

# CTR/SNAKE

# System Updater Operations Manual

2014/08/28

Version 10.0

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/or 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 .....	4
2	Update Method .....	5
2.1	Check the Required CSU Files.....	5
2.2	Perform a System Update .....	6
	Revision History .....	9

# 1 Introduction

This document explains how to run a system update for the following development hardware.

- SystemUpdaterForCTR (System Updater for CTR development hardware)
  - PARTNER-CTR Debugger
  - PARTNER-CTR Capture Debugger
  - PARTNER-CTR Capture
  - Nintendo 3DS/3DS XL test unit
  - Nintendo 2DS test unit
  - IS CTR Development Tools
- SystemUpdaterForSNAKE (System Updater for SNAKE development hardware)
  - SNAKE test unit
  - CLOSER test unit
  - IS-RAY-DEBUGGER gamma version or later (or beta version with controller update)
  - IS-SNAKE DevKit

Behavior is not guaranteed for any development hardware not listed above. Do not run a system update for any other development hardware.

## 2 Update Method

This chapter explains the system update procedure for each type of development hardware.

When updating hardware other than Debugger, see Section 2.2 Preparations Before Updating (Hardware Other Than Debugger).

A CTR flash card with the updater must be prepared for development hardware that does not have a debugging feature. For information on how to write the updater to the flash card, see the manual for the debugger software.

### 2.1 Check the Required CSU Files

The required CSU files depend on the firmware that has been installed on the development hardware. This section explains how to check the firmware version and the required CSU files.

1. Turn on the development hardware and confirm the firmware version displayed on the upper screen.



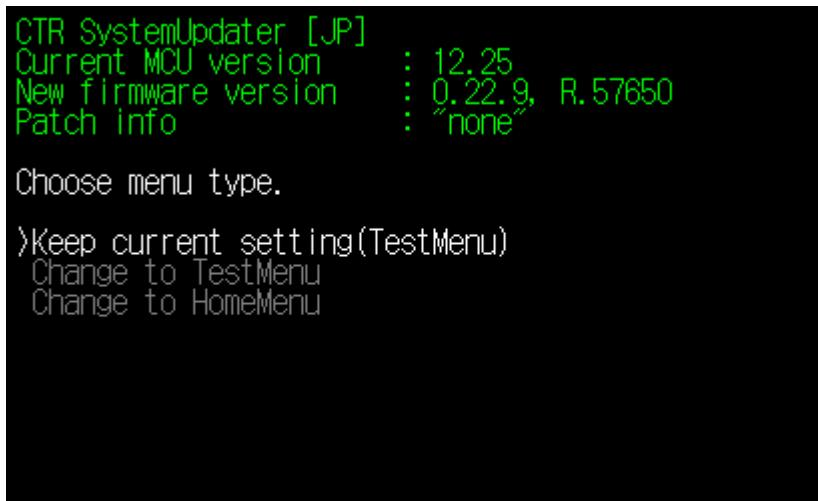
2. Make sure the firmware version is 0.14.23 or later for CTR development hardware and 0.22.32 or later for SNAKE development hardware.
3. If the version is older than the versions above, contact the Nintendo Software Development and Support Group.

## 2.2 Perform a System Update

This section describes how to perform system updates. To perform an update using a CTR flash card, launch the updater from the CTR flash card and start from step 3 below.

**Warning:** During updates, do not terminate the debugger software. If it is terminated at any time before the update completes, the update will fail and render the hardware inoperable.

1. Start the debugger and launch the debugger software.
2. Select **File > Load** to load the System Updater file for your region.
3. When the System Updater completes loading normally, the updater start screen (Screen A) is displayed. Several seconds may pass before the screen is displayed.

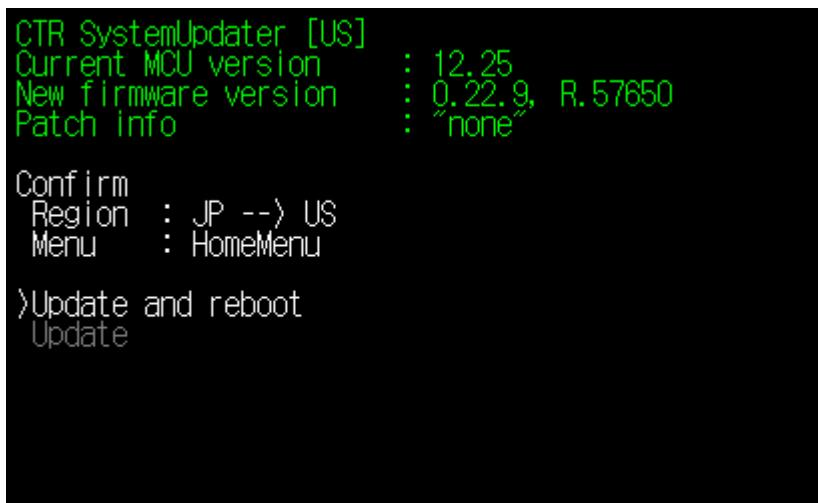


```
CTR SystemUpdater [JP]
Current MCU version : 12.25
New firmware version : 0.22.9, R.57650
Patch info : "none"

Choose menu type.

>Keep current setting(TestMenu)
  Change to TestMenu
  Change to HomeMenu
```

