

# **Nintendo DS Terminology**

Version 4.2a

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## Revision History

Version	Date Revised	Contents
4.2a	02/14/07	Added "Multi-Card Play" to 5 "Communications-Related Names."
4.2	07/03/06	<p><b>Overall</b></p> <p>Added terminology specific to the Nintendo DS Lite.</p> <p>Revised text to clarify differences in DS and DS Lite terminology.</p> <p><b>2 Console Parts Names</b></p> <p>Deleted "power switch" from the prohibited words of the DS system push button type switch.</p> <p><b>4 Peripheral Names</b></p> <p>Added "DS Rumble Pak" and "DS Memory Expansion Pak."</p> <p><b>5 Communications-Related Names</b></p> <p>Added "Nintendo Wi-Fi Connection."</p> <p>Changed the comments section for the "Chance Encounter Communication."</p> <p>Changed the section that was labeled "(Not Decided)" to "(Will not set name; support with explanatory text.)."</p> <p><b>9 Terms Related to Icons (For Screen Display)</b></p> <p>Revised wording to differentiate DS Wireless Play/DS Download Play icons with Nintendo Wi-Fi Connection icons.</p> <p><b>10 Terms Related to Icons (For Printed Material)</b></p> <p>Added "Support DS Rumble Pak icon" and "Support DS Memory Expansion Pak icon."</p>
4.1	4/11/05	<p><b>Console Parts Names</b></p> <p>Revised comment regarding stylus holder.</p> <p><b>Names and Descriptions of Operations</b></p> <p>Added Microphone Sensitivity "High/Normal/Low/(OFF)" and Microphone Sensitivity "Increase/Decrease"</p> <p><b>Peripheral Names</b></p> <p>Revised comment regarding Nintendo DS stylus.</p> <p><b>Communications-Related Names</b></p> <p>Added PictoChat Search and Chance Encounter Communication.</p> <p>Added DS Download Play as an alternative name for Single-Card Play.</p> <p><b>IPL-Related Names</b></p> <p>Added owner information.</p> <p><b>Terms Related to Icons (For Screen Display)</b></p> <p>Added a chat icon.</p>

Version	Date Revised	Contents
4.0	11/15/2004	<p><b>Console Parts Names</b></p> <p>Revised Strap Hook description.</p> <p>Added Battery Cover.</p> <p><b>Peripheral Names</b></p> <p>Revised descriptions of Nintendo DS AC Adapter.</p> <p>Removed Touch Screen cover.</p> <p>Added DC Plug, AC Plug, Guide, Pointer.</p> <p><b>IPL-Related Names</b></p> <p>Added the following: PictoChat, Initial Settings, User Information, Manual Mode, Auto Mode, DS Internal Fonts, Health and Safety Screen, Language Selection Screen, User Name Setting Screen, User Color Setting Screen, Date Setting Screen, Time Setting Screen, Birthday Setting Screen, DS Menu Screen, Game List Screen, Download Confirmation Screen, Chat Room Selection Screen, PictoChat Screen, DS Settings Selection Screen, Option Settings Selection Screen, Language Selection Screen, Start Mode Setting Screen, GBA Display Setting Screen, Date &amp; Time Settings Selection Screen, Date Setting Screen, Time Setting Screen, Alarm Setting Screen, Set Alarm Screen, User Settings Selection Screen, User Name Setting Screen, Birthday Setting Screen, User Color Setting Screen, Comment Setting Screen, Touch Screen Calibration Screen.</p> <p><b>Terms Related to Icons (For Screen Display)</b></p> <p>Added Reception Strength Icons, DS Wireless Icon, DS Wireless Send Only Icons</p> <p><b>Terms Related to Icons (For Printed Material)</b></p> <p>Added Supports DS Wireless Icon, Supports DS Download Play Icon</p>
3.2	11/4/2004	Initial Release

# 1 Console Names

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
Nintendo DS system	Nintendo DS system	Nintendo DS, DS	Name of the Nintendo DS console		
Nintendo DS Lite System	Nintendo DS Lite System	Nintendo DS Lite	Name of the DS Lite console		
Nintendo DS Series System	Nintendo DS Series System	Nintendo DS Series	Name covering both the Nintendo DS and the Nintendo DS Lite		

