

インターネットブラウザ

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ご使用になる前に

ご使用になる前に、この電子説明書をよくお読みいただき、正しくお使いください。

⚠ 安全に使用するために

本ソフトをご使用になる前に、HOMEメニューのを選び、「安全に使用するために」の内容をご確認ください。ここでは、あなたの健康と安全のための大切な内容が書かれています。

また、本体の取扱説明書もあわせてお読みください。

ユーザーが作成する、テキストやメッセージ、Mii、画像、写真、動画、音声を「ユーザーコンテンツ」といいます。

ユーザーコンテンツに関するご注意

ほかのユーザーとユーザーコンテンツ（以下、コンテンツ）をやりとりするソフト全般のご注意です。扱うコンテンツは、ソフトによって異なります。

- 送信したコンテンツは、多くの人目に触れる可能性があります。また、送信先にてコピー・改変・再送信などをされる可能性があります。一度他人の手に渡ったものは、送信した人であっても削除したり、利用を制限したりすることはできませんので、ご注意ください。
- インターネット上のサーバーなどに送信したコンテンツは、諸般の事情により予告なく削除される場合があります。また、当社で不適切と判断したコンテンツは削除や非公開にすることがあります。あらかじめご了承ください。
- 以下に該当する行為、または該当するおそれがある行為をしないでください。
 - 自分または他人の名前や住所などの個人情報を送信する行為。
 - 他人の名誉や信用を毀損したり、他人を侮辱したり、または他人に不快感を与える行為。
 - 他人の著作物を権利者に無断で利用するなど、他人の著作物などの知的財産権およびその他の一切の権利を侵害する行為。
 - 犯罪行為またはこれを助長する行為。
 - 公序良俗に反する行為。

- 利用規約やガイドラインなどで禁止されている行為。
- その他、当社が不適切と判断する行為。
- 他人の権利を侵害するコンテンツ、自分や他人のプライベートな情報や他人に不快な思いをさせるようなコンテンツなどを、QRコード化してほかの人にあげたり、公開したりしないでください。ほかの人に読み取られる場合があります。
- コンテンツのインターネット上への送信や、他人とのコンテンツの送受信など、インターネットの利用によって生じた損害などについては、当社は一切責任を負いかねます。

お子様の使用を制限したい場合は、「保護者による使用制限」で、次の内容を制限できます。

※「保護者による使用制限」の設定方法は、本体設定の電子説明書をご覧ください。

- インターネットブラウザの使用
ブラウザの起動を制限できます。
- ニンテンドーeショップ等での商品やサービスの購入
フィルタリング機能の解除を制限できます。
- 配信動画の視聴
動画プレイヤーでの動画視聴を制限できます。
- 写真や画像・音声・動画・長文テキストの送受信
画像と動画のアップロード、画像の保存を制限できます。

フィルタリング機能によるアクセス制限

インターネットブラウザは、青少年が安全に安心してインターネットを利用するために、初期状態ではフィルタリング機能が有効になっています。そのため、アクセスして表示できるウェブページが制限されています。

フィルタリング機能を無効にする

大人の方が制限無く使用する場合など、フィルタリング機能を無効にするには、「アクションメニュー（→6）」の「設定」から、「フィルタリングの設定」を選択し、画面の案内に従って、「フィルタリング設定変更プログラム（有料）」を購入する必

要があります。

※事前に「資金決済法に基づく表示」を確認してください。

※フィルタリング機能の無効化は、大人の方が行う必要があります。フィルタリング機能を無効にすると、有害サイトにもアクセスできるようになりますので、ご注意下さい。


※フィルタリング設定変更プログラムの購入には、クレジットカードのご利用が必要となります。

※「保護者による使用制限」が設定されていない状態で、フィルタリング機能を解除すると、再度フィルタリング機能を有効にする際に「保護者による使用制限」の設定が必要になります。


「フィルタリング設定変更プログラム」 購入に関するご注意


- フィルタリング設定変更プログラムの購入履歴はニンテンドーeショップの「ご利用記録」から見ることができます。
- 購入したフィルタリング設定変更プログラムの返品・返金・交換はできません。
- 一度購入したフィルタリング設定変更プログラムは、消去しても無料で再ダウンロードできます。
 - ※「ご利用記録の削除」またはニンテンドーネットワークIDの消去を行うと、再ダウンロードできません。
 - ※配信を中止または終了された場合は再ダウンロードできなくなることがあります。あらかじめご了承ください。
- 購入したフィルタリング設定変更プログラムはmicroSDカードに保存されます。
- フィルタリング設定変更プログラムは、ダウンロード時に使用していた本体で

