COLLECT	PUBLISH	USER

COLLECT

Electric Logic

Receive
PIN

MultiMemories Tool
(Java Swing application)

For a team, collect text about games, text about the players, images from games, player portrait images or action images, and music, using MultiMemories Tool Java application.

drive:\output
      \data
      \images
      \music

PUBLISH

Reproduce the output directory to CDs, or USB thumbdrives, or Compact Flash. For the music, if required, obtain distribution rights.

USER

MultiMemories
Presentation
(Flash Projector)

Using the information collected, the Multimemories Adobe Flash Projector presents the memories. No installation is required by the user.

drive:\
      \data
      \images
      \music

MultiMemories Tool Tabs

A description of each tab in MultiMemories Java is shown on the following pages. The information requested within a tab affects the MultiMemories Flash presentation. For each field in each screen shot there is a blue button (①) link from MultiMemories Java to MultiMemories Flash, which hopefully explains the relationship between each.

1. Output
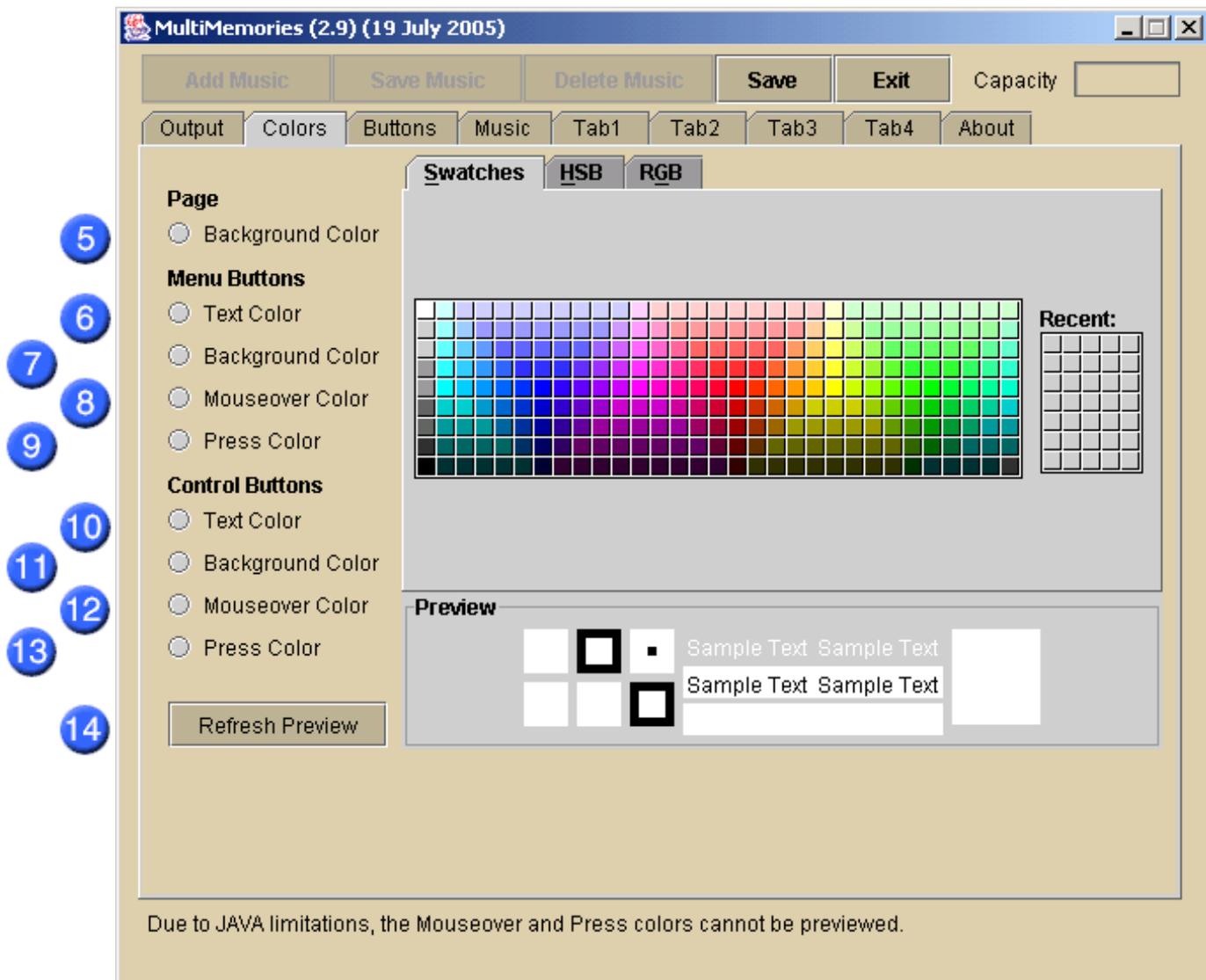
2. Colors

The *Refresh Preview* button, updates the colors in a simple representation pop up (*Preview*, at right) of the MultiMemories Flash presentation. The Mouseover Color and Press Color are not presented in the *Preview*. Use the *Preview* to get an idea of the final presentation. Once all the images, text, and music have been collected, you can review the completed final presentation and edit colors, text, and images, as necessary.

Preview.

3. Buttons

