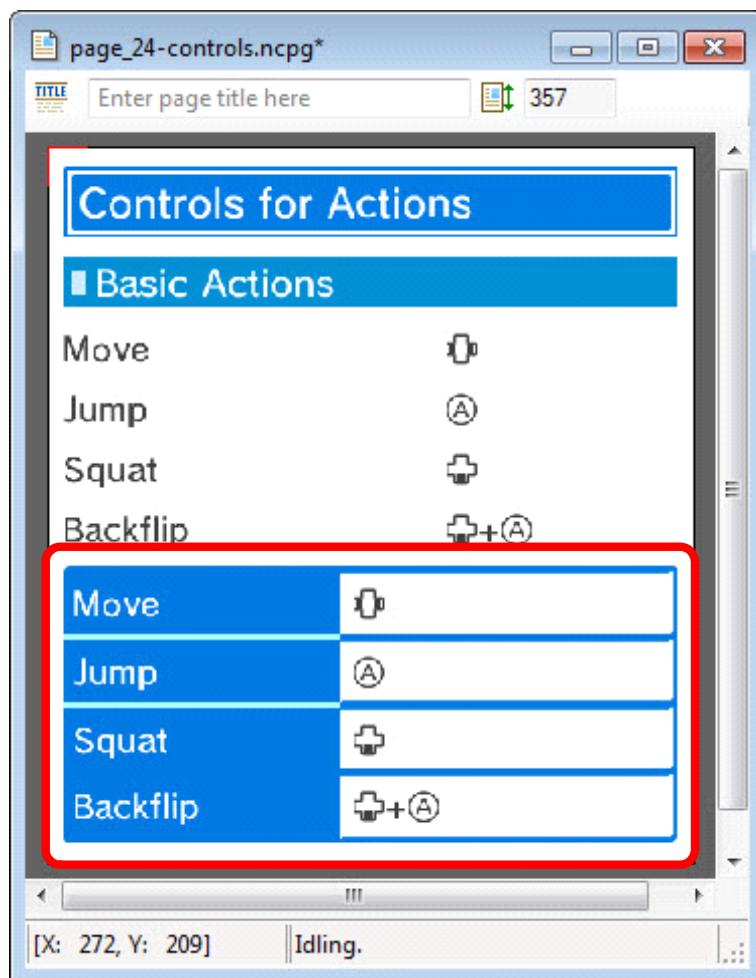
2. Select the table templates from the composite template and copy them.



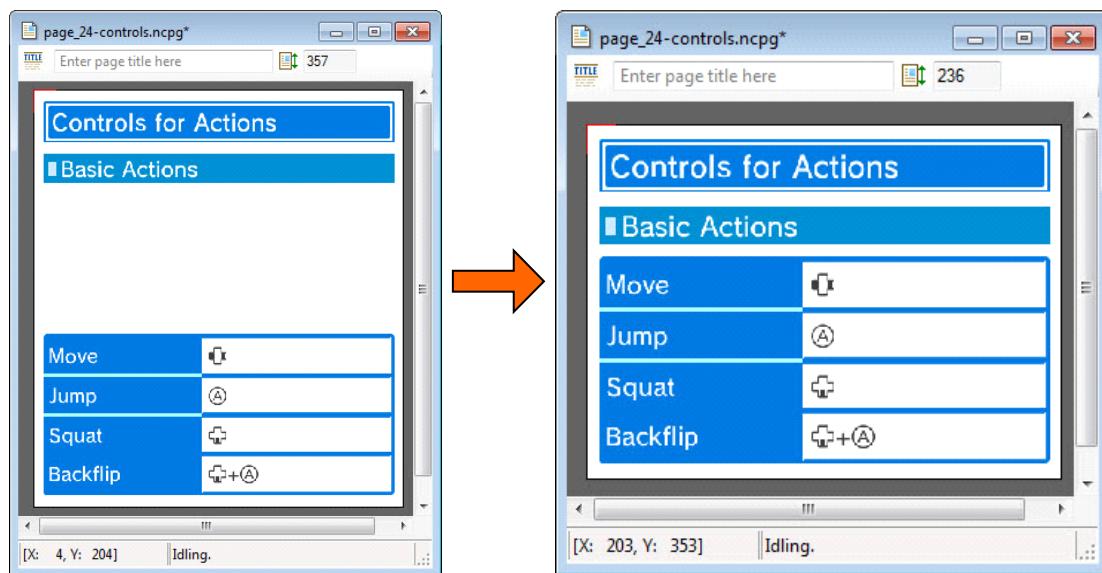
3. Paste them into the manual page. This example table has 4 rows, so copy and paste one of the rows to make an extra one.



4. Input the text from the current manual table into the new table.



5. Delete the original text boxes, and move the new table up to replace them.



### Using Communication Feature Icons with Black Backgrounds:

The e-manual templates have been created with white backgrounds for the most part, and the communication icons that have been prepared assume the use of white backgrounds as well. If you decide to create pages with black backgrounds, please replace the icons within templates that use these icons with the ones with black backgrounds, as shown below.

**Table 5-1 Using Communication Feature Icons with Black Backgrounds**

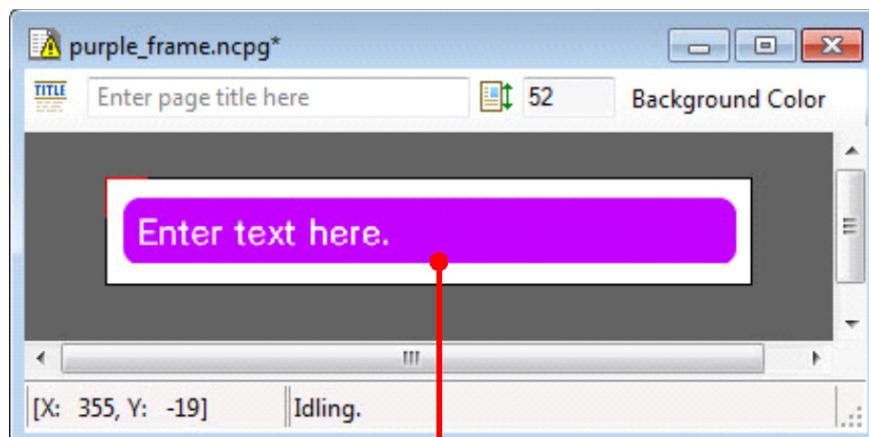
(The icon files below are found in the “textures” and “mark” folders in the Templates folder.

Communication Feature	Icon and Filename	
	On a White Background	On a Black Background
Local Play		
Download Play		
Internet Communication		
StreetPass		
SpotPass		

**Note:** The actual texture files for these icons have neither borders nor background colors.

## 6 Appendix A: Creating Original Templates

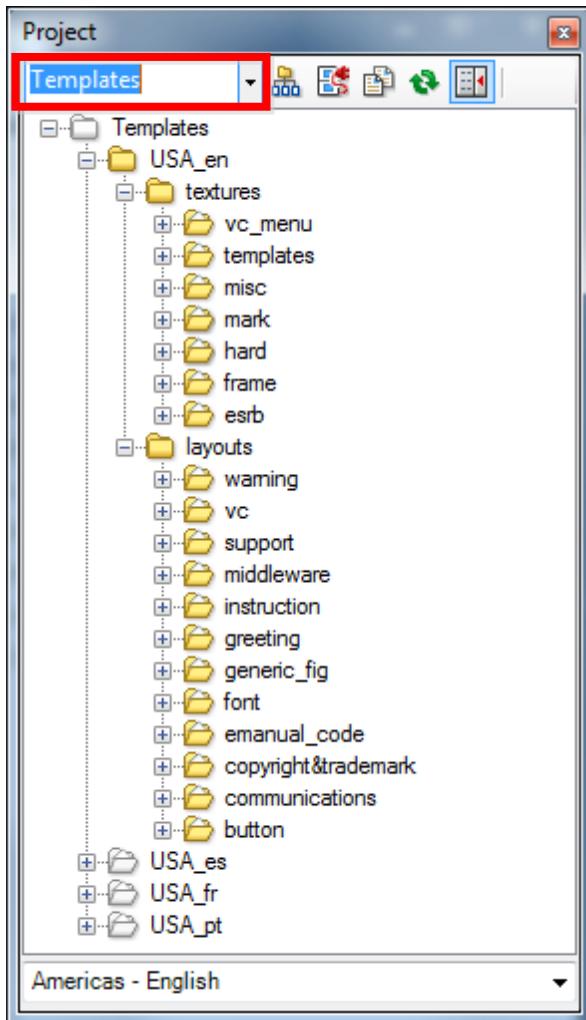
This chapter explains how to create templates and use them through the template manager. This is for use when publishers wish to create new design templates for manuals, rather than the ones included in the template package. As an example, a header template will be created.



