

# DSgf documentation

*“Use Go to meet friends” (Chinese proverb)*

DSgf is a basic SGF file editor for your Nintendo™ DS.

The official homepage for the project is <http://tenuki.fr/stuff>.

The development page is <http://sourceforge.net/projects/dsgf>.

As it's some homebrew development, you'll need a flash cart device to be able to run it on your console.

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## A) Introduction

This is a first release of DSgf, which allows you to view and record basic go games with your NDS.

As an SGF editor, DSgf is not fully fonctionnal yet, but you can record a basic game along with commentaries that can be played back or reused with another full-featured computer based SGF editor.

As "basic games", we understand games with "linear" SGF structure, that is moves without variants. Currently, DSgf can read complex SGF files, and its data structure handles variations, but the interface is not mature enough to allow variations manipulations.

If you wish to contribute to the project, you're welcome !

More features will be added in the following releases...

Please report bugs or post your feature requests to the Sourceforge page:  
<http://sourceforge.net/projects/dsgf>.

## B) Installation procedure

The installation procedure is quite straightforward if you are used to dealing with FAT-enabled homebrew software on your NDS.

Note: A ready to use binary file for R4 and M3 Simply carts is available in the Sourceforge download repository on <http://sourceforge.net/projects/dsgf>. If you have such carts, get this binary and goto step 3 !

Note for M3 DS Real users: According to DLDI Wiki, the M3 DS Real software should autopatch the DSgf binary. You should then get the generic **DSgf.nds** and goto step 3!

### Step 1 : Get the right binary

The binary archive contains two generic binary files : **DSgf.nds** and **DSgf.ds.gba**.

If your cart looks like a DS card, you have a Slot-1 cart, and you only need **DSgf.nds**.

If it looks like a GBA card, you have a Slot-2 cart, and then you'll have to take **DSgf.ds.gba**.

### Step 2 : patch the binary with the relevant DLDI driver

Your binary file must then be patched with DLDI to suit to your flash cart model.

Go to the DLDI homepage on <http://dldi.drunkencoders.com> to download the patching software (dlditool) and the latest DLDI device patch for your cart and then patch the generic DSgf.nds binary following the end-user instructions.

### Step 3 : Copy the files to your flash cart

DSgf will be using 2 directories on your cart:

**/DSgf** will contain some app files (preferences, proverbs...).

**/SGF** will contain the SGF files we'll be dealing with.

Extracting **local\_SD.zip** to your flash cart will creates those directories.

Be sure that both directories are located on root of the flash cart, then add your own SGF files in the **/SGF** directory if you want.

Then copy the DLDI patched DSgf binary file to your cart.

### Step 4 : Run DSgf !

## C) User guide

Note: At any time, when pressing “Select”, you’ll get some help with DSgf key mapping.

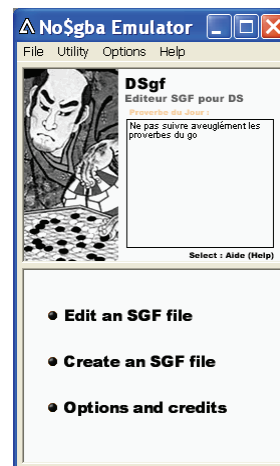
(For the first releases, the DSgf help page is only available in French... but if you don’t speak french, you can read the following notes to get started!)

### Main menu

“Edit...” allows you to review a previously recorded game along with commentaries

“Create...” allows you to record a new game with commentaries

“Options...” are only interesting if you want to change the default language (french or english)



### “Edit an SGF file...”

Select your SGF file and validate.

The clipboard button allows you to get some summary about the currently selected file.

When the file is loaded, you’ll be able to review it (without editing) using the DS keys :

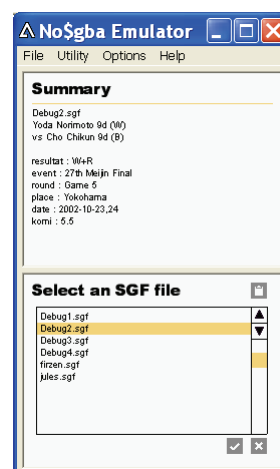
**Left/right** : move forward / backward in the game (keep pressed to go faster)

**Up/Down** : Scroll the commentary in the upper screen

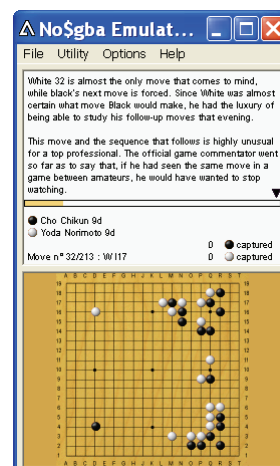
**X/Y** : Go to the next/previous commentary

**Select** : show the help screen

**Start** : show/hide the menu icons (quit / save / commentary)



At this time, you can't modify the SGF file in this mode (commentary and save menu icons are disabled).



You can view the goban with two zoom levels and switch between them using the **L** key.

While in "global view" mode, you can make the menu icons appear by using the stylus on the left and right edges of the screen (not on the goban).

