Wii Remote Memory Check Program Manual

Version 1.3

2008/09/26

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

RVL-06-0347-001-C
Released: October 16, 2008

Table of Contents

1 Overview 5

2 Basic Operations 6

3 Operating Procedures 7

3.1 Write & Verify Check 7

3.2 All Clear Check 10

Figures

Figure 3-1 Start Screen 7

Figure 3-2 End Address Specification Screen 8

Figure 3-3 Test Pattern Specification Screen 8

Figure 3-4 Test in Progress Screen 9

Figure 3-5 Test Completion Screen 9

Figure 3-6 All Clear Test in Progress Screen 10

Figure 3-7 All Clear Test Completion Screen 11

Revision History

Version	Revision Date	Description
1.30	2008/09/26	• Updated all screenshots following display specification changes.
1.20	2008/03/28	・ Changed the expression “+Control Pad” to “+Control Pad.” ・ Changed the expression “pairing” to “connection.” ・ Changed software to display “ERROR” when an incorrect check address is specified. ・ Changed the end address of memory to be cleared in 3.2 All Clear Check from 0xf30 to 0xf2f. ・ Changed the check pattern size to one byte. ・ Changed the unit used to read/write the check pattern to one byte. ・ Updated all screenshots to match revised terminology and changes to specifications.
1.10	2008/03/12	Corrected typos and made corresponding screenshot revisions.
1.00	2008/02/08	Initial version.

1 Overview

This program is a tool for checking Wii Remote memory. It can be used to perform a guideline check. The target area for this tool is a 3888-byte region called Game Data area. Note that this region does not include the Mii area.

2 Basic Operations

The tool program is operated using the Wii Remote. The only effective buttons are the +Control Pad, the A Button, and the B Button. Select which test to perform using Up/Down on the +Control Pad. Select digits in the item's numerical value using Right/Left on the +Control Pad. Use the A Button to increase a value and the B Button to decrease a value. Depending on which item is selected, the A Button can be also used to run the item.

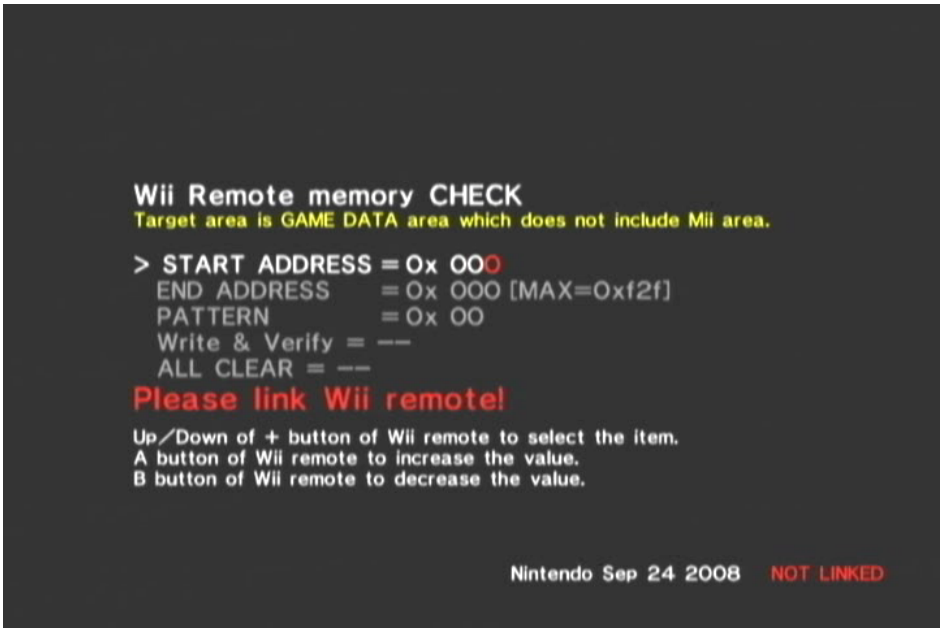
3 Operating Procedures

3.1 Write & Verify Check

This section explains the procedure for the Write & Verify check. In this test you create a test pattern, write it to Wii Remote memory, and then read the pattern so a comparison can be made to verify that the pattern was written correctly.