## 2 Console Parts Names

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
top screen	top screen	upper screen			
Touch Screen	Touch Screen	bottom screen lower screen	LCD screen with touch panel functionality		
LCD screen	LCD screen	LCD	Generic term for the two screens		
speaker (L)	speaker (L)		Left speaker		
speaker (R)	speaker (R)		Right speaker		
speakers (L R)	speakers (L R)	speakers	Generic term for Speaker (L), Speaker (R)		
Power Button	Power Button		Nintendo DS push button type power switch	Power Switch	
Power Switch	Power Switch		Nintendo DS Lite sliding power switch	Power Button	
+Control Pad	+Control Pad		Button used for control	Cross Key	Pictorial character that indicates shape of + in button shape also approved.
SELECT	SELECT		Button used for control		Pictorial character that indicates shape of SELECT in button shape also approved.
START	START		Button used for control		Pictorial character that indicates shape of START in button shape also approved.
A Button	A Button		Button used for control		Pictorial character that indicates shape of A in button shape also approved.
B Button	B Button		Button used for control		Pictorial character that indicates shape of B in button shape also approved.
X Button	X Button		Button used for control		Pictorial character that indicates shape of X in button shape also approved.
Y Button	Y Button		Button used for control		Pictorial character that indicates shape of Y in button shape also approved.
L Button	L Button		Button used for control		Pictorial character that indicates shape of L in button shape also approved.
R Button	R Button		Button used for control		Pictorial character that indicates shape of R in button shape also approved.
microphone	microphone		Internal microphone		
recharge indicator LED	recharge indicator LED	recharge light	Orange lamp turns on when charging starts.		
power indicator LED	power indicator LED	power light	Green lamp turns on when power is turned		

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
			on. Changes to red when the battery is low.		
external extension connector	external extension connector		Connector for connecting the dedicated AC Adapter. Can also connect headphones with Game Boy Advance SP dedicated headphone converter plug.		
Game Card slot	Game Card slot		Place to insert Game Card for Nintendo DS system		
strap attachment	strap attachment		Hole that accepts Touch Strap or marketed strap		
stylus holder	stylus holder		Part that holds the stylus that comes with the console		European market will use "Nintendo DS Stylus Holder" as the official name and "stylus holder" can be used after prominent use of the full term, Nintendo DS Stylus Holder. The term stylus holder can be localized into the generic corresponding term in European languages.
volume adjust	volume adjust	volume control	Part that adjusts sound volume		
Game Pak slot	Game Pak slot		Place to insert GBA Game Pak		
audio jack	audio jack		Headphone, microphone, headphone-microphone connection jack		
backlight	backlight	backlit (see comment)			"There is a backlight." "The LCDs are backlit."
Battery Cover	Battery Cover		Cover for battery box		

### 3 Names and Descriptions of Operations

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
Open/Close System	Open/Close System		Opening and closing the Nintendo DS housing		
Insert/Remove Game Card	Insert/Remove Game Card		Inserting a Game Card into the Game Card slot. Removing a Game Card from the Game Card slot.		
Insert/Remove Game Pak	Insert/Remove Game Pak		Inserting a GBA Game Pak into the Game Pak slot. Removing a GBA Game Pak from the Game Pak slot.		
Connect (peripheral name)	Connect (peripheral name)		Connecting a peripheral device to the external extension connector or the audio jack		
Insert (peripheral name)	Insert (peripheral name)		Connecting a peripheral device to the Game Pak slot		
Touch the Touch Screen	Touch the Touch Screen		Lightly touching the screen For a PDA this is called "tapping" or "clicking."	Click (verb)	
Slide finger on Touch Screen	Slide finger on Touch Screen		Keeping light contact on screen and tracing across the screen.		
<p>Touch Screen operations will be standardized to "touch" and "slide." Because the following operations can also be assumed, describe them after making easy-to-understand definitions of words that are appropriate to the software content. (See examples below.)</p> <p><b>Operations</b>            Touch screen only for an instant            Keep in contact with screen            Tap the screen twice (or multiple times)            The instant that the screen is touched            The instant that the instrument lifts from the screen            So-called Drag &amp; Drop</p> <p><b>Examples</b>            Quickly "touching" an item twice is called "Double Touch"            Moving an item by "sliding" while "touching" it is called "Dragging"</p>					
press Power Button to turn power ON	press Power Button to turn power ON	turn power ON	When power is off, turn on by pressing the Power Button.		
slide Power Switch up to turn power ON	slide Power Switch up to turn power ON	turn power ON	When power is off, turn the Nintendo DS Lite on by sliding the Power Switch up.		
press Power Button to turn power OFF	press Power Button to turn power OFF	turn power OFF	When power is on, turn off by pressing the Power Button.		



Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
slide Power Switch up to turn power OFF	slide Power Switch up to turn power OFF	turn power OFF	When power is on, turn off by sliding the Power Switch up.		
	Microphone Sensitivity "High/Normal/Low/(OFF)"		Expression to use when adjusting microphone sensitivity on the game option screen. (When sensitivity is selected from fixed choices)		This is the recommended expression. It may be freely modified to fit within the context of the game.
	Microphone Sensitivity "Increase/Decrease"		Expression to use when adjusting microphone sensitivity on the game option screen. (When sensitivity is changed by degree)		This is the recommended expression. It may be freely modified to fit within the context of the game.

## 4 Peripheral Names

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
Nintendo DS Game Card	Nintendo DS Game Card	Game Card DS Game Card DS Card	Used in a description when describing a DS Game Card as a device (hardware)	Cartridge Cassette NTR Card (*)	Can use on other than product printed material (internal documentation, programming manuals, etc)
Nintendo DS (application) Card	Nintendo DS (application) Card	DS (application) Card DS Card	"(application)" will be replaced by the name of the application when using something other than a Game Card, such as a DS Dictionary Card		Can use on other than product printed material (internal documentation, programming manuals, etc)
Game Boy Advance Game Pak	Game Boy Advance Game Pak	Game Pak GBA Game Pak	Used when describing a GBA Game Pak as a device (hardware)	Cassette AGB cartridge (*)	Can use on other than product printed material (internal documentation, programming manuals, etc)
Only for DS	Only for DS	software game	Used when describing the contents (software) of a DS Game Card	NTR software (*)	Can use on other than product printed material (internal documentation, programming manuals, etc)
Only for Game Boy Advance	Only for Game Boy Advance	software game	Used when describing the contents (software) of a GBA Game Pak	AGB software (*)	Can use on other than product printed material (internal documentation, programming manuals, etc)
Nintendo DS stylus	Nintendo DS stylus	stylus		stylus pen	European market will use "Nintendo DS Stylus" as the official name and "stylus" can be used after prominent use of the full term, Nintendo DS Stylus. The term stylus can be localized into the generic corresponding term in European languages.
Nintendo DS Lite stylus	Nintendo DS Lite stylus	stylus		stylus pen	European market will use "Nintendo DS Lite Stylus" as the official name and "stylus" can be used after prominent use of the full term, Nintendo DS Lite Stylus. The term stylus can be localized into the generic corresponding term in European languages.

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
Nintendo DS Battery Pack	Nintendo DS Battery Pack	rechargeable battery pack battery pack battery	Nintendo DS proprietary battery pack	Battery	
Nintendo DS Lite Battery Pack	Nintendo DS Lite Battery Pack	rechargeable battery pack battery pack battery	Nintendo DS Lite proprietary battery pack	Battery	
Nintendo DS AC Adapter	Nintendo DS AC Adapter	AC adapter	DS proprietary AC adapter. Can also be used with Game Boy Advance SP.		
Nintendo DS Lite AC Adapter	Nintendo DS Lite AC Adapter	AC adapter	Nintendo DS Lite proprietary AC adapter. Can also be used with Game Boy Advance SP.		
DC Plug	DC Plug		This is the name of one of the parts of the AC adapter. It plugs into the AC adapter connector on the DS.		
AC Plug	AC Plug		This is the name of one of the parts of the AC adapter. It plugs into a wall socket.		
Nintendo DS Game Card case	Nintendo DS Game Card case	case	Case for storing DS Game Cards		
Nintendo DS Option Pak	Nintendo DS Option Pak	DS Option Pak	Optional accessory pak for Nintendo DS		
Nintendo DS Lite Option Pak	Nintendo DS Lite Option Pak	DS Lite Option Pak	Optional accessory pak for Nintendo DS Lite		
Nintendo DS Rumble Pak	Nintendo DS Rumble Pak	Rumble Pak	A DS Option Pak which adds a Rumble Feature to the Nintendo DS.		
Nintendo DS Lite Rumble Pak	Nintendo DS Lite Rumble Pak	Rumble Pak	A DS Lite Option Pak which adds a Rumble Feature to the DS Lite.		
Nintendo DS Memory Expansion Pak	Nintendo DS Memory Expansion Pak	Memory Expansion Pak	DS/DS Lite common Memory Expansion Pak		
Nintendo DS Lite Memory Expansion Pak	Nintendo DS Lite Memory Expansion Pak	Memory Expansion Pak	A Memory Expansion Pak that can only be used with DS Lite.		
Nintendo DS Wrist Strap	Nintendo DS Wrist Strap	wrist strap touch strap	DS wrist strap that doubles as a stylus.		
Guide	Guide		One of the parts of the wrist strap. Sliding it secures the strap to a finger.		