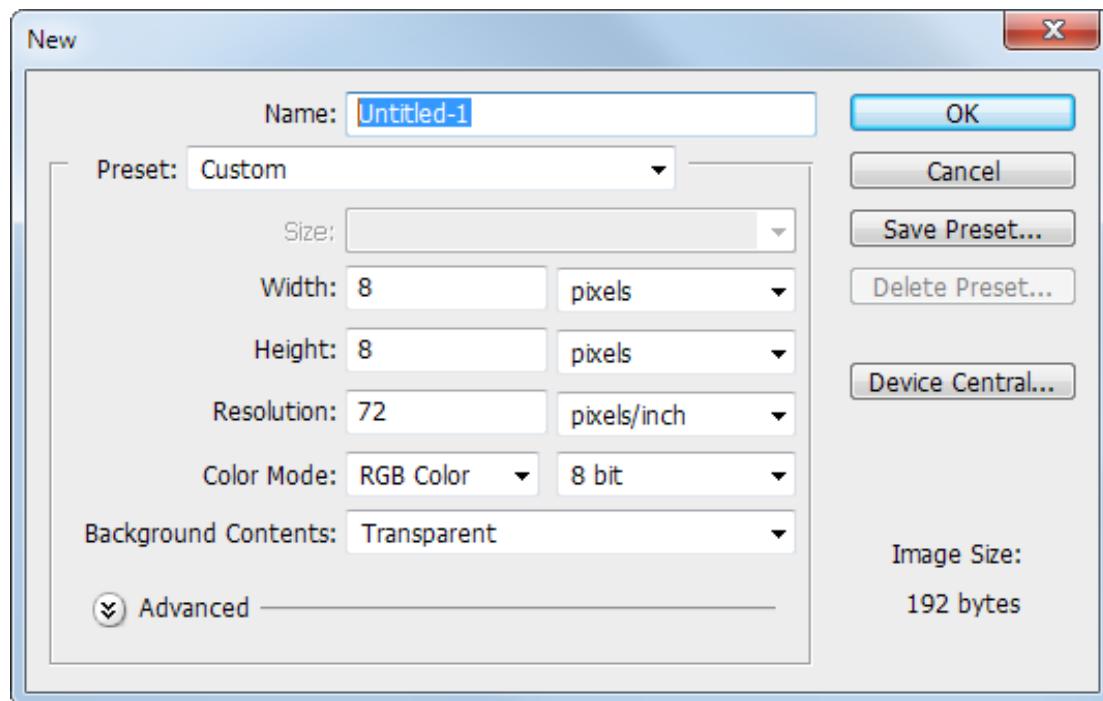
Frame Object

**Note:** If you have already created a header like the above, skip to step 16. Steps 1-15 describe how to create this type of template.

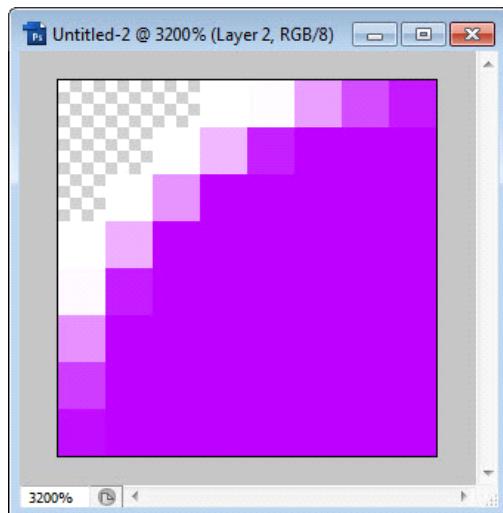
1. Click on the “Specify Project Folder” icon and select the "Templates" directory that has the CTR e-manual templates.



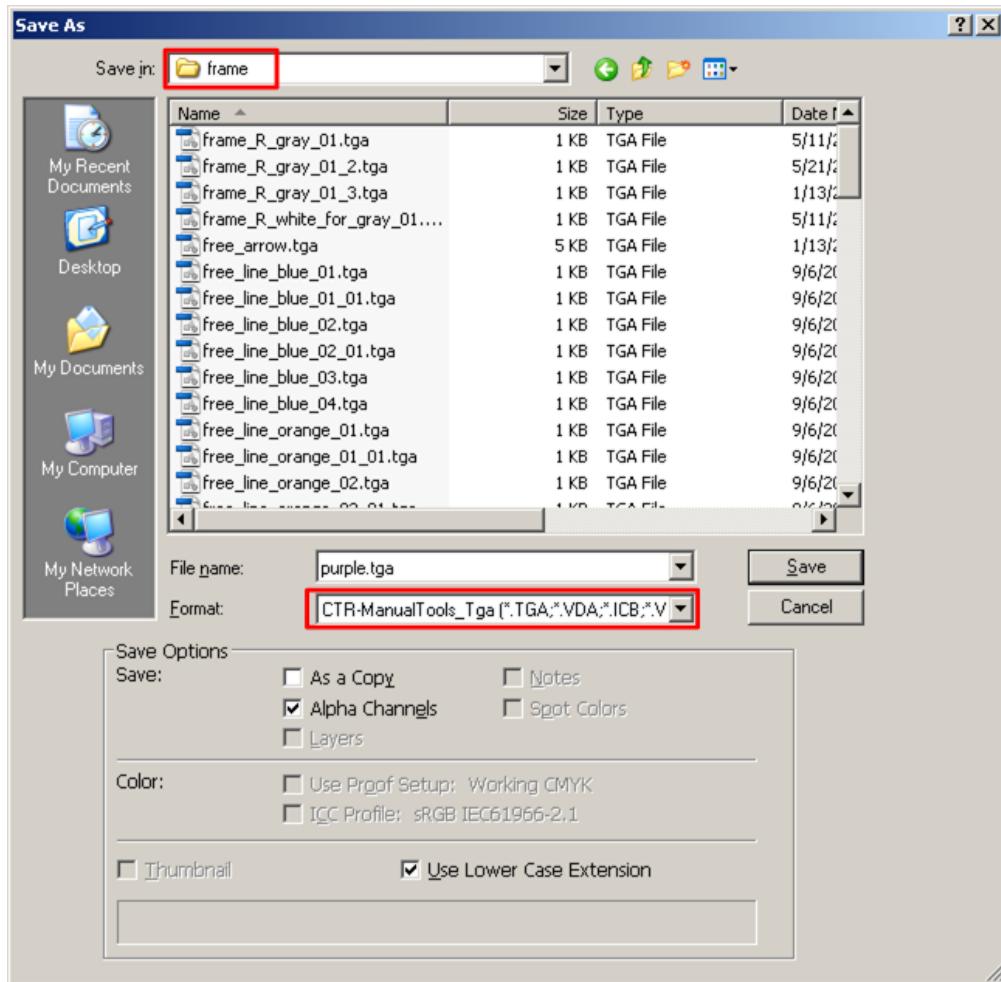
2. We will use Photoshop to create the four corners of the header frame.
3. Open Photoshop. Select **File > New**, and set the dimensions to 8x8 pixels, with 72 ppi.



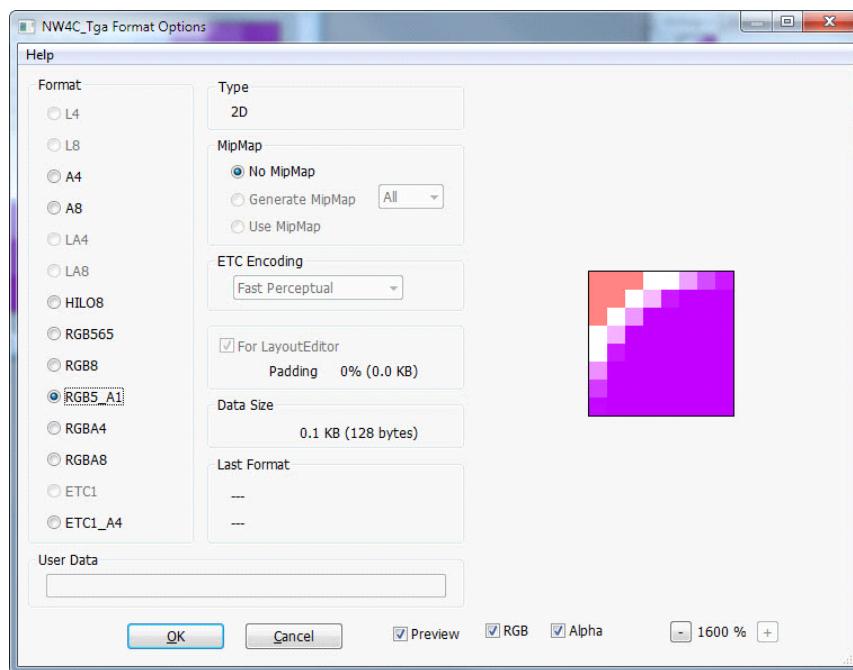
4. Create an image like the image below.



5. Select **File > Save As**. Browse to the "<desired\_language>\textures\frame" sub-folder of your templates directory and set the image format to "CTR-ManualTools\_Tga." Input the filename and click **Save**.