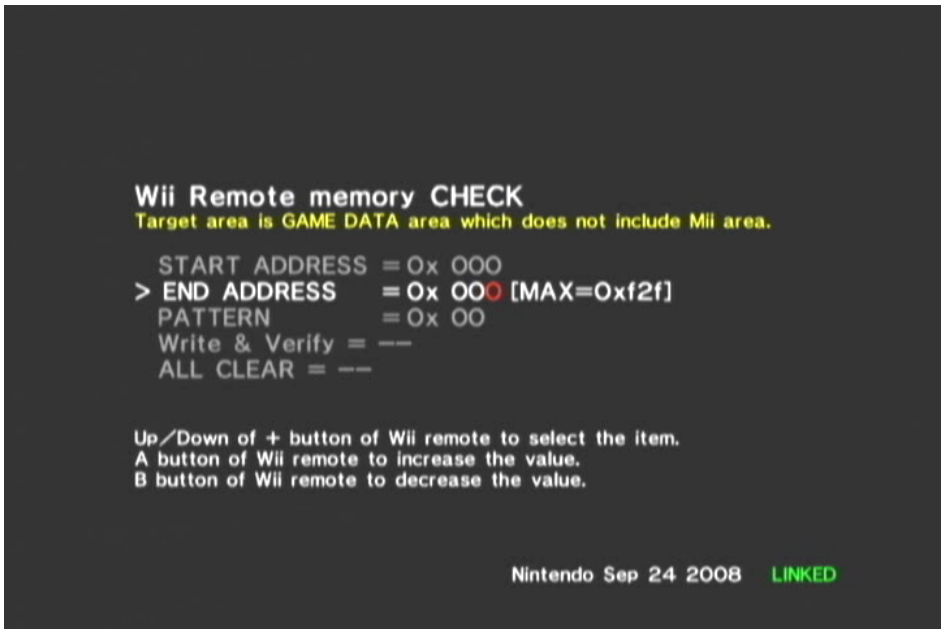
1. Start the tool. The screen will look similar to Figure 3-1. If the Wii Remote is not yet connected, the message **Please link Wii remote!** will blink in the lower part of the screen. Connect the Wii Remote at this time. If connection succeeds, the message **LINKED** will be displayed in green letters at the bottom right of the screen.

Figure 3-1 Start Screen



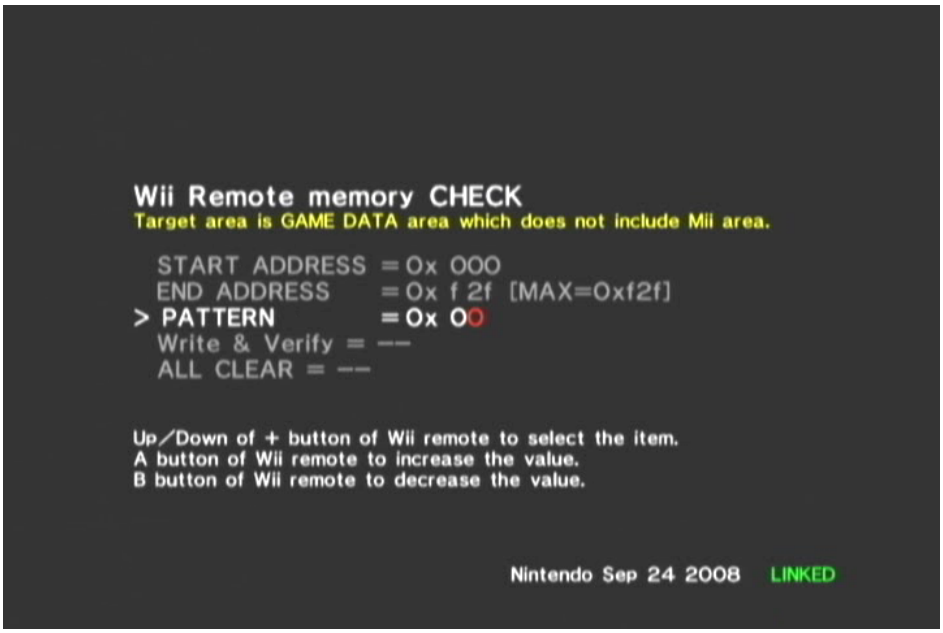
2. Once the connection has completed, specify the start address for the test. Use Up/Down on the +Control Pad to move to **START ADDRESS**. Enter the test pattern starting from the specified address, using hexadecimal to specify the values. Each digit in this test pattern can take a value from 0 to f. Use the A Button to increase values and the B Button to decrease values. Use Right/Left on the +Control Pad to move among the digits.
3. Next, specify the end address. Use Up/Down on the +Control Pad to move to **END ADDRESS** and enter a value. The largest possible end address is 0xf2f. Use the A Button to increase values and the B Button to decrease values. Use Right/Left on the +Control Pad to move among the digits.