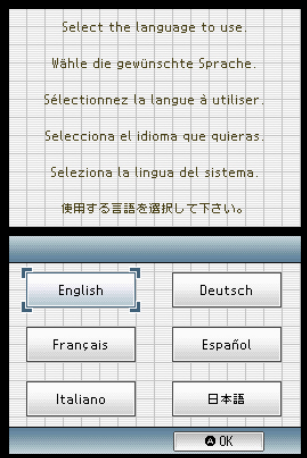

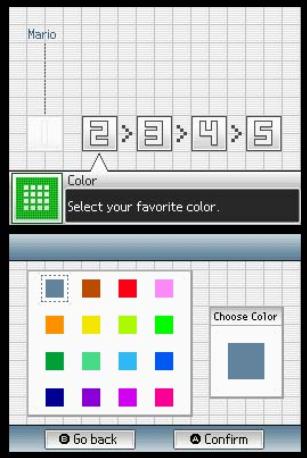

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
Pointer	Pointer		One of the parts of the wrist strap. The part that touches the Touch Screen.		
Nintendo DS Lite GBA Connector Cover	Nintendo DS Lite GBA Connector Cover	DS Lite GBA Connector Cover Proprietary GBA Connector Cover GBA Connector Cover	Cover for the DS Lite GBA Game Pak Slot		
Nintendo DS Lite Wrist Strap	Nintendo DS Lite Wrist Strap	wrist strap touch strap	DS Lite wrist strap that doubles as a stylus.		

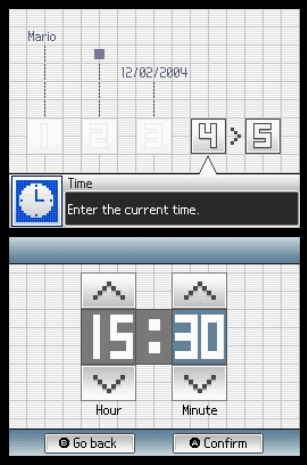
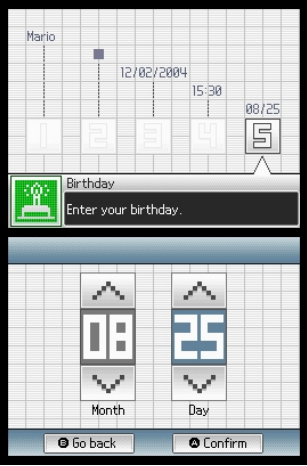
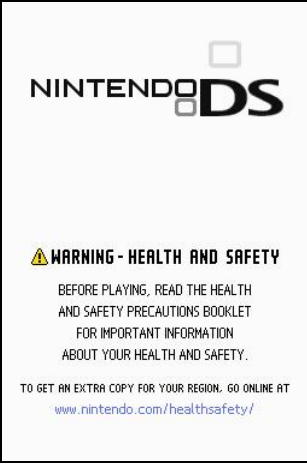
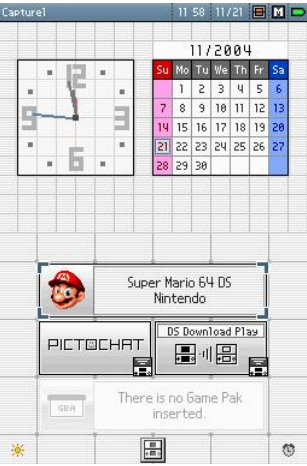
## 5 Communications-Related Names

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
DS Wireless Communications	DS Wireless Communications	wireless communications	Generic name for local game mode and internet mode		
Local Game Mode (DS Wireless Play, DS Download Play)			Communications play for up to 16, using a local network.		
Nintendo Wi-Fi Connection (Infrastructure Mode)	Nintendo Wi-Fi Connection	Nintendo WFC	A method of communication play where players connect to the Internet using a wireless LAN.		Please confirm technology specific to the Nintendo Wi-Fi Connection within the "Nintendo Wi-Fi Connection Communication Terminology."
	Multi-Card Play		In local communications mode, communication play with multiple players, where each player uses a Game Card.		
Single-Card Play (wireless multiboot)	Single-Card Play	DS Download Play	In local communications mode, communication play with multiple players, where one Game Card is used.		
(Will not set name; support with explanatory text.)	(Will not set name; support with explanatory text.)		Special communications play methods other than Multi-Card Play, Single-Card Play.		
(Will not set name; support with explanatory text.)	(Will not set name; support with explanatory text.)		With Single-Card Play or special communications play, 1P (parent) transfers data to the other consoles (children).		
PictoChat Search	PictoChat Search		Name of the feature that searches for an instance of PictoChat that is being used nearby.	PictoChat Searcher (PictoCatch)	
	Chance Encounter Communication		Name of the feature that waits for wireless data exchange or communicates wirelessly while the system is closed.		This is the recommended expression. It may be freely modified to fit within the context of the game.