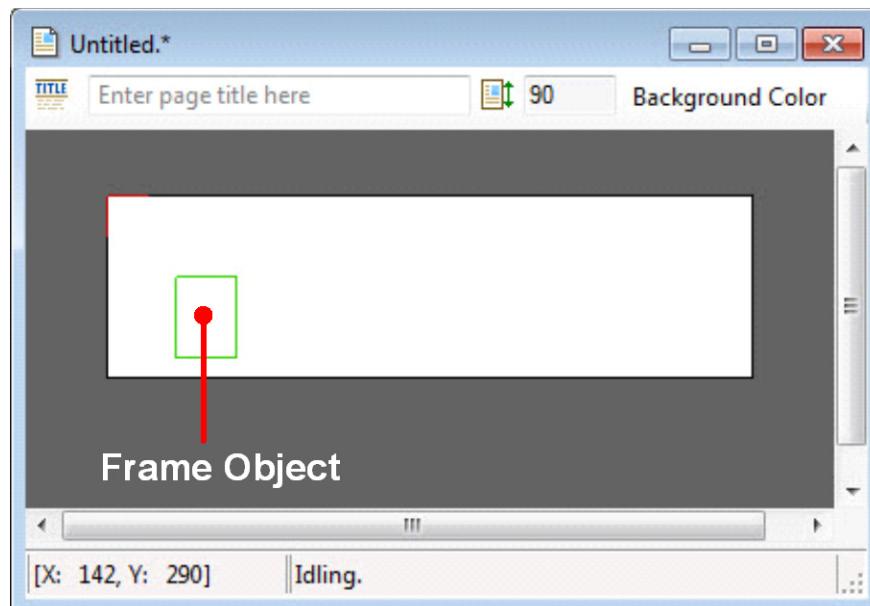


6. Check the **RGB5\_A1** option and click **OK**.

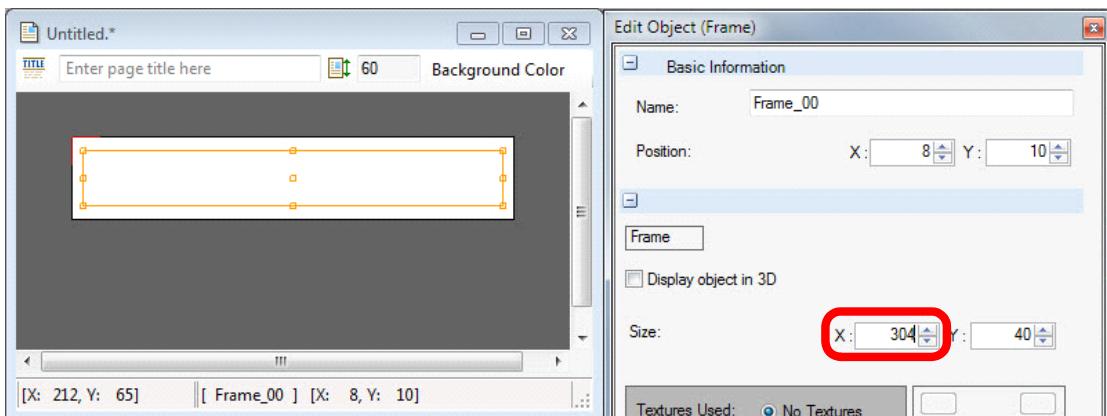


**Note:** As this image contains transparent parts and is small, RGB5\_A1 should be used. For more information on selecting an image type, refer to section 4.7.1 Choosing CTR-ManualTools\_TGA Image Types.

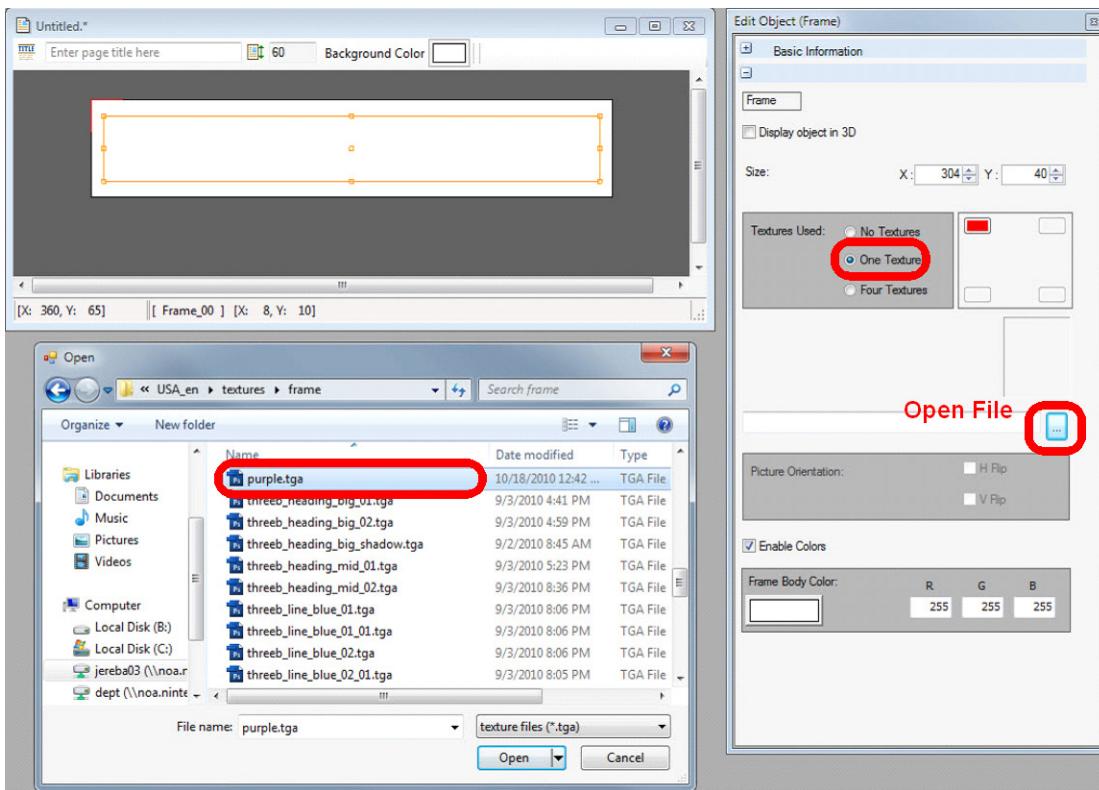
7. In CTR-ManualEditor, select **File > New Page** to create a new page.
8. Right-click inside the page layout window and select **Create Frame Object**. A frame will be created.



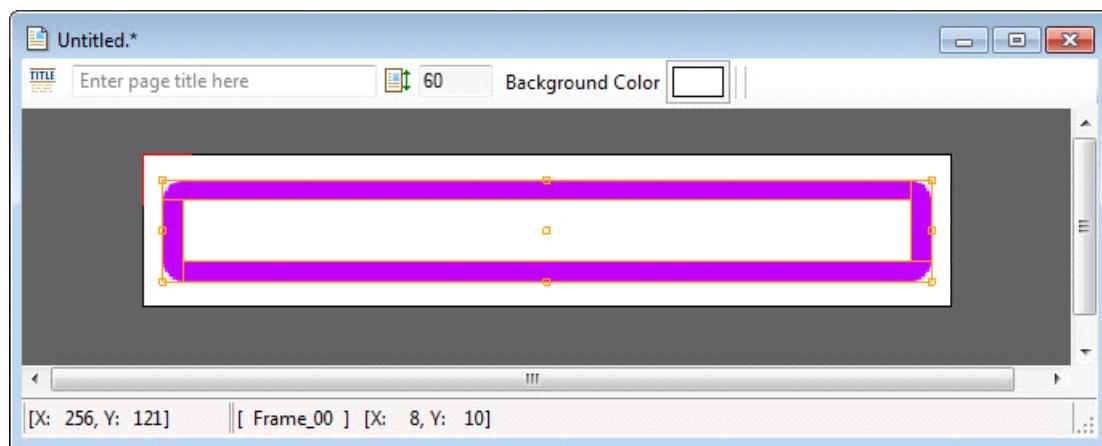
9. Set the width of the frame to 304.



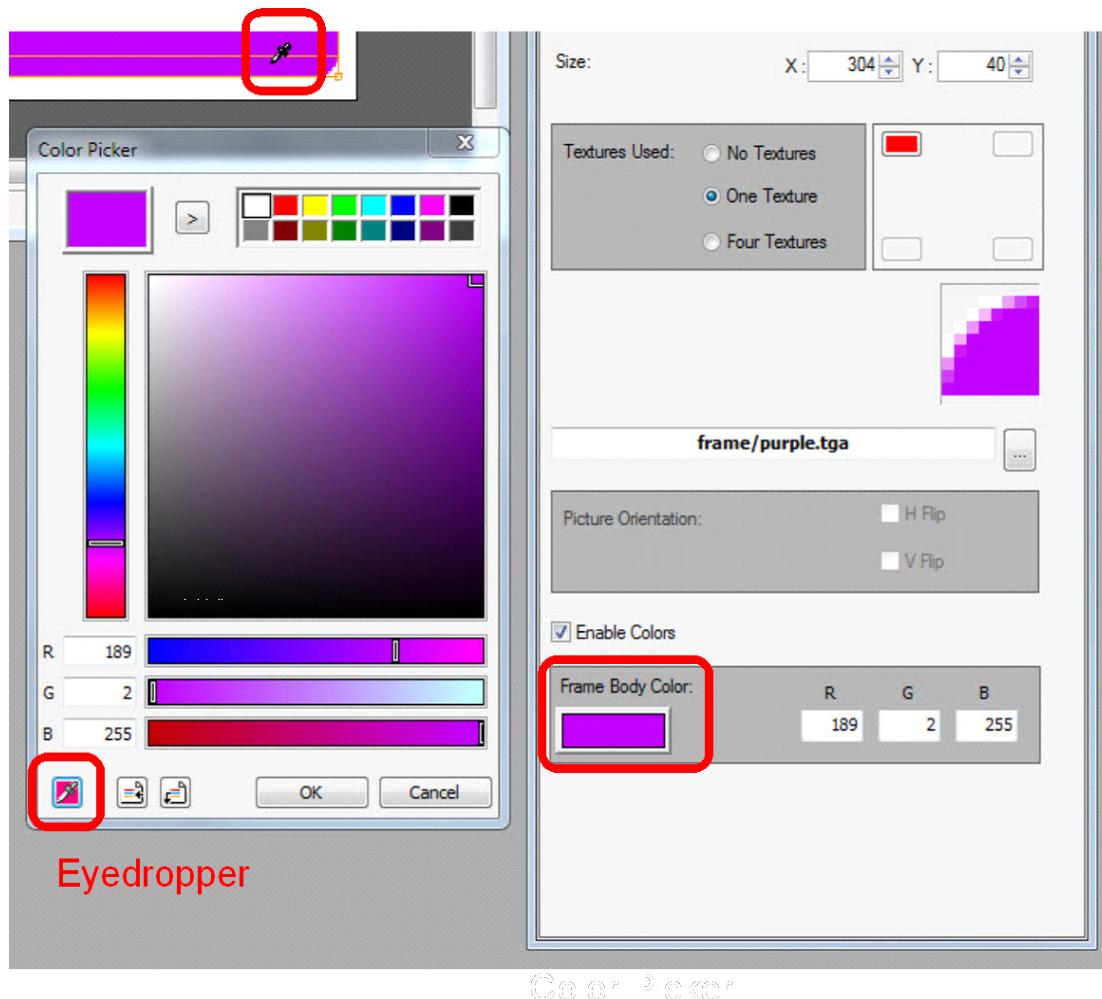
10. Select the **One Texture** option in **Specify 4 Corner Picture**, and click on the Open File icon. Select the TGA file you created earlier and click **Open**.