Figure 3-2 End Address Specification Screen



4. Create the test pattern. Use Up/Down on the +Control Pad to move to **PATTERN** and then specify a 1-byte test pattern Use Right/Left on the +Control Pad to move among the digits. Use the A Button to increase values and the B Button to decrease values. Set any test pattern you want.

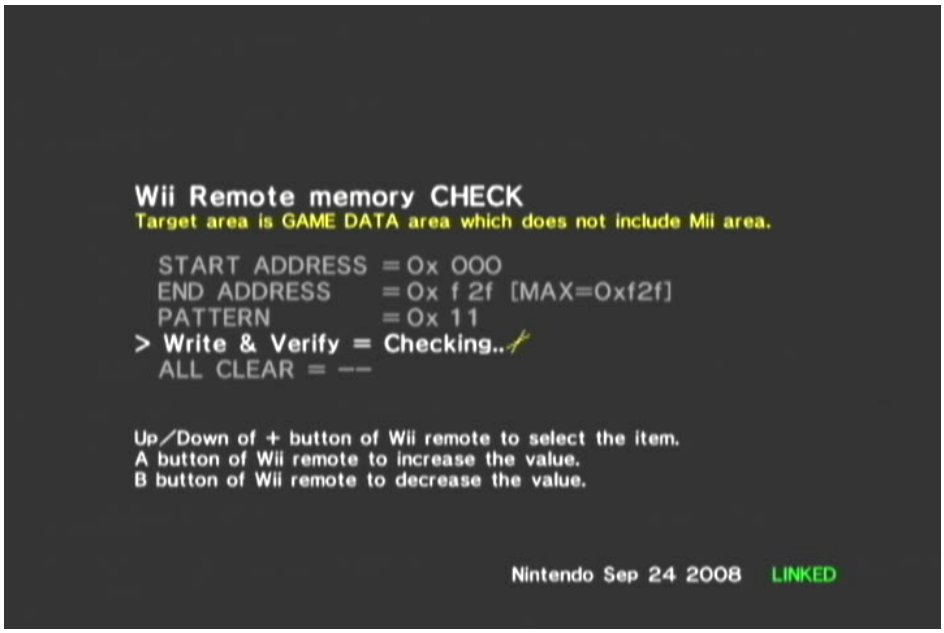
Figure 3-3 Test Pattern Specification Screen



5. After you have created the test pattern, select **Write & Verify** and press the A Button to start the test. A screen similar to Figure 3-4 below appears when the test starts. If the test is run when the value of **END ADDRESS** is greater than 0xf2f (the maximum specifiable value), ERROR will be displayed on

