

# CRI Releases Middleware for Nintendo Switch 2

*Drawing Out the Potential of New Dedicated Gaming System to Create New*

COLOGNE, NRW, GERMANY, May 30, 2025 /EINPresswire.com/ -- CRI [Middleware](#) Co., Ltd. (Head Office: Shibuya-ku, Tokyo; President and COO: Masao Oshimi; hereinafter referred to as "CRI") announced that it will make all of its game middleware products under the CRIWARE® brand compatible with the Nintendo Switch™ 2, the upcoming dedicated [gaming](#) system from Nintendo Co., Ltd. (hereinafter referred to as "Nintendo").



The image shows a promotional graphic for CRIWARE for Games. On the left is the CRIWARE logo, which consists of a blue cube with white dots on its faces and the word "CRIWARE" in blue capital letters below it. To the right of the logo is a list of CRIWARE products categorized by function:

- Sound**: ADX (CRI-ADX™)
- Video**: SFD (CRI-SOFDEC™), CLV (CRI-CLOVIS™)
- Basic**: LIP (CRI-LIPSYNC™)
- Communication**: TXU (CRI-TELEXUS™)

A small note at the top right of the graphic reads: "To be handled at a later date."

CRIWARE has supported Nintendo Gaming System for 25 years

In addition to supporting the development of new games that will take advantage of the new hardware, CRIWARE® will also contribute to the porting of previously released titles, as well as enabling cross-platform play across PC, smartphones, and other platforms. CRI aims to help create new and engaging gameplay experiences by supporting [audio](#) and visual expressions on the new system.

□ CRIWARE has Supported Nintendo Gaming System Titles for 25 Years, Continuing to Evolve Along With the Arrival of New Gaming Systems.

Ever since the release of the Nintendo GameCube in 2001, CRI has provided support for Nintendo's gaming systems with its CRIWARE middleware. As of now, over 800 titles for Nintendo's gaming systems have utilized CRIWARE. (Calculated by CRI based on titles released from 2001 to the end of March 2025.)

By enhancing game expression through audio and video, CRIWARE has helped streamline development across numerous studios. Its features enable developers to work smoothly even on new hardware, unlocking the potential of Nintendo Switch 2 and inspiring developers' creativity. This will accelerate game development for Nintendo Switch 2, supporting a diverse lineup of titles and the creation of new gameplay experiences.

Under the corporate philosophy of "Enriching society through sound and visuals," CRI is

committed to contributing to the future evolution of gaming while helping to deliver joy, surprise, and emotional experiences to people all around the world.

#### □ About CRI Middleware Co., Ltd.

With the corporate philosophy of "Enriching society through sound and visuals," CRI is engaged in research and development mainly of audio and video technologies. The results of this work are offered through our middleware product brand, CRIWARE, which is deployed not only in the gaming industry but also across various fields such as mobility and embedded system fields. Through CRIWARE, CRI provides technologies and solutions that enhance usability and quality, supporting developers in solving issues and improving the end-user experiences.

#### [Company Profile]

Company name: CRI Middleware Co., Ltd.

Head Office: 11F Shibuya Infos Tower, 20-1, Sakuragaoka-cho, Shibuya-ku, Tokyo

President & COO: Masao Oshimi

Services: R&D related to audio/video, sales/support of middleware products, and related contract development

Established: August 1, 2001

HP: <https://www.cri-mw.co.jp/>

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\*Nintendo Switch is a trademark of Nintendo Co., Ltd.

\*The names of other companies and products mentioned in this document are trademarks or registered trademarks of their respective companies.

\*The number of titles for Nintendo consoles stated in this document was calculated using a different standard from the license count announced by our company.

#### □Contact

<https://www.cri-mw.co.jp/contact/prir.html>

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