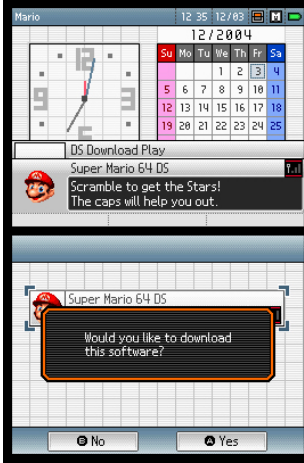
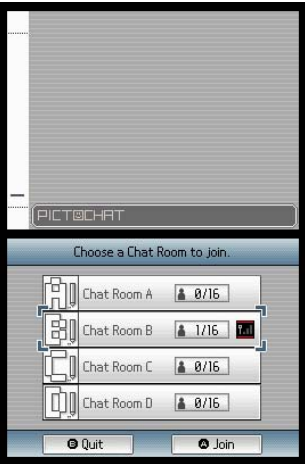

## 6 IPL-Related Names

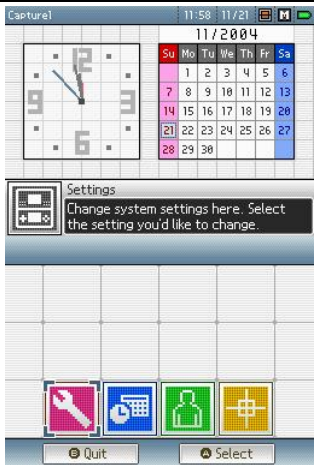
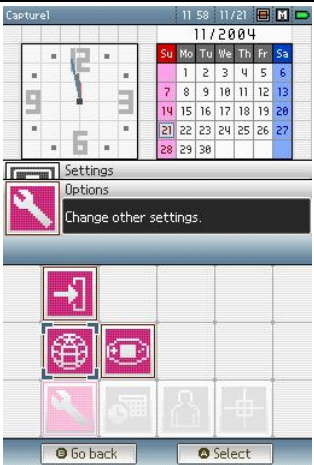
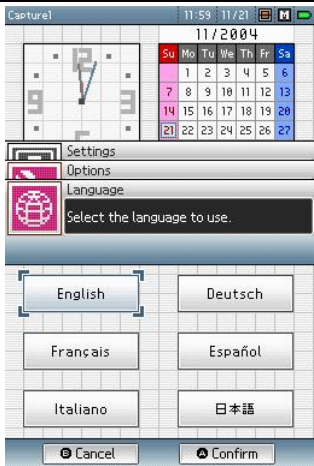
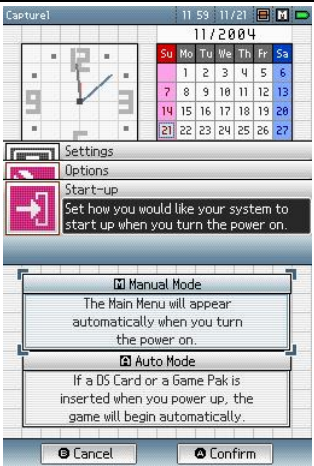
Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
PictoChat	PictoChat		Chat software embedded in the DS system.		
Initial Settings	Initial Settings		Generic title for the settings a user makes the first time he or she turns the DS on after purchase. There are four items: Language (only for overseas specification), User Name, User Color, Date/Time/Birthday.		
User Information Owner Information	User Information		Generic name for items that can be set under Initial Settings or User Settings (User Name, User Color, Birthday, Comments)		
Manual Mode	Manual Mode		One of the start modes. When the power is turned on, the DS Menu screen appears.		
Auto Mode	Auto Mode		One of the start modes. When the power is turned on, the software that is inserted in the slot will start.		
DS Internal Fonts			Generic name for the fonts that are embedded in the DS system. There are two types of fonts embedded in the DS system: LC fonts made by Sharp (hiragana, katakana, symbols) Fonts made by Nintendo (alphanumeric, European characters, symbols, pictographs)		