MultiMemories (2.9) (19 July 2005)							_ □ X

Add Music | Save Music | Delete Music | **Save** | **Exit** | Capacity [   ]

Output | Colors | Buttons | Music | Tab1 | Tab2 | Tab3 | Tab4 | About

For each menu button you can specify the button text and button tip text. As the menu button is selected, the tip for the Previous and Next control buttons changes and can be specified. Menu buttons are on the top. Control buttons are on the bottom.

Theme: Athletic Tea... ▼

	Tab	Tab 1	Tab 2	Tab 3	Tab 4
	Include Button?	☑ Yes / No	☑ Yes / No	☑ Yes / No	☑ Yes / No	☑ Yes / No
40	Button Text	Menu	Schedule	Roster	Coach	Field
41	Button Tip	Return to welco	Schedule of gar	List of players	List of coaches	Views of home
42	Pause Tip		Pause current g	Pause current p	Pause current c	
43	Play Tip		Play current gar	Play current plar	Play current coa	
44	Previous Text		Previous game	Previous player	Previous coach	
45	Previous Tip		Previous game	Previous player	Previous coach	
46	Next Text		Next game	Next player	Next coach	
47	Next Tip		Next game in lis	Next player in lis	Next coach in lis	

Text and tips for buttons within Macromedia Flash presentation.

On this tab you specify the text and tip text for each menu button (across the top in the Macromedia Flash presentation). For the control buttons, (across the bottom in the Macromedia Flash presentation), the Pause/Play tip text, Previous item button text and tip text, and Next item button text and tip text.

To avoid clutter, the button related links in the PDF are to a single Macromedia Flash screen shot. In reality, these links apply to entire Macromedia Flash presentation.