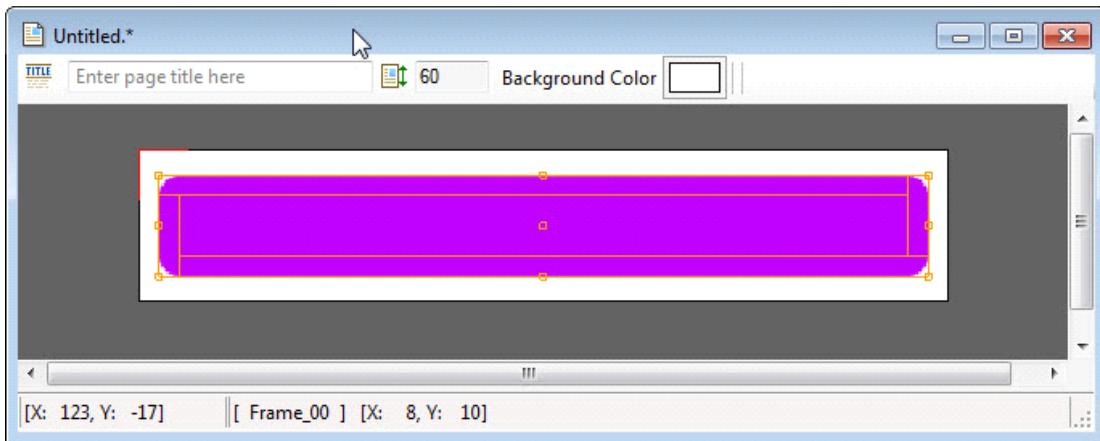
**Note:** For more information on the **One Texture** and **Four Textures** options, read the tool's help documentation. A frame like the one below will be created.



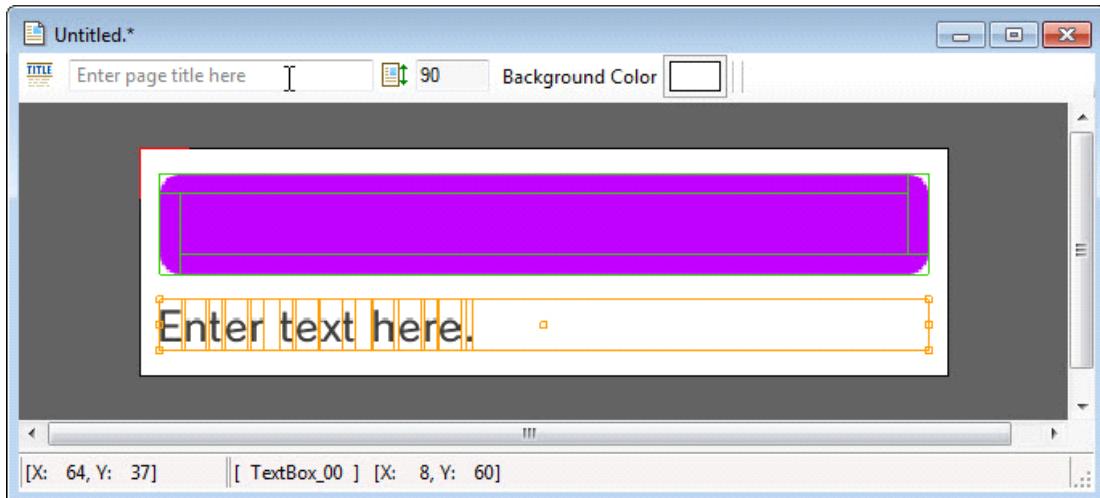
11. The next step is to fill the frame with color. Check **Enable Color**, and then in the **Edit Object** sub-window, click the **Color Picker** button. In the **Color Picker** window, click on the Eyedropper icon and click on a colored part of the frame. Click **OK**.



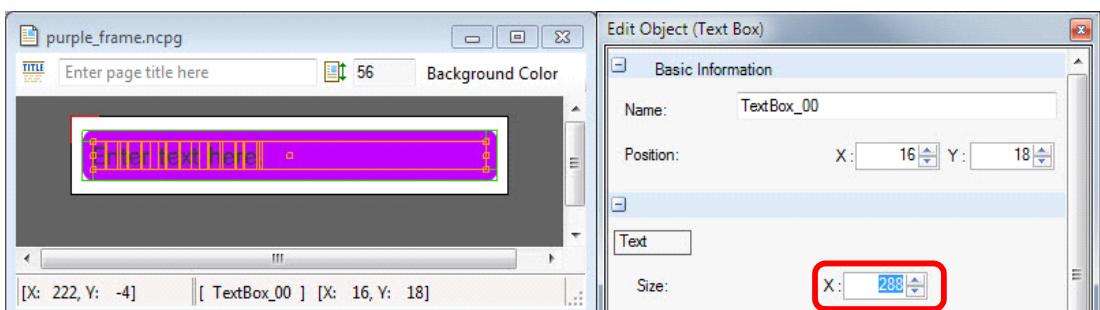
The frame will now look like the image below.



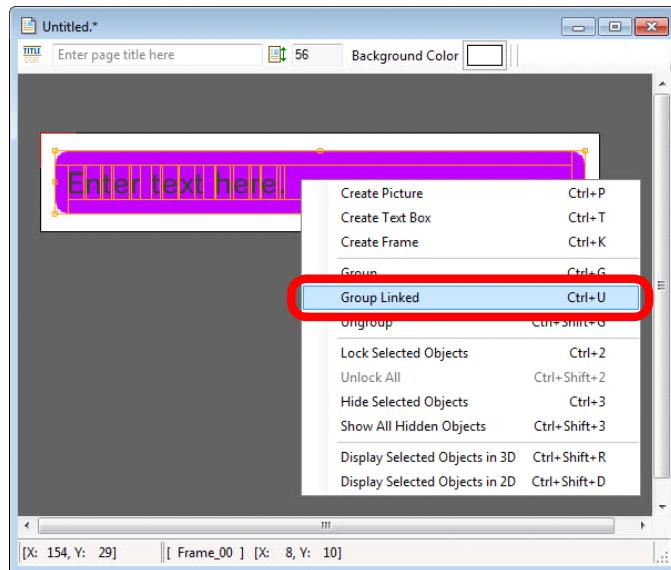
12. Right-click inside the page layout window and select **Create Text Box**.



13. Set the width of the new text box to 288 pixels. It will now be layered on top of the frame. Place the text box in the center of the frame.



14. Select both objects, then right-click and select **Group Linked**.



**Note:** For more information on groups, read the tool's help documentation.

15. Set the margins and change the text box's text color to white.

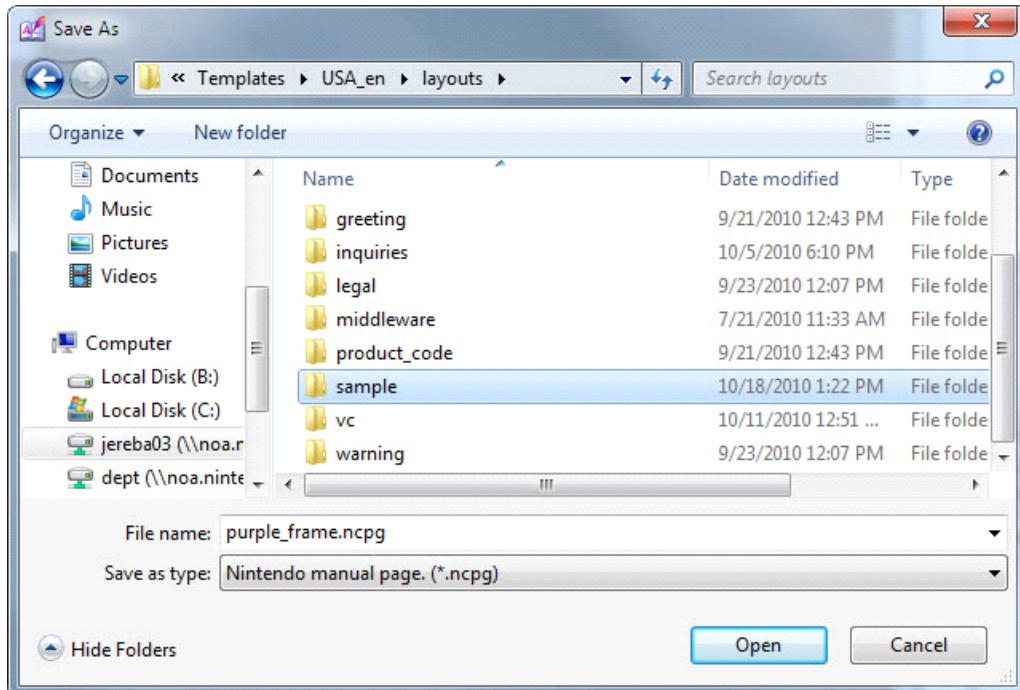
You can select and edit grouped text boxes by left-clicking while holding down the Ctrl key.

**Note:** Setting the margins lets you set the space between the text box and the frame edge on the top and bottom sides.