のみ使用できます。ほかの本体に
microSDカードを差し込んで使用で
きません。

 「インターネットブラウザ」は、タッチペンを使用した簡単な操作で、インターネットのウェブページを閲覧することができます。


※ウェブページを閲覧するにはインターネットに接続する必要があります。


 3DSソフトの場合は、プレイ中でもソフトを中断してインターネットブラウザを使用することができます。


 HOME を押して、HOMEメニューからインターネットブラウザをはじめてください。

※プレイ中のソフトによっては、インターネットブラウザを使用できない場合があります。

インターネットブラウザは下画面をタッチしたり、スライドしたりして操作します。

 画面下部の「ツールバー」をタッチして、インターネットブラウザを操作したり、ウェブページのリンクをタッチしてリンク先のウェブページに移動したりできます（→6）。

 画面をすばやく2回タッチすると、タッチした場所を中心に表示を拡大します。もう一度同じ操作をすると、下画面の横幅に合わせた縮尺になります。

 画面をスライドすると、表示されたウェブページをスクロールできます。

ボタンを使った操作方法

インターネットブラウザは、ボタンやスライドパッドでも操作できます。

インターネットブラウザ
の終了



ブラウズ画面（→6）での操作

ウェブページのスクロール	
ツールバー非表示	   
ツールバー表示	下画面をタッチ
アナログズームイン/アウト	  
ウェブページ内リンクの選択	
選択したリンクを決定	

新しいタブで開く	Ⓐ長押し
もどる	Ⓑ
閲覧中のタブを閉じる	Ⓑ長押し
ズームイン	ⓧ
ズームアウト	Ⓨ
もどる/すすむ	Ⓛ / Ⓡ
タブの切替	Ⓛ / Ⓡ
お気に入りの表示	SELECT
アクションメニューの表示	START