While in "zoom mode", you can keep **L** pressed and scroll the goban using the stylus. In this mode, you can switch the upper screen to "global view" mode using the **R** key. This allows you to have the 2 different views at the very same time, which can be useful.

Use the "quit" menu icon to go back to the main menu.

### "Create an SGF file..."

Select and change the names for the game and the players by selecting them with the stylus (an input keyboard will appear).

Select the handicap value. For this first release, the komi is set to 7.5 (french official value) but in the next release, it will appear as a parameter.

Validate to create the game and view the goban. We assume that the placement of the handicap stones are the regular ones (no manual placement at this time).

The handicap stones are automatically placed. It's white's turn to play.

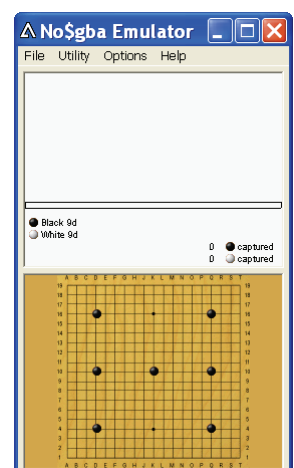
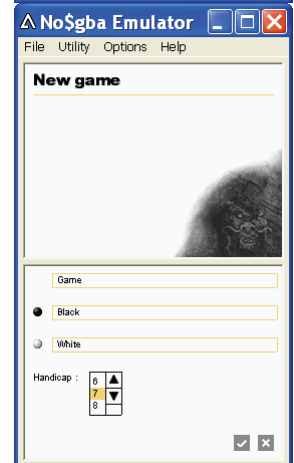
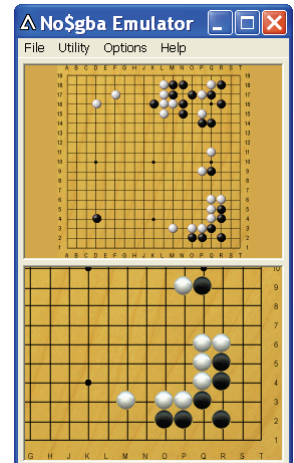
In "global view" mode, select an intersection on the goban and validate the move using the validate icon or the **A** key. Use **B** to cancel the current selection.

In "Zoom mode", you can select an intersection the same way, and you can directly select the blinking stone to validate the move.

**Left** and **Right** keys allow you to go forward/backward in the game.

If you go backward and then change the selection, all nodes after this one will be automatically deleted (no variations are handled at this time).

You can use the commentary icon menu to add a commentary to the current move (using the input keyboard).



Finally, you can save your SGF file by selection the save icon menu and typing in a filename (don't add the ".sgf" extension, it will be done automatically).

## D) Customization

French and English languages are the only options available at this time.

*Note that even with the English version, the help screen and some texts are still in French...*

## E) Limitations

For now, DSgf doesn't handle variations, even in read-only mode, so such SGF files are useless for now.

Furthermore, if you are trying to load big SGF files (>100Ko), the loading time will be quite long and you could even get some "memory full" error if there isn't enough RAM to handle the SGF (the NDS has only 4MB of RAM, and DSgf already uses 1.5MB!).

DSgf analyzes the SGF files at loading time, to ensure afterwards a smooth navigation/display of the game. The drawback is that the data structure uses a lot of memory.

That's why big SGF files like Joseki dictionaries can't be read with DSgf for now.

## F) Using DSgf along with Kogo's Joseki Dictionary

A Joseki Dictionary like Kogo's one can't be read by DSgf because of the memory and loading times limitations.

But this dictionary could be split into smaller files following the main variations to allow a "joseki dictionary" feature for DSgf.

This should be included in a future version.

## **G) Release history**

### Alpha 2.1 – 9 february 2008

#### New Features:

- Basic « memory full » alert when loading big files
- Custom application icon/banner and description (shown by some cart)

#### Fixed Bugs:

- [ 1725845 ] corrupted graphics on M3 devices
- [ 1726346 ] stone sounds without moves in end of game
- [ 1727142 ] pb when a player pass and the other continue to play
- [ 1726350 ] move validating bug in recording mode
- When switching to zoom mode, the validation/tick sprite would stay on screen
- [ 1738072 ] checkmark icon unusable when outside the goban
- [ 1824264 ] Name label
- [ 1838267 ] Wordwrapping bug

### Alpha 2.0 – 25 May 2007

Initial release.

## H) Credits

Thanks to my friends Oaksun, Trooper and Koopa for their support!

Greetings to our friends from our local go clubs (<http://bayeux.jeudego.org/> and <http://www.caen-jeudego.org/>) located in France / Normandy !

Thanks go also to:

Wintermute for DevKitPro, DevKitArm & Libnds

Chism for libfat & DLDI

Mollusk for PAgfx

John Fitzgibbon (<http://www.jfitz.com/flags/>) for his flag icons

Paul Jarvis (<http://2pt3.com/>) for his twotone menu icons

People from the GBADEV forum for their help

Have fun playing go !

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