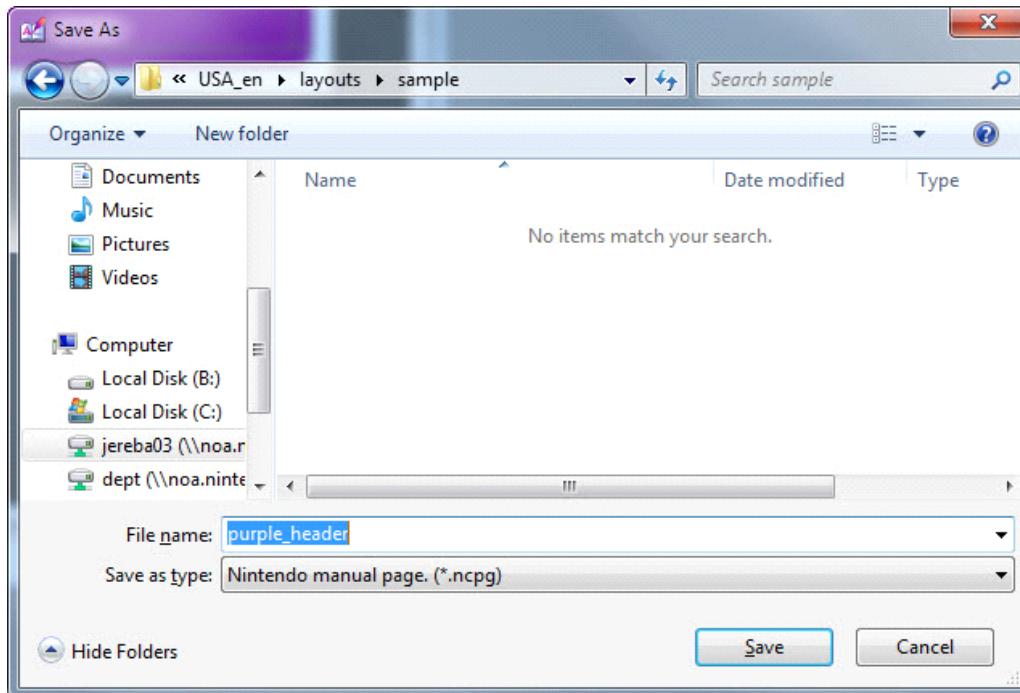
**Note:** Make sure that you change the title of the page in **Page Settings**. This is the title that will appear in the template manager.

16. Select **File > Save Page** to save your new template.

17. Create a new folder with an identifiable name.



18. Enter the file name and click **Save**.



The new template can now be used with the template manager.

## 7 Appendix B: Image Size

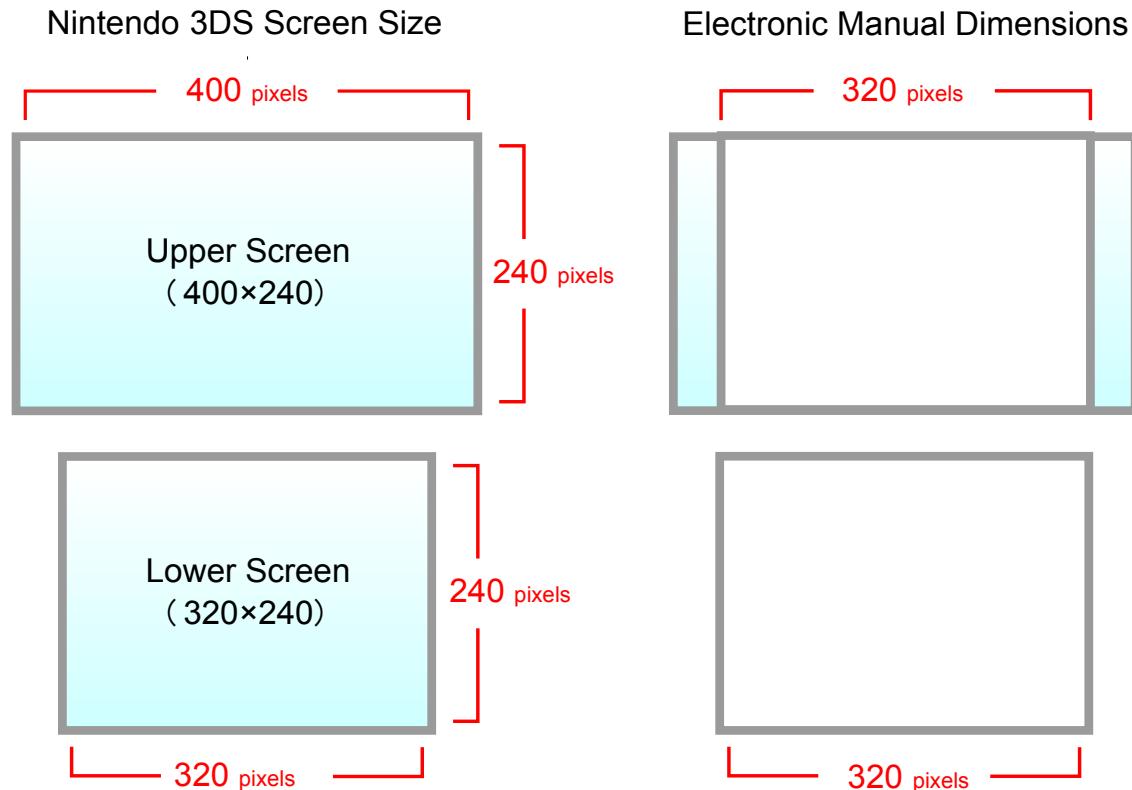
This appendix gives more details on the sizes of images used in electronic manuals.

The CTR-ManualTools\_TGA format has special characteristics, and by understanding these characteristics and keeping images at appropriate sizes, the image data size and overall manual size can be reduced. There is a limit on the internal memory available in the Nintendo 3DS, so developers are recommended to keep manual sizes as small as possible.

Factors addressed include Nintendo 3DS screen size, electronic manual width, characteristics of the images used in electronic manuals, and image size adjustment in light of these factors.

### 7.1 Nintendo 3DS Screen Size / Electronic Manual Width

Figure 7-1 Nintendo 3DS Screen Size / Electronic Manual Width



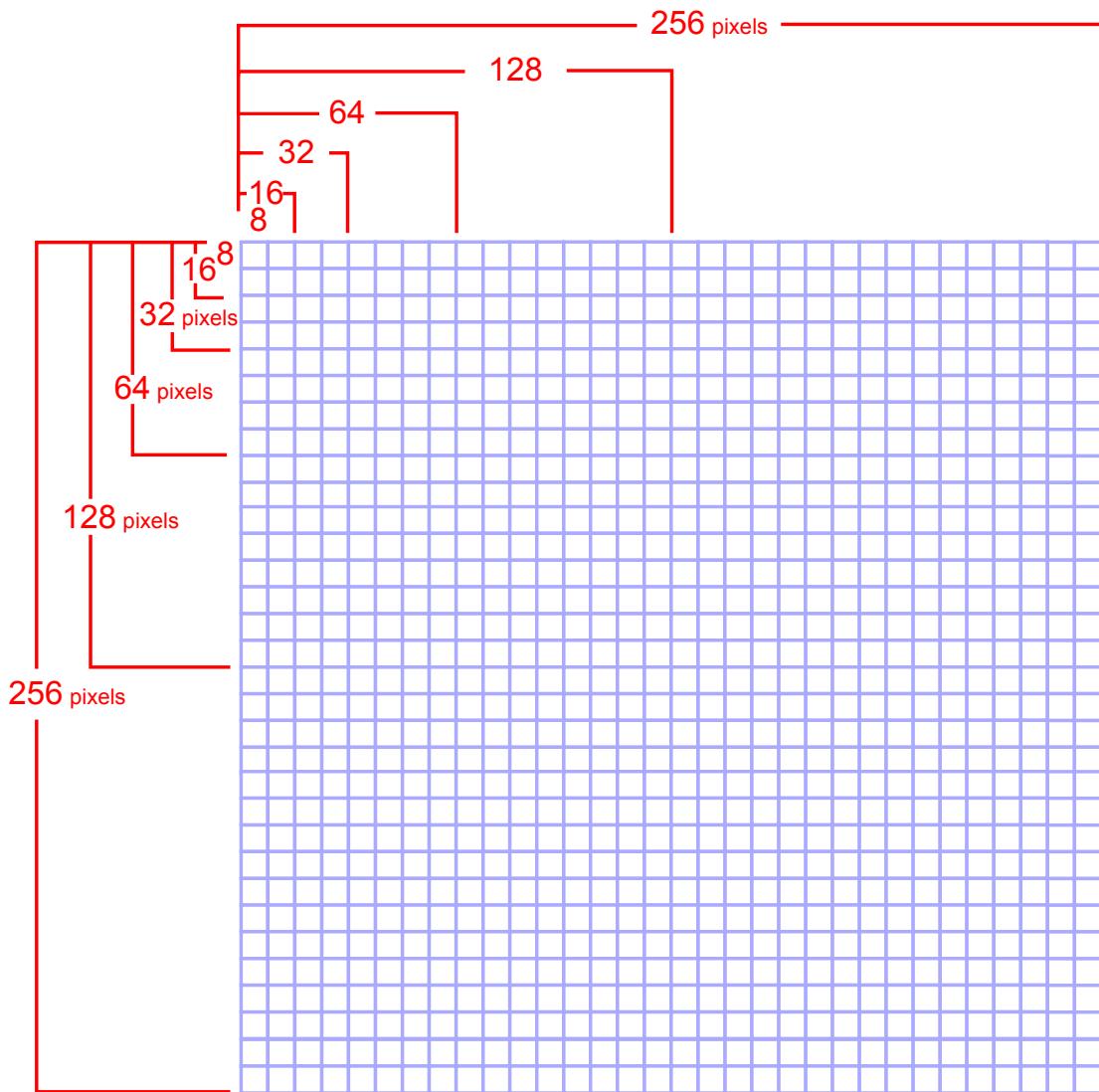
## 7.2 Electronic Manual Image Characteristics

The width and height of the images used in electronic manuals are stored as powers of 2. They do not have to be square – rectangular images are also acceptable. To create images with smaller data size, it is best to keep height and width values as exact powers of 2. The smallest image size is 8x8 pixels.