画像ビューア画面(→10)での操作

画面のスクロール	○
アナログズームイン/アウト	○ ↑ ↓
ズームイン	ⓧ
ズームアウト	Ⓨ
画像を保存	Ⓐ
画像ビューアを終了	Ⓑ

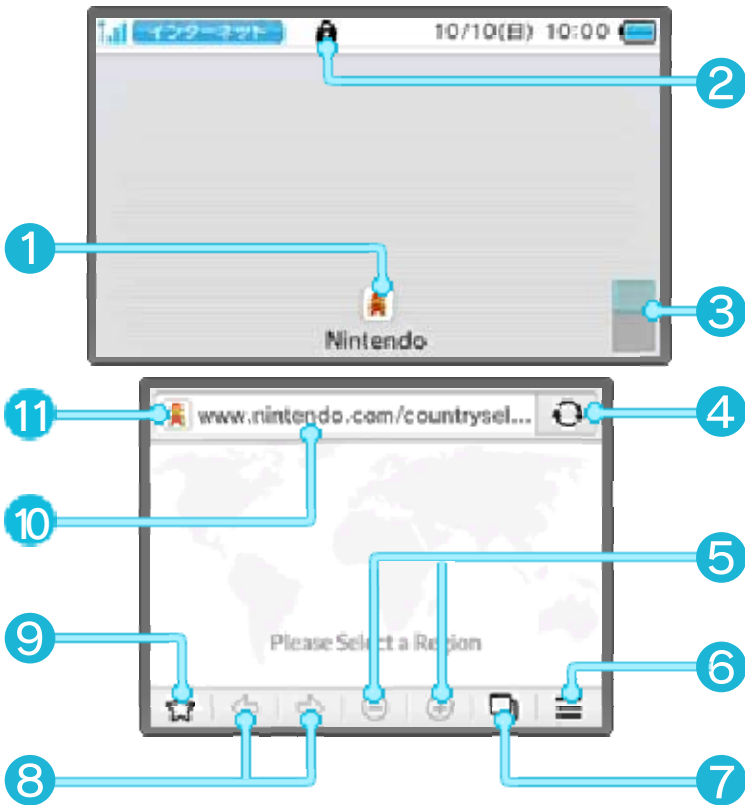
ビデオ再生画面 (→9) での操作

ビデオの再生/停止	Ⓐ
巻き戻し/早送り	◀ ○ ▶
再生速度の変更	○

10秒戻し/コマ送り	+
15秒送り	R
10秒戻し	L
ビデオ再生を終了	B

お気に入りメニュー / タブ一覧画面 / 設定画面での操作


項目の選択	+
決定	A
閉じる	B




① タイトルバー

ウェブページに設定されたタイトルが表示されます。

② セキュリティアイコン

 : セキュリティで保護されているウェブページを表示しています。

 : セキュリティの証明書の安全性が確認できないウェブページを表示しています。

③ ミニマップ

灰色の四角が、ページ全体の大きさを表し、水色の四角が画面内に表示されている範囲を表します。

④ リロードボタン

現在表示中のウェブページを再読み込みします。読み込み中にタッチすると、読み込みを中止できます。

⑤ ズームアウト/ズームインボタン

画面を縮小/拡大します。

⑥ アクションメニューボタン

★：表示中のページをお気に入りに（→8）に追加します。

↵：ウェブページを拡大や縮小したときに、文章が下画面の幅に合わせて自動的に改行されます。

※ウェブページによっては、改行されない場合もあります。

📱：表示しているウェブページのモバイル版ページを表示します。

※ウェブページがモバイル版ページに対応していない場合は、表示は切り替わりません。また、複数のタブを開いている場合、タブを切り替えたときにモバイル版ページを再読み込みします。

🔑：設定画面を表示します（→12）。

※ソフトの中断中にインターネットブラウザを始めた場合は、そのソフトタイトル名で検索するメニューが追加されます。

⑦ タブボタン

タブ一覧画面（→11）を表示します。

⑧ もどる/すすむボタン

⬅️をタッチすると前のページを、➡️をタッチすると次のページを表示します。

⑨ お気に入りメニューボタン

お気に入りメニューが開きます（→8）。

⑩ アドレスバー

URLや検索語句を入力して、ウェブページを閲覧したり、検索エンジンでの検索を行います（→7）。

※アドレスバーが非表示の場合は、アクションメニューボタンをタッチしてください。

⑪ ページアイコン

タッチするとウェブページの情報を表示します。



アドレスバーを使う

アドレスバーをタッチしてキーボードを表示します。閲覧したいウェブページのURLや検索語句を入力して「開く」か「検索」をタッチします。URLを入力した場合は、そのウェブページが表示されます。検索語句を入力した場合は、インターネットを検索した結果が表示されます。

※アドレスバーが非表示の場合は、アクションメニューボタン（→6）をタッチしてください。

※検索エンジンに「Yahoo! JAPAN」を選択している場合、入力した文字列に関連する検索候補が自動的に表示されます。

※検索候補をタッチすると、その検索語句で検索を行うことができます。

※検索候補は上下にスライドするか、 \boxplus でスクロールできます。

文字選択からのコピーと検索

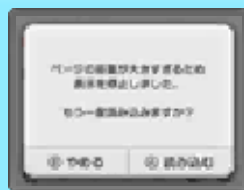
ウェブページ上の文字をタッチし続けると、画面の下部にボタンが表示されます。その状態からスライドすると、文字を選択することができます。

※リンクが設定されている文字など、文字の選択ができない場合もあります。



「コピー」をタッチすると、選択した文字をコピーすることができます。「検索」をタッチすると選択した文字でインターネットを検索することができます。

画像やウェブページのデータ容量が大きすぎると、右のような画面が表示される場合があります。「読み込む」をタッチするとデータを再読み込みします。「やめる」をタッチすると読み込みを中止して、ブラウザ画面にもどります。



※ウェブページによっては、インターネットブラウザで表示できない場合があります。



① お気に入りボタン

タッチすると「お気に入り画面」を表示します。

② 履歴ボタン

タッチすると「履歴画面」を表示します。

③ お気に入り編集ボタン

お気に入りに追加したウェブページのタイトルとURLを編集できます。「お気に入りを消す」をタッチすると追加したウェブページをお気に入りから消去します。

④ お気に入り追加ボタン

お気に入りメニューを表示したときに閲覧していたウェブページを、お気に入りに追加できます。

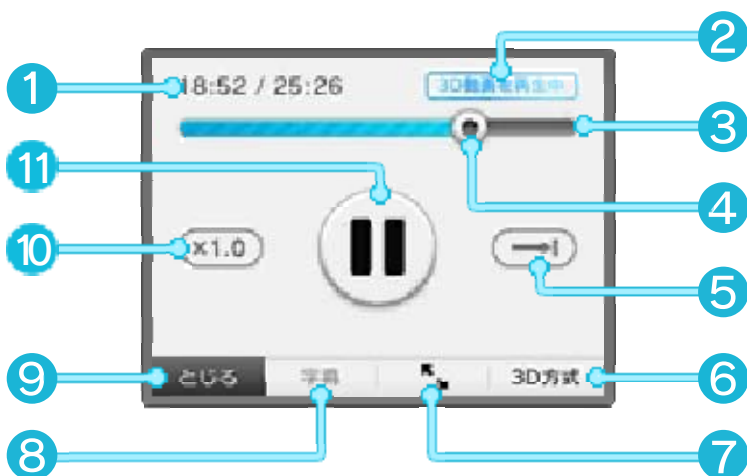
※履歴画面を表示している場合、「履歴を削除」ボタンに変わります。タッチするとすべての履歴が削除されます。