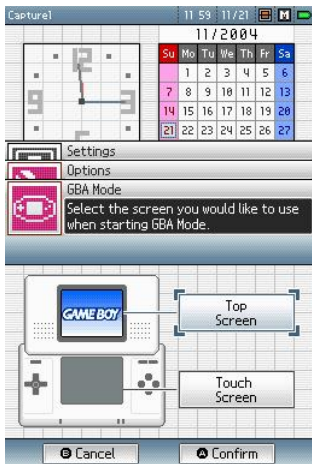
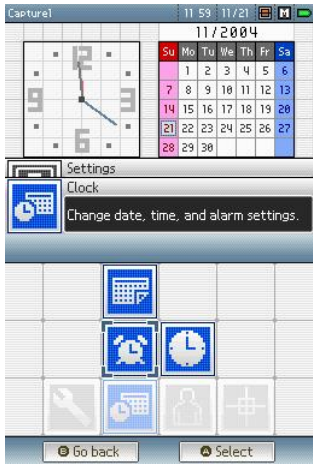
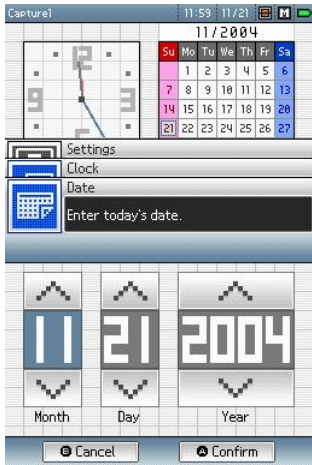
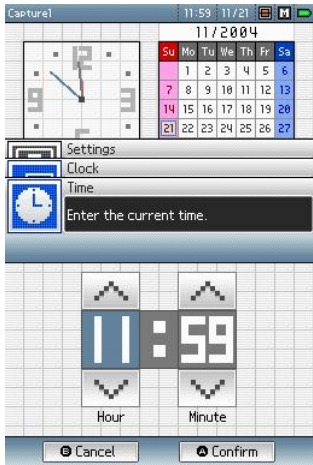
Screen Names Materials for Developers / End Users	Description	Comments	Screen Names Materials for Developers / End Users	Description	Comments
 <p>Language Selection Screen</p>	<p>Initial Settings Screen</p> <p>One of the Initial Settings screens that appear the first time power is turned on after purchase.</p> <p>Will only show up automatically after powering on the system for the first time.</p> <p>Not shown in the Japanese version.</p>		 <p>User Name Setting Screen</p>	<p>Initial Settings Screen</p> <p>One of the Initial Settings screens that appear the first time power is turned on after purchase.</p> <p>Will only show up automatically after powering on the system for the first time.</p>	
 <p>User Color Setting Screen</p>	<p>Initial Settings Screen</p> <p>One of the Initial Settings screens that appear the first time power is turned on after purchase.</p> <p>Will only show up automatically after powering on the system for the first time.</p>		 <p>Date Setting Screen</p>	<p>Initial Settings Screen</p> <p>One of the Initial Settings screens that appear the first time power is turned on after purchase.</p> <p>Will only show up automatically after powering on the system for the first time.</p>	