**Figure 7-2 TGA Characteristics**

### Powers of 2

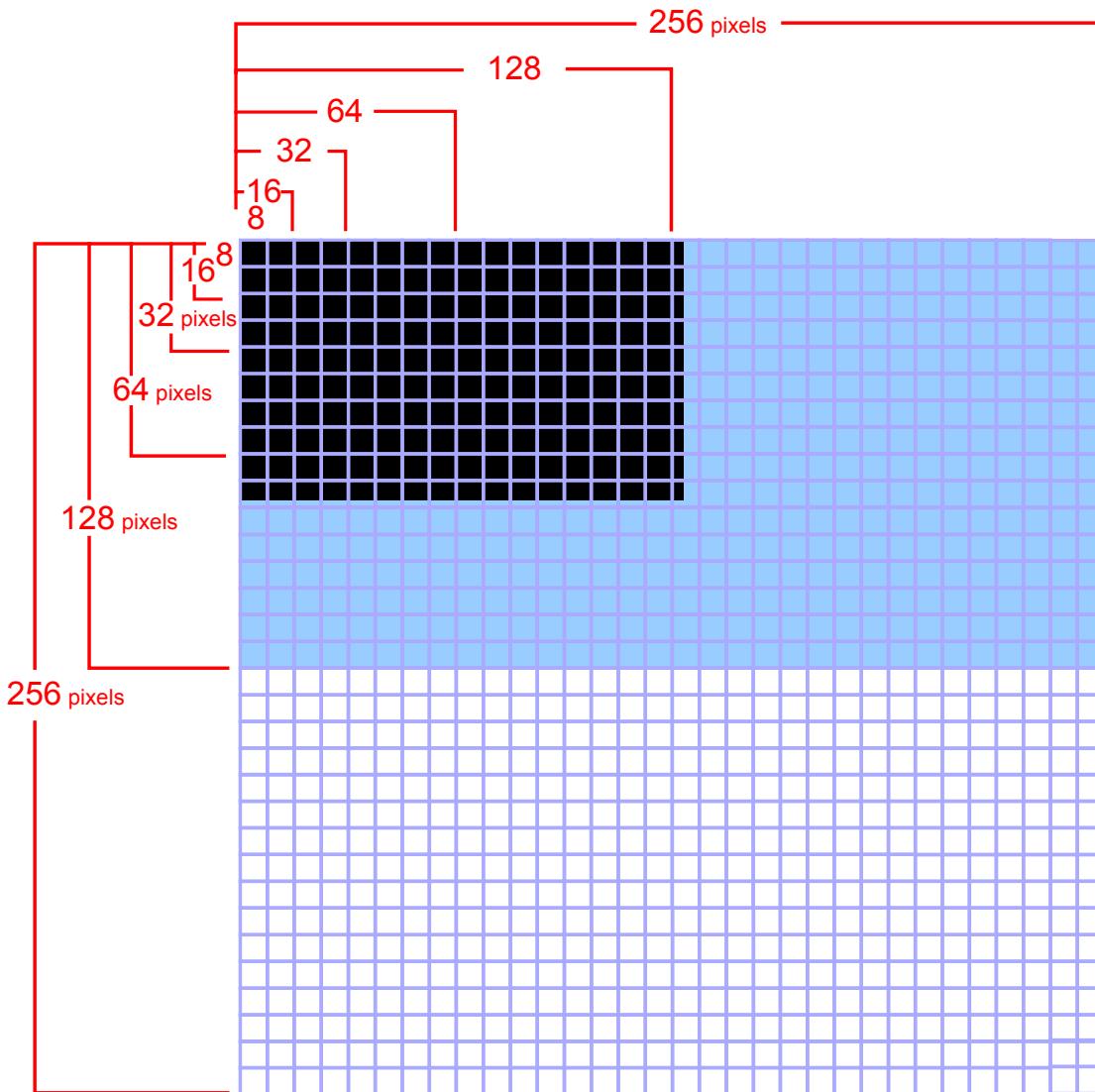
The numbers created by multiplying 2 by 2, then multiplying the result by 2 in succession. For example, the powers of 2 between 8 and 320 are **8, 16, 32, 64, 128, 256**.



## 7.3 Image Size Adjustment

As an example, we have an image with a 130x78 pixel size.

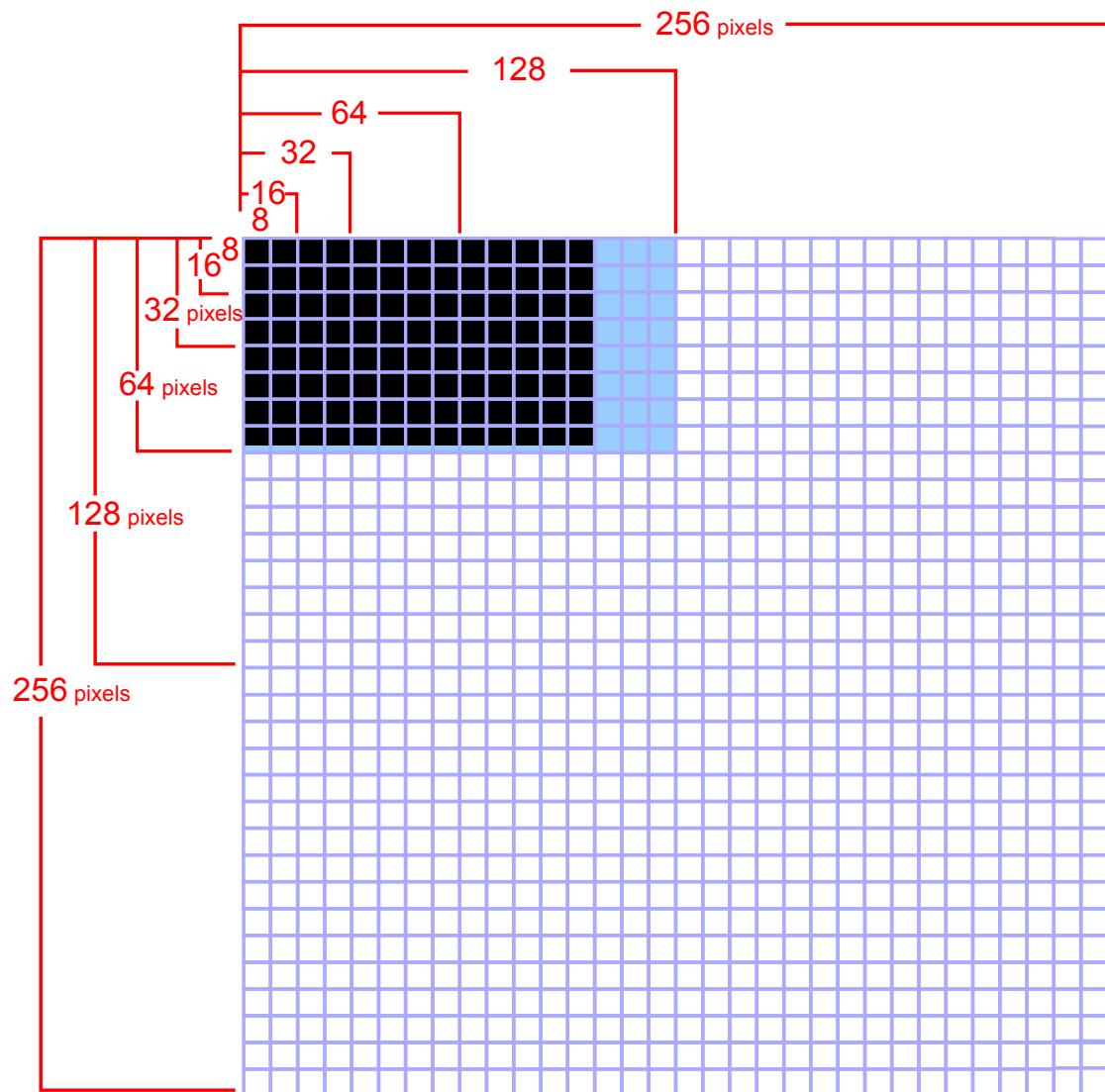
**Figure 7-3 Image Size and Powers of 2**



The black portion corresponds to a 130x78 pixel-sized area. As images are processed as powers of 2, this image size will be considered to be 256x128 pixels. The light blue area is useless extra data contained in the image data size. To avoid this, the image size should be reduced so that it fits within the 128x64 pixel boundary.

By reducing the 130x78 pixel image by 80%, it becomes 104x62 pixels, as shown below:

**Figure 7-4 Image Size and Powers of 2 (2)**



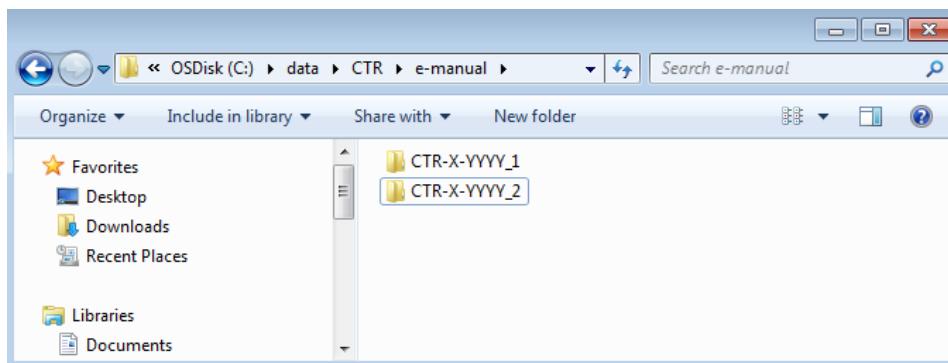
The light blue area represents wasted space, which has been significantly reduced. When creating images, please keep the power-of-2 principle in mind and resize images appropriately.