⑤ お気に入り

お気に入りに追加したウェブページ名が表示されます。また、ウェブページ名をタッチし続けると、スライドして並べ替えることができます。

インターネットブラウザでは、ビデオファイルを再生することができます。ウェブページ上のビデオファイルをタッチすると、上画面でビデオが再生され、下画面に操作画面が表示されます。ビデオファイルが3D動画の場合、立体視で表示できます。

※ビデオファイルの形式やデータサイズによっては、再生できない場合があります（→13）。



① 再生時間/総再生時間

② 3D動画再生表示

3D動画を再生すると表示されます。

③ 再生バー

④ 再生位置

スライドするとビデオを早送りしたり、巻き戻したりできます。

⑤ リピート再生ボタン

ビデオを最後まで再生したあとに、自動的に最初から再生を繰り返します。

⑥ 3D方式ボタン

3D動画が正しく表示されていないように見えた場合に使用します。適切な3D表示になるまで、いずれかのボタンをタッチしてみてください。

⑦ 画面フィットボタン

上画面の縦幅や横幅一杯にビデオの表示を変更できます。

⑧ 字幕ボタン

対応しているビデオで字幕を表示します。

⑨ とじるボタン

ビデオ再生画面を終了してブラウザ画面にもどります。

⑩ 再生速度ボタン

ビデオの再生速度を選択します。

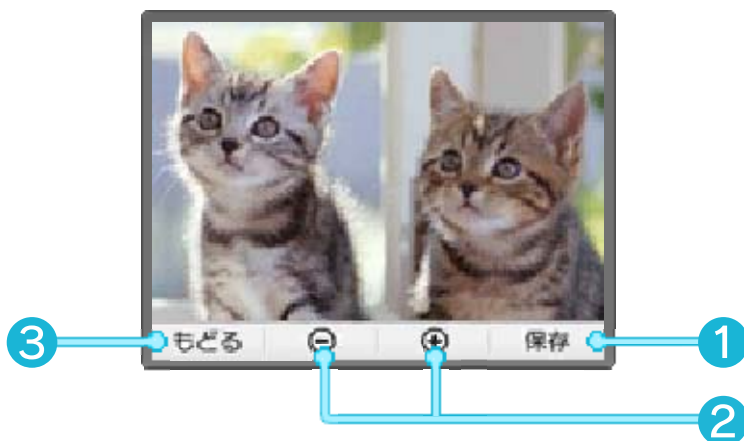
⑪ ビデオ再生/一時停止ボタン

ビデオを再生します。再生中にタッチすると一時停止します。

10 画像を表示する

ウェブページ上の画像ファイルをタッチし続けて表示される「画像ビューアで表示」をタッチすると、上画面と下画面に画像ビューア画面が表示されます。インターネットブラウザに対応した3D画像を表示することもできます。

※画像ファイルの形式やデータサイズによっては、表示できない場合があります（→13）。



① 保存ボタン

タッチすると表示中の画像をmicroSDカードに保存します。保存した画像は「ニンテンドー3DSカメラ」で確認できます。

※日付情報がない画像は、「1900/1/1」の日付で保存されます。

② ズームアウト/ズームインボタン

※3D画像を表示している場合、ズームアウトやズームイン、スクロールはできません。

③ もどるボタン

画像ビューア画面を終了してブラウザ画面にもどります。

画像や動画をインターネット上にアップロード（送信）する

ブログや掲示板など、画像や動画をアップ

ロードできるウェブページにアクセスして、本体保存メモリやmicroSDカードに保存されている画像や動画をアップロードすることができます。

- 音楽データはアップロードできません。
- 「保護者による使用制限」で、画像のアップロードや保存、動画のアップロードを制限できます。また、フィルタリング機能（→3）が有効になっている場合も、アップロードできません。
- デジタルカメラや携帯電話で撮影したデータは、アップロードや保存ができない場合があります。また、ニンテンドー3DS本体で撮影したデータでも、パソコンなどで編集・加工したり、microSDカード内でファイルの移動や削除、ファイル名の変更をしたりするとアップロードや保存ができない場合があります。