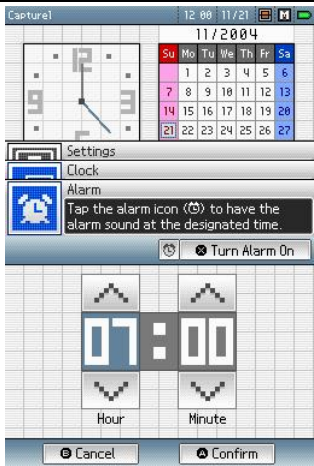
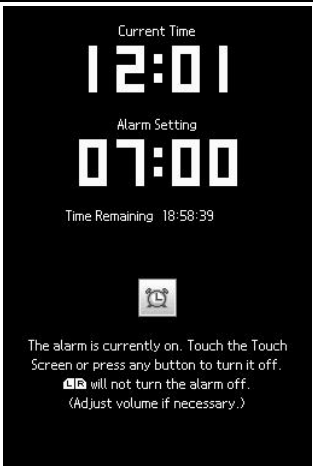
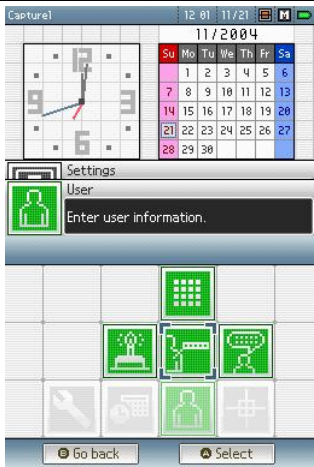
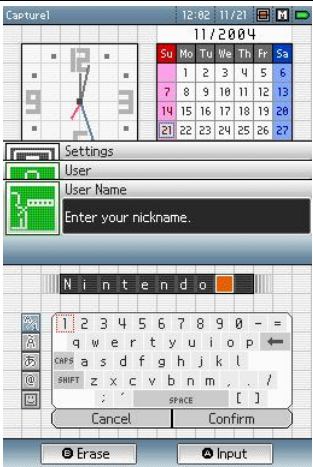
Screen Names Materials for Developers / End Users	Description	Comments	Screen Names Materials for Developers / End Users	Description	Comments
 <p>Time Setting Screen</p>	<p>Initial Settings Screen</p> <p>One of the Initial Settings screens that appear the first time power is turned on after purchase.</p> <p>Will only show up automatically after powering on the system for the first time.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>	 <p>Birthday Setting Screen</p>	<p>Initial Settings Screen</p> <p>One of the Initial Settings screens that appear the first time power is turned on after purchase.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>
 <p>Health and Safety Screen</p>	<p>The first screen that appears when power is turned on.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>	 <p>DS Menu Screen</p>	<p>Screen that appears after the Health and Safety screen.</p> <p>Touch a panel to start a game or PictoChat, or to set up the DS system.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>



Screen Names Materials for Developers / End Users	Description	Comments	Screen Names Materials for Developers / End Users	Description	Comments
 <p>Game List Screen</p>	<p>This screen shows the game titles that are received when the DS system becomes a child. It is displayed when the DS Download Play option is selected on the DS Menu Screen and games are available for download.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>	 <p>Download Confirmation Screen</p>	<p>This screen appears when downloading a game title that has been selected from the Game List Screen.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>
 <p>Chat Room Selection Screen</p>	<p>Screen for selecting which chat room to enter. Touching the PictoChat Panel on the DS Menu Screen will display this screen.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>	 <p>PictoChat Screen</p>	<p>PictoChat Screen</p>	<p>When using in a manual, this can be limited to the bottom screen to save space. You can also use it with the keyboard removed.</p>

Screen Names Materials for Developers / End Users	Description	Comments	Screen Names Materials for Developers / End Users	Description	Comments
 <p>DS System Settings Selection Screen</p>	Screen for selecting Option Settings, Date & Time, and User Information settings. Touching the DS System Settings Panel on the DS Menu will display this screen.	When using in a manual, this can be limited to the bottom screen to save space.	 <p>Option Settings Selection Screen</p>	Screen for selecting settings for the language to use, screen display when a GBA Game Pak is used, and start method. Touching the Option Panel on the DS System Settings Selection Screen will display this screen.	When using in a manual, this can be limited to the bottom screen to save space.
 <p>Language Selection Screen</p>	Screen for selecting the language to use. Touching the Language Panel on the Option Setting Selection Screen will display this screen.	When using in a manual, this can be limited to the bottom screen to save space.	 <p>Start Mode Setting Screen</p>	This screen allows the player to set whether the DS Menu Screen will be displayed when power is turned on. Touching the Start Mode Panel on the Option Setting Selection Screen will display this screen.	When using in a manual, this can be limited to the bottom screen to save space.

Screen Names Materials for Developers / End Users	Description	Comments	Screen Names Materials for Developers / End Users	Description	Comments
 <p>GBA Display Setting Screen</p>	<p>This screen sets whether to display on the top or bottom screen when using a GBA Game Pak. Touching the GBA Display Panel on the Option Settings Selection Screen will display this screen.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>	 <p>Date &amp; Time Settings Selection Screen</p>	<p>This screen selects date, time, and alarm settings. Touching the Date &amp; Time Panel on the DS System Settings Selection Screen will display this screen.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>
 <p>Date Setting Screen</p>	<p>Date setting screen. Touching the Date Panel on the Date &amp; Time Settings Selection Screen will display this screen.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>	 <p>Time Setting Screen</p>	<p>Time setting screen. Touching the Time Panel on the Date &amp; Time Settings Selection Screen will display this screen.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>