## 8 Appendix C: Combining Multiple Projects' Data Into a Single Multilingual E-Manual

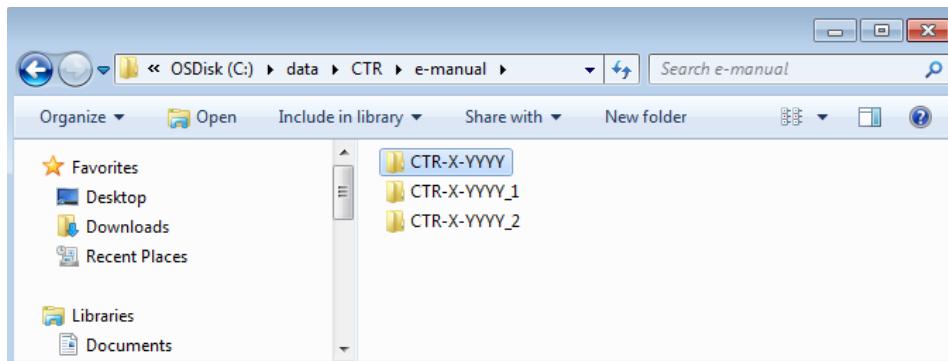
This appendix gives more details on the how to create multilingual electronic manuals from separate projects, each of which contain data for one or more languages.

### 8.1 Creating Binary Files

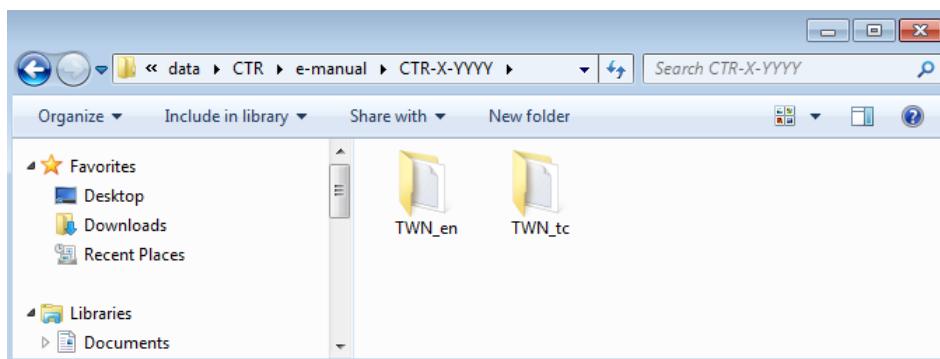
1. Prepare project data for the languages you want to include in your e-manual.



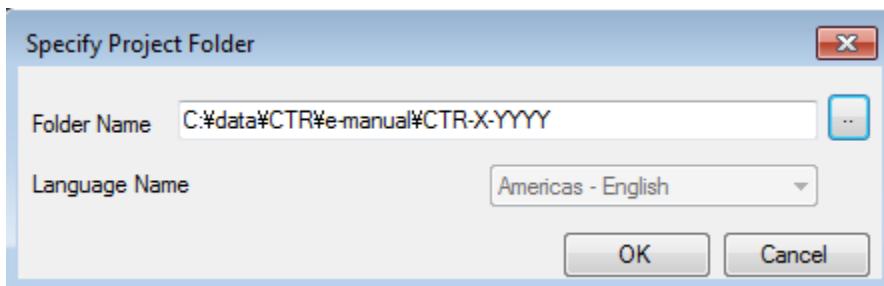
2. Create a new folder called CTR-X-YYYY.



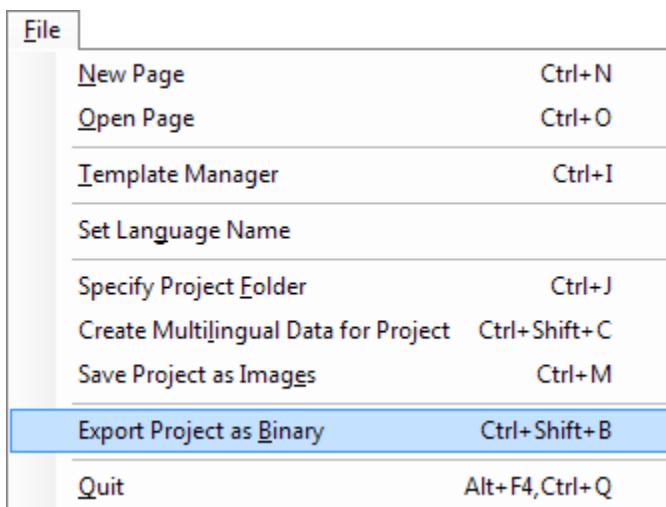
3. Copy the language folders (for example, those shown in the screenshot below) within the project data from step 1, and paste them into the new CTR-X-YYYY folder.



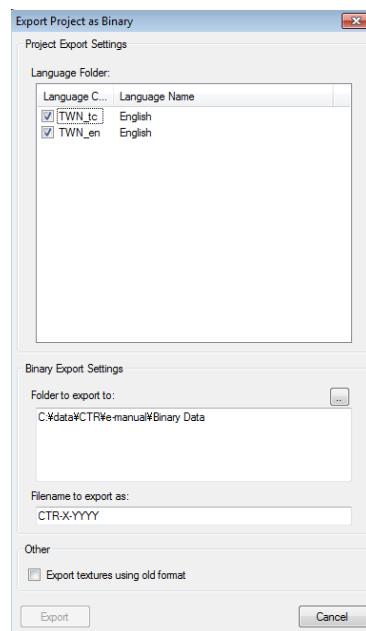
4. Launch CTR-ManualEditor and specify CTR-X-YYYY as the project folder.



5. Select **File > Export Project as Binary**.



6. Insert checks in the boxes for the languages you want to include in the e-manual, then click **Export**.

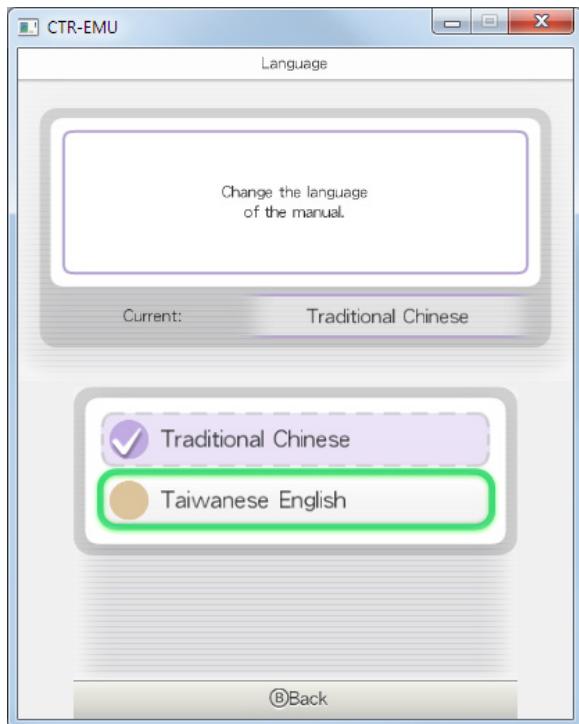


## 8.2 Selecting the Languages

1. Open the e-manual, then either touch the button in the lower-right corner of the Touch Screen, or press the Y Button.



2. Tap the button for the language you want to display.



## Revision History

Version	Revision Date	Category	Description
3.3	2013/06/13	Changed	<ul style="list-style-type: none"> <li>• 4.2 Creating a Project Folder Removed references to Region Codes, including Table 4.1: Project Region Codes</li> <li>• Overall Updated images throughout to remove region codes.</li> </ul>
		Added	<ul style="list-style-type: none"> <li>• 4.6 Creating the Main Body Added 4.6.8 Adding Comments.</li> <li>• 5 Using Design Templates Added a method to open Template Manager before the procedure. Added a method to edit grouped text to Step 4. Added the file location of the communication feature icons file.</li> <li>• Appendix A: Creating Original Templates Added a description of the “Select Project Folder” icon to Step 1. Added to check “Enable Color” to Step 11. Added a method to edit grouped text to Step 15.</li> </ul>
3.2.1	2013/01/16	Changed	<ul style="list-style-type: none"> <li>• 3.1 Installing Photoshop Changed to 3.1 Installing Photoshop</li> <li>• 3.2 Installing CTR-ManualEditor Changed to 3.2 Installing CTR-ManualEditor and added a description of installing the Photoshop plug-in.</li> <li>• 4.2 Creating a Project Folder Changed the final number of the e-manual code from 1 digit to 2 digits. Updated images</li> <li>• 4.4 Merging Templates Changed the content of Steps 1 and 2 for the case when merging templates for the first time.</li> <li>• 4.6.8 Adding Comments Updated images</li> <li>• 4.9 Exporting the Project Updated images</li> <li>• 5 Using Design Templates Changed “Template” to “Templates.”</li> <li>• Appendix A: Creating Original Templates Changed the Background Color for image in Step 3 to “Transparent.” Appendix C: Combining Multiple Projects’ Data Into a Single Multilingual E-Manual Updated images</li> <li>• General Changed the menu and label names for the text and images to match the menu and label names in CTR-ManualEditor Version 1.3.5. Changed “electronic user’s manual” to “e-manual.” Changed “electronic instruction code” to “e-manual code.” Changed the project name from CTR_XXXX to CTR-X-YYYY.</li> <li>• Updated images throughout to reflect the new project name, CTR-X-YYYY.</li> </ul>
3.2	2012/12/18		<ul style="list-style-type: none"> <li>• For NOA: This version was superseded with no changes by version 3.2.1 before publication.</li> </ul>