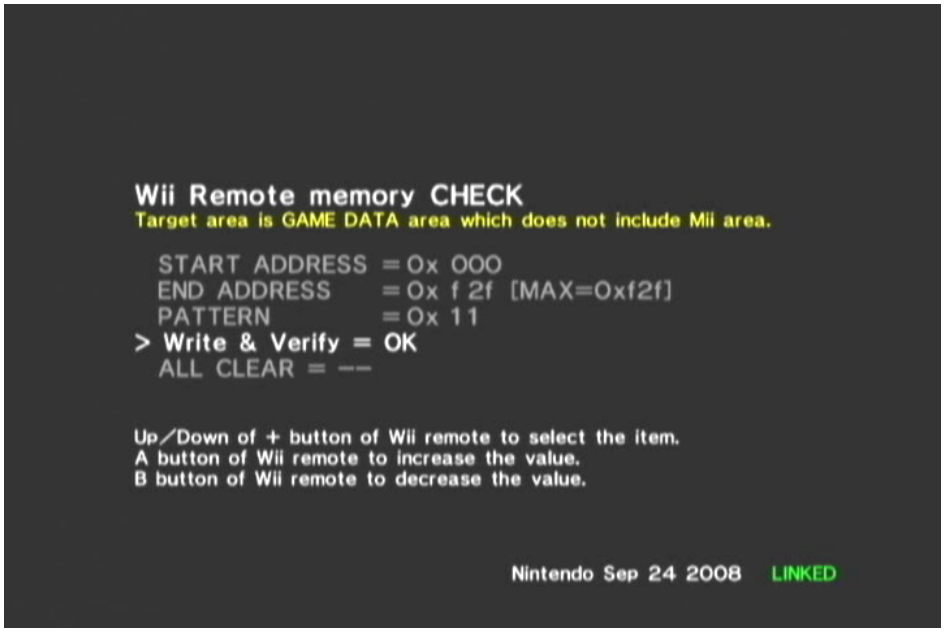
the screen and the test cannot be performed. Similarly, if the test is run when the value of **START ADDRESS** is greater than **END ADDRESS**, ERROR will be displayed on the screen and the test cannot be performed.

Figure 3-4 Test in Progress Screen



6. After a while, the testing will end and the result of the check will be displayed. The check has ended normally if the screen displays **OK** next to **Write & Verify**.

Figure 3-5 Test Completion Screen

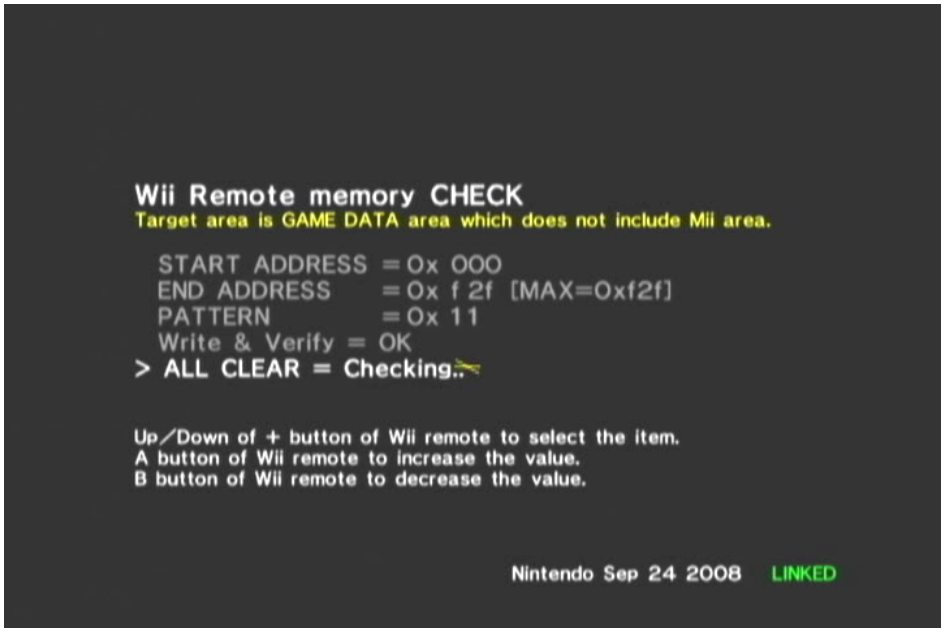


3.2 All Clear Check

This section explains the procedure for the All Clear check. This test involves writing zero to the entire Game Data area (from 0x0000 to 0x0f2f) in Wii Remote memory and then reading the region to check that it has been cleared correctly.

1. Select **ALL CLEAR** and press the A Button to start the test. A screen similar to Figure 3-6 appears when the test starts.

Figure 3-6 All Clear Test in Progress Screen



2. When the testing ends, the check has ended normally if the screen displays **OK** next to **ALL CLEAR**.

Figure 3-7 All Clear Test Completion Screen