※動画をアップロードする場合、アップロードの準備を行うための時間が必要です。

※公序良俗に反する画像や動画、違法な画像や動画、他人の権利を侵害する画像や動画などをアップロードしないでください。法令・条例に従い、責任を問われることがあります。

※本体で撮影した画像や動画には縮小画像（サムネイル）が含まれています。その画像や動画をパソコンなどで編集しても、縮小画像は編集されない場合があります。画像や動画をインターネット上にアップロードしたり、第三者に渡したりすると、編集されていない縮小画像を見られる可能性がありますのでご注意ください。本体で撮影した画像を3DSカメラで編集した場合は、縮小画像も編集されます。

11 タブを使って閲覧する

インターネットブラウザはタブブラウジングに対応しています。同時に並行して複数のウェブページを閲覧したい場合など、タブを追加したり切り替えて表示することができます。



① ページタイトル

タブに表示されているウェブページのタイトルが表示されます。タッチするとタブを切り替えて表示します。

※タブを切り替えると、自動的に再読み込みする場合があります。

② タブ削除ボタン

③ タブ追加ボタン

タッチするとタブを追加します。追加したタブには「新規ページ」が表示され、お気に入りに登録したウェブページのうち、表示頻度が高い順に4個まで表示されます。


※タブは最大12個まで開くことができます。

④ タブボタン

タッチすると、タブ一覧画面を終了してブラウザ画面に戻ります。

ウェブページ上のリンクをタッチし続けて「新規タブで開く」をタッチすると、リンク先のウェブページを新しいタブに直接開くことができます。

※「新規タブで開く」でタブを開いた場合は、現在表示しているタブのバックグラウンドでタブが作成されます。そのとき、既に12個のタブを開いていた場合は、一番古いタブの内容が上書きされます。

※バックグラウンドに作成されたタブにはタブ一覧画面で  が表示されます。

12 設定を変更する

インターネットブラウザの設定を変更することができます。

フィルタリングの設定	フィルタリングサービスの設定を変更します（→3）。
検索エンジン	インターネットを検索する際に使用する検索エンジンを選びます。
Cookieを消す	Cookieをすべて消去します。Cookieには、ウェブページを見た日時や回数、入力した認証情報などが記録されています。 ※一度消去したCookieを元に戻すことはできません。ご注意ください。
セーブデータの初期化	インターネットブラウザの設定や履歴、お気に入りなどを含む、すべてのセーブデータを消去して初期状態に戻します。 ※一度消去したセーブデータを元に戻すことはできません。ご注意ください。 ※セーブデータを消去しても、一度取得したフィルタリングを解除する権利は保持されます。
ネットワーク情報	接続中のネットワークに関する情報が表示されます。
バージョン情報	インターネットブラウザのバージョンを表示します。

ブラウザエンジン	NetFront® Browser NX v3.0
対応プロトコル	HTTP1.0/HTTP1.1/TLS1.0/TLS1.1/TLS1.2
ウェブ標準	HTML4.01/HTML5/XHTML1.1/Fullscreen/Gamepad/SVG/WebSocket/Video Subtitle/WOFF/Web Messaging/Server-Sent/Web Storageの一部/XMLHttpRequest/canvas/Video/DOM1-3/ECMAScript/CSS1/CSS2.1/CSS3の一部
画像フォーマット	bmp/gif/ico/jpeg/png/svg (ただし、一部表示できない画像があります。)
画像プレビュー	mpo/jpeg (ただし、一部表示できない画像があります。)
ビデオフォーマット	MP4 , M3U8+TS (HTTPLiveStreaming) (ただし、一部再生できないビデオがあります。)
ビデオコーデック	H.264 - MPEG-4 AVC Video (max 854x480 level 3.2, 3D対応)(ただし、一部再生できないビデオがあります。)
オーディオコーデック	AAC - ISO/IEC 14496-3 MPEG-4AAC,MP3 (ただし、一部再生できないビデオがあります。)

アップロード時の3D動画のフォーマット	.mkv（ただし、その動画を再生するには、アップロードしたサイトでフォーマットが変換される必要があります。また、変換されても再生できない場合があります。）
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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and

the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated

interface definition files, plus the scripts used to control compilation and installation of the library.

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d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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That's all there is to it!

■ Libcurl

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advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

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b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it,

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These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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■ libxml2

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