Version	Revision Date	Category	Description
3.1	2012/10/10	Added	<ul style="list-style-type: none"> <li>3.3 Checking the Templates Added Figure 3-4 Example of Template Structure</li> </ul>
		Changed	<ul style="list-style-type: none"> <li>2 Operating Environment <ul style="list-style-type: none"> <li>Added Photoshop CS6 info per the release of CTR-ManualTools Version 1.3.4.</li> </ul> </li> </ul>
2.5	2010/04/25	Added	<ul style="list-style-type: none"> <li>8 Appendix C: Creating E-Manuals With Multiple Selectable Languages</li> </ul>
2.4  (Unreleased at NOA; changes were rolled into 2.5)	2012/03/22	—	<ul style="list-style-type: none"> <li>No changes</li> </ul>
2.3.1	2011/03/09	Changed	<ul style="list-style-type: none"> <li>Section 4.6.1 Creating a New Page <ul style="list-style-type: none"> <li>Added a note that the maximum number of pages files allowed per language is 99.</li> </ul> </li> <li>Section 4.6.4 Changing the Color of Specific Text <ul style="list-style-type: none"> <li>Added a note that page files can have no more than 200 color tags.</li> </ul> </li> <li>Section 4.6.7 Enabling/Disabling Size Adjustment <ul style="list-style-type: none"> <li>Added a note that describes a minor text-rendering bug that is endemic to the font-rendering subsystem of the Nintendo 3DS system, and that this may occur in electronic manuals.</li> </ul> </li> <li>Section 4.9 Exporting the Project <ul style="list-style-type: none"> <li>Added a note that the maximum binary file size of an e-manual is 6656 KB per language.</li> </ul> </li> </ul>
2.2	2011/10/31	Changed	<ul style="list-style-type: none"> <li>Section 4.8 3D Display Settings <ul style="list-style-type: none"> <li>Added the “Configuring the 3D Intensity” section.</li> </ul> </li> <li>Section 4.9 Exporting the Project <ul style="list-style-type: none"> <li>Changed the filename that should be specified during binary output from “manual.bcma” to “Manual.bcma.”</li> <li>Added an explanation of what to do after you have output the e-manual as a binary file.</li> </ul> </li> <li>Chapter 5 Using Design Templates <ul style="list-style-type: none"> <li>Added the “Using Communication Feature Icons with Black Backgrounds” section.</li> </ul> </li> </ul>
2.1	2011/08/10	Changed	<ul style="list-style-type: none"> <li>Overall <ul style="list-style-type: none"> <li>Reformatted some of the numbering.</li> </ul> </li> <li>Section 3.1 Installing CTR-ManualEditor <ul style="list-style-type: none"> <li>Changed <a href="mailto:support@noa.com">support@noa.com</a> from red to black text.</li> </ul> </li> <li>Section 3.3 Checking the Templates <ul style="list-style-type: none"> <li>Updated Figures 3-1 and 3-2 to match the latest templates.</li> </ul> </li> <li>Section 4.4.1 Basic Method <ul style="list-style-type: none"> <li>Updated several of the images demonstrating the procedure.</li> </ul> </li> <li>Table 4-3 <ul style="list-style-type: none"> <li>Revised the table formatting.</li> </ul> </li> <li>Section 4.6.7 Enabling/Disabling Size Adjustment <ul style="list-style-type: none"> <li>Clarified the rules about the use of text that does not enlarge when the user changes to the large font size in ManualViewer.</li> </ul> </li> </ul>

Version	Revision Date	Category	Description
			<ul style="list-style-type: none"> <li>• Chapter 6 Appendix A: Creating Original Templates <ul style="list-style-type: none"> <li>◦ Updated the second image to reflect the latest template structure.</li> </ul> </li> </ul>
2.0	2011/08/08	Added	<ul style="list-style-type: none"> <li>• 4.3 Creating Multilingual Manual Data <ul style="list-style-type: none"> <li>◦ Added this section.</li> </ul> </li> </ul>
		Deleted	<ul style="list-style-type: none"> <li>• Deleted Table 4-3, since it contains region-specific template information that already appears in Part 2.</li> </ul>
		Changed	<ul style="list-style-type: none"> <li>• General <ul style="list-style-type: none"> <li>◦ Split document into two parts: "Part 1 – Manual Creation Workflow" and "Part 2 – Template Units".</li> <li>◦ Moved chapters 5-7 to "Part 2 – Template Units" and updated explanations/text for all templates.</li> </ul> </li> <li>• 2 Operating Environment. <ul style="list-style-type: none"> <li>◦ Added Photoshop CS5 as a supported program.</li> <li>◦ Removed Photoshop CS as it is no longer supported.</li> </ul> </li> <li>• 3.2 Installing the Photoshop Plug-in <ul style="list-style-type: none"> <li>◦ Added Photoshop CS5 to the table.</li> </ul> </li> <li>• 4.2 Creating a Project Folder <ul style="list-style-type: none"> <li>◦ Updated information about the folder name in step 1.</li> </ul> </li> <li>• 4.8 3D Display Settings <ul style="list-style-type: none"> <li>◦ Table 4-6 Rules for 3D Display: Changed "Images and frames" from "Yes" to "Optional".</li> </ul> </li> <li>• 4.9 Exporting the Project <ul style="list-style-type: none"> <li>◦ Adjusted the Note in step 5.</li> </ul> </li> </ul>
1.2.2a	2011/06/15	Changed	<p>Updated screenshot for 5.1 Greetings (Required).  Updated screenshot for 5.2 Health and Safety Information (Required), and added a table explaining the conditional text.  Updated screenshot for 5.3 Online Precautions.  Updated screenshot for 5.5 Disclaimer / Mini-EULA (Required), and changed the section name "Disclaimer / Mini-EULA" to "Terms of Use."  Updated screenshot for 5.10 Product Code (Required).  Updated an incorrect procedure number within the table in section 6.1 Nintendo 3DS Local Play.  Updated screenshot for 6.5 SpotPass.  Updated screenshot for 7.1.2 "Ending the Game" Template (Required).</p>
1.2.2	2011/03/08	Added	<p>Added templates for the QR Code Decoder and QR Codes in section 5.9.2 QR Code-Related.  Added section 6.5 SpotPass.  Added an entry for "SpotPass" to Table 6.1.  Added section 7.1.2 "Ending the Game" Template (Required).  Added section 7.1.3 "Virtual Console Features" Template (Required).</p>
		Changed	<p>Changed references to NW4C_Tga format to CTR-ManualTools_Tga throughout.  Changed references to NW4C_Photoshop_Plugin to CTR-ManualTools_PhotoshopPlugin in Chapter 2 Operating Environment and section 3.2 Installing the Photoshop Plug-In.  Modified the instructions in section 5 Template Units: Explanation/Editing (First Page), and removed NOE-specific content, since NOE-specific</p>

Version	Revision Date	Category	Description
			<p>instructions are now listed in the NOE version of this "cookbook."</p> <p>Updated the screenshot of the "Greetings" template in section 5.1 Greetings following revisions to the template to reduce redundancy between the "Greetings" and "Health &amp; Safety" templates, which appear next to each other.</p> <p>Created sub-section 5.9.1 Mobiclip Library and added to the description about using the Mobiclip templates.</p> <p>Restructured the sub-sections of 7 Virtual Console–Specific Edits to correspond with the individual pages that e-manual developers must create.</p> <p>Modified the instructions in section 7.1.1 Health and Safety Information (Required).</p>
			Deleted Removed the "Creating Merged Templates for Virtual Console Titles" section.
1.1.0	2010/01/19	—	Various edits and additions throughout the entire document. Because the English version of this document has not been released yet outside the company, we have omitted the detailed revision history to expedite the release.
1.0.5	2010/12/10	—	<p>Corrected typos in section 1.1.</p> <p>Added section 3.1 Installing CTR-ManualEditor.</p> <p>Updated the content of 3.2 Installing the Photoshop to clarify that the NW4C Photoshop Plugin is installed automatically by the installer.</p> <p>Added section 3.3.2 on the languages in which the e-manual templates are provided.</p> <p>Added a note to section 4.2 that the naming conventions for e-manuals' project folders have not yet been finalized.</p> <p>Added a note to section 4.2 that the "Oceania" region covers both Australia and New Zealand, and added information about which region code to use for titles released both in Europe and Oceania.</p> <p>Corrected typos in Table 4-2.</p> <p>Split section 4.3 Merging Templates into two sections, one (4.3.1) containing the basic method, and the other (4.3.2) containing an advanced method for speeding up work in the Template Manager.</p> <p>Added templates for Virtual Console features to Table 4-3.</p> <p>Added [NOA Only] and [NOE Only] tags to some of the templates listed in Table 4-3.</p> <p>Added a note to section 4.8 clarifying that binary output files can only contain half-width alphanumerics in their filenames.</p> <p>Corrected the caption for Table 5-1.</p> <p>Expanded the information about the standard copyright statement in section 5.5, and updated the screenshot.</p> <p>Renumbered the appendices as numbers instead of letters to make the numbering consistent between the NCL and NOA/NOE versions of this document.</p> <p>Added info about Virtual Console features to Chapter 9.</p> <p>Removed the entries for middleware and font attribution notices in the Virtual Console Template Unit Insertion Order (Table 9-1).</p> <p>Revised the text in section 9.1.1 to clarify that Table 5-1 contains the appropriate page titles for the Health and Safety Information page.</p> <p>Added section 9.2 Templates for Virtual Console Features.</p>
1.0	2010/10/06	—	Revised draft version.

All company and product names in this document are the trademarks or registered trademarks of their respective companies.

© 2010–2013 Nintendo

The contents of this document cannot be duplicated, copied, reprinted, transferred, distributed, or loaned in whole or in part without the prior approval of Nintendo.