The following screen (Screen B) will appear if you load data for a region that is different from the region set on your Debugger, Capture Debugger, or Capture system.



```
CTR SystemUpdater [US]
Current MCU version : 12.25
New firmware version : 0.22.9, R.57650
Patch info : "none"

Confirm
Region : JP --> US
Menu : HomeMenu

>Update and reboot
  Update
```

4. After turning on power, select the menu to start and press the A Button (if the screen was Screen A).

- **Keep current setting**

Starts the menu that is currently set (shown in parentheses).

- **Change to TestMenu**

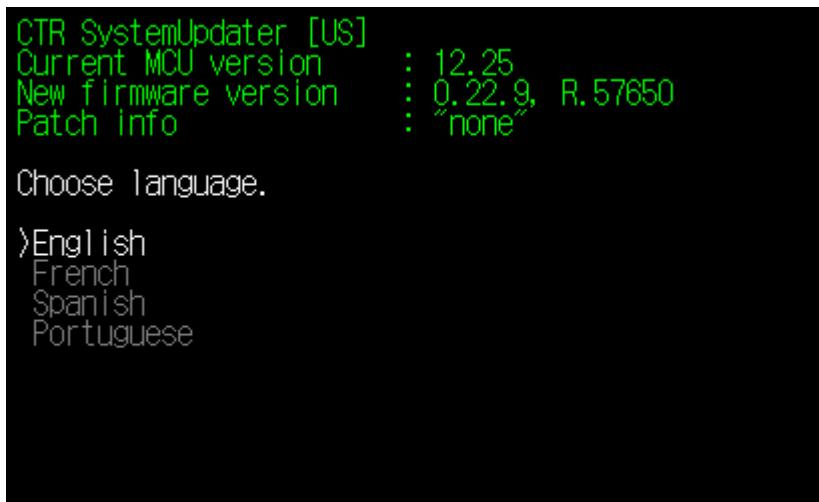
Starts the development menu.

- **Change to HomeMenu**

Starts the HOME Menu.

**Warning:** It is not possible to select the menu to start if the screen was Screen B. It is set to the HOME Menu, and this cannot be changed.

5. When the region for the System Updater is either US or EU, use the +Control Pad to select the language (if Screen A).



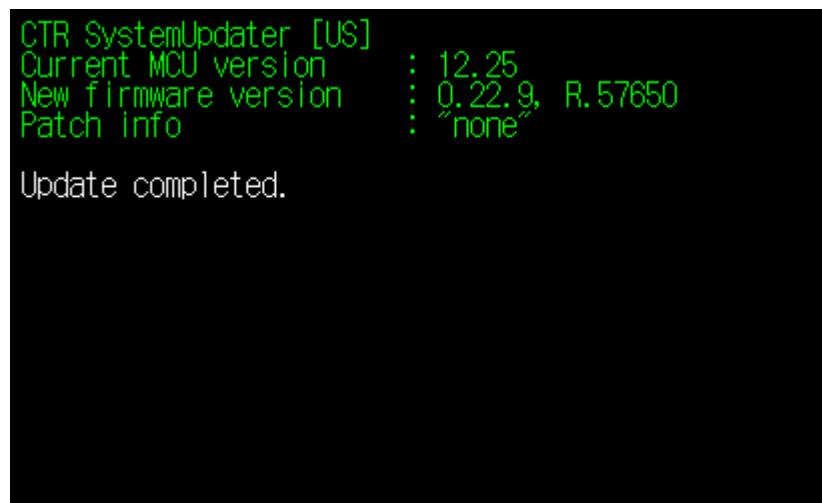
**Note:** Use the Config tool if you want to set the language to INVALID\_LANGUAGE.

**Warning:** It is not possible to select the language if the screen was Screen B. Select the language from the initial setup screen of the HOME Menu after the update.

6. Confirm your choice, select either **Update and reboot** or **Update**, and then press the A Button to start the update (if the screen was Screen A).



7. If you selected **Update**, the following screen is displayed after the update is complete. Reset the CPU in the debugger software. Turn off the power if you are using a test unit.



**Warning:** Files will not load correctly unless the CPU is reset or power is turned off. If you select Update and reboot during the system update, it causes an automatic reboot.

**Note:** When **Change to HomeMenu** has been selected, the memory size that can be used by the application is initialized to 64 MB after the update completes.

## Revision History

Version	Revision Date	Category	Description
10.0	2014/08/28	Changed	<ul style="list-style-type: none"><li>Overall</li></ul> <p>Changed the descriptions in the update procedure to match both CTR and SNAKE.</p>

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

© 2011–2014 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.