Dead or Alive: Dimensions and SDHC... 

Well, here's a little question hopefully someone can shed some light on. Does anyone know of any SDHC cards that will cause problems with Nintendo 3DS games or software? I recently purchased an 8GB SDHC Card from Duracell so that I'm ready for when the Nintendo 3DS Ambassador Program goes live. Now, it seems to work fine. All of my downloaded titles work fine, my music plays, and it has a bunch of free data left over. Now, here's the thing. It appears that because of this new SD Card, it takes longer for my Nintendo 3DS to start up. Ok, so that's not that big of a deal, but here is what gets me just a tad bit worried. I had purchased Dead or Alive: Dimensions the day it came out, and as such, I have obtained all of the DLC costumes for the characters currently. Even though I have them, the main menu on the Nintendo 3DS shows I have content. Okay, fine. I turn it on, and it starts saving/checking the SD Card for the matching or missing content. Now, it was doing that when I still had my original SD Card that came with the Nintendo 3DS, and it took maybe 5-8 seconds to check or add content. With the SDHC Card though, here is where my little problem comes in. During this time, although the background images will still scroll by on the top screen and the sound effects for like waterfalls and birds can still be heard, at this point, the music becomes choppy and flat out drops. Once the game is done accessing the SDHC Card (which sometimes takes 2 or 3 minutes), the music returns to normal and the game starts working. Now, personally, I don't think that's probably normal, but since I know no one else with a copy of Dead or Alive: Dimensions, I can't ask and see what happens. As a final note, it also take longer for data in general to download onto the SDHC Card, including downloads of the Nintendo eShop and pictures saved from the Internet Browser. Has anyone else had a similar case, or perhaps someone may be able to explain why this is? Also, if it helps, the Speed Class on my SDHC Card is "Class 4".

Ok NIGHTFIRE i have done some research for you and turned up some results that you might find helpful.

The SDHC card is a high compacity card as you already know. most 3DS's are still running on the stock 2GB SD card so the device is running an older firmware since this is the case. upon future updates with your 3DS the firmware should be updated allowing for your pretty
dang fast SDHC card to be utilized in full but until then you will notice the lag that you have been. also here is a small intro to SD and SDHC cards for those who don’t know much about the issue.

**Secure Digital (SD)** is a non-volatile memory card format developed by the SD Card Association for use in portable devices. The SD technology is used by more than 400 brands across dozens of product categories and more than 8,000 models, and is considered the de-facto industry standard.[1]

The SDSC (standard-capacity) card family, commonly known as SD, has an official maximum capacity of 2 GB, though some are available up to 4 GB.[2] The SDHC (high-capacity) card family have a capacity of 4 GB to 32 GB.[3] SDXC (extended-capacity) card family have a capacity starting above 32 GB with a maximum capacity of 2 TB.[4][5] The availability of 4 GB capacity in both the SD and SDHC families have caused much compatibility confusion with users since each has a slightly different communication protocol.

From a host device point of view, all cards within the same family appear the same to it. SD/miniSD/microSD are members of the SD family. SDHC/miniSDHC/microSDHC are members of the SDHC family. SDXC/microSDXC are members of the SDXC family. SDIO/miniSDIO are members of the special SDIO I/O family. SD adapters allow the physical conversion of smaller SD cards to work in a larger physical slot, and basically are passive devices that connect the pins from the smaller SD card to the pins of the larger SD adapter.

Since cards from all families have a similar physical size, it tends to cause confusion with consumers.[6] For example, microSD, microSDHC, and microSDXC are all the same physical size, but the capabilities for each is defined by its respective family.

The communication protocols for the SDHC/SDXC/SDIO families are slightly different from those of the established SD family, which has caused older host devices to not recognize the newer card families. When an SDHC or SDXC card is inserted into an older SD host device, it shouldn't cause any physical or electrical damage to either the card or host device, though the host device won't be able to recognize the card. Some older host devices don't correctly handle 2 GB and/or 4 GB SD cards since they use larger blocks. Most incompatibility issues can be resolved with a firmware update, but unfortunately vendors rarely correct issues in older host devices.