Screen Names Materials for Developers / End Users	Description	Comments	Screen Names Materials for Developers / End Users	Description	Comments
 <p>Alarm Setting Screen</p>	Alarm setting screen. Touching the Alarm Panel on the Date & Time Settings Selection Screen will display this screen.	When using in a manual, this can be limited to the bottom screen to save space.	 <p>Set Alarm Screen</p>	Screen to set the alarm. Touching the Alarm Icon on the Alarm Setting Screen will display this screen.	When using in a manual, this can be limited to the bottom screen to save space.
 <p>User Settings Selection Screen</p>	Screen for selecting settings for User Name, Birthday, Favorite Color, and Comments. Touching the User Panel on the DS Settings Selection Screen will display this screen.	When using in a manual, this can be limited to the bottom screen to save space.	 <p>User Name Setting Screen</p>	User Name setting screen. Touching the User Name Panel on the User Settings Selection Screen will display this screen.	When using in a manual, this can be limited to the bottom screen to save space.

Screen Names Materials for Developers / End Users	Description	Comments	Screen Names Materials for Developers / End Users	Description	Comments
<p>Birthday Setting Screen</p>	<p>Birthday setting screen.</p> <p>Touching the Birthday Panel on the User Settings Selection Screen will display this screen.</p> <p>Will only show up automatically after powering on the system for the first time.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>	<p>User Color Setting Screen</p>	<p>User color setting screen.</p> <p>Touching the User Color Panel on the User Settings Selection Screen will display this screen.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>
<p>Comment Setting Screen</p>	<p>Comment setting screen.</p> <p>Touching the Comment Panel on the User Settings Selection Screen will display this screen.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>	<p>Touch Screen Calibration Screen</p>	<p>Touch screen calibration screen.</p> <p>Touching the Touch Screen Panel on the DS System Settings Selection Screen will display this screen.</p>	<p>When using in a manual, this can be limited to the bottom screen to save space.</p>





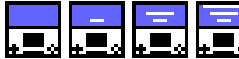
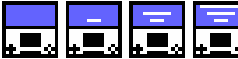


## 7 Audio-Related Names

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
Stereo Mode	Stereo Mode	Stereo	Normal sound mode when sound comes from the left and right speakers.		
Surround Mode	Surround Mode	Surround	Sound mode that has more presence than stereo mode		
Headphone Mode	Headphone Mode	Headphone	Sound mode when headphones are connected		

## 8 Other Names







Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
Active Mode			This describes the mode when DS or DS Lite is running a program.		
Sleep Mode	Sleep Mode		In this mode, nothing is displayed on the LCD when the CPU is inactive.		
DS Mode			This describes the mode when DS or DS Lite is running a program which supports DS Game Card.		
GBA Mode			This describes the mode when DS or DS Lite is running a program which supports GBA Game Pak.		

## 9 Terms Related to Icons (For Screen Display)

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
 Reception Strength Icons	 Reception Strength Icons		Icons that use antennae to indicate the strength of incoming signals during Multi-Card Play and Single-Card Play. Total of 4 types.		
 DS Wireless Icon	 DS Wireless Icon		Icon that indicates support for Multi-Card Play and Single-Card Play.		
 DS Wireless Send Only Icons	 DS Wireless Send Only Icons	Send Icons	Icons displayed on a parent when it is sending. The display is animated in 4 steps.		
 Chat Icon	 Chat Icon		Icon that is displayed when an instance of PictoChat is discovered via PictoChat Search.		



## 10 Terms Related to Icons (For Printed Material)

Materials for Developers	Printed Materials for End Users	Short (Alternate) Name	Description	Prohibited Words	Comments
 <b>Wireless DS Multi-Card Play</b> Supports DS Multi-Card Play icon	 <b>Wireless DS Multi-Card Play</b> Supports DS Multi-Card Play icon		Icon that indicates that software supports DS Multi-Card play. The number of players in the icon will vary according to the software.		
 <b>Wireless DS Single-Card Download Play</b> Supports DS Single-Card Play icon	 <b>Wireless DS Single-Card Download Play</b> Supports DS Single-Card Play icon		Icon that indicates that software supports DS Single-Card play. The number of players in the icon will vary according to the software.		
 <b>Rumble Pak Compatible</b> Supports DS Rumble Pak icon	 <b>Rumble Pak Compatible</b> Supports DS Rumble Pak icon		Icon that indicates that software supports DS Rumble Pak.		
To be created. Supports DS Memory Expansion Pak icon	To be created. Supports DS Memory Expansion Pak icon		Icon that indicates that software supports DS Memory Expansion Pak.		