4. Music
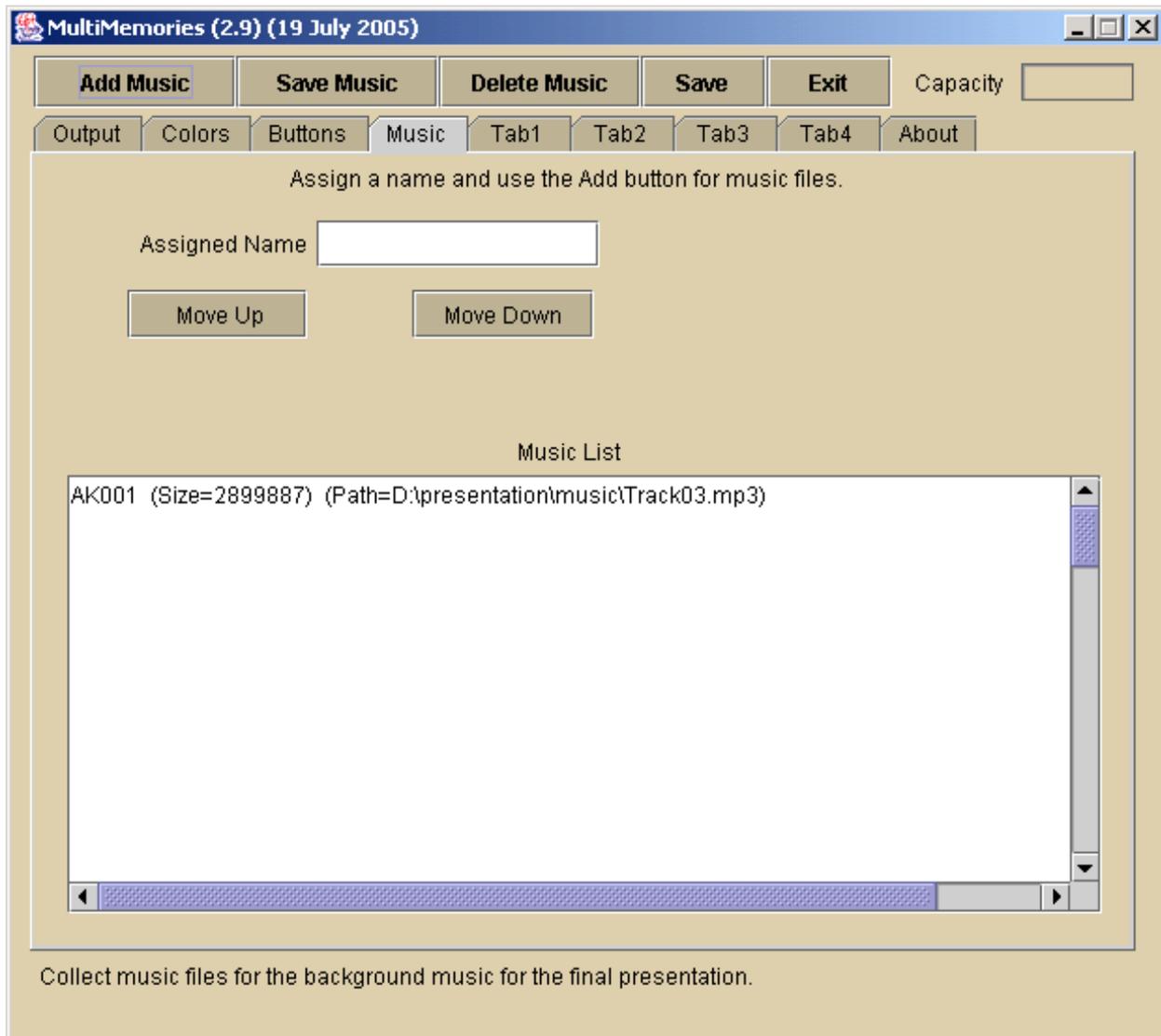
On this tab you specify the music that plays during the MultiMemories Flash presentation. To change the order of play, select a song from the *Music List* and move it using the *Move Up* and *Move Down* buttons. The *Assigned Name* is required but does not appear in the MultiMemories Flash presentation.

Disclaimer: Electric Logic's MultiMemories Java and MultiMemories Flash provides a method of presenting music. Electric Logic can not and does not grant the right to distribute music. For individual pieces of music your organization will need to arrange for distribution rights.

5. Tab1 (Schedule)

The scores can be presented as a final score or by increments. For example, soccer has two halves. Therefore, the score, 1,2,3, represents 1 goal for the visiting team in the first half, 2 goals in the second half, and a final score of 3. Football would be: Q1, Q2, Q3, Q4, final. Both vertical and horizontal images are supported. The maximum vertical image size is 500 pixels height x 333 pixels width at a resolution of 72DPI. The maximum horizontal image size is 333 pixels height x 500 pixels width at a resolution of 72DPI. To change the orientation, delete the image and add it with the correct orientation.

Once you have selected a image from the list, using the *Move Image Up* and *Move Image Down* buttons, the order of images within a game can be changed. To change the order of games, select a game and use the *Move Game Up* and *Move Game Down* buttons.

6. Tab2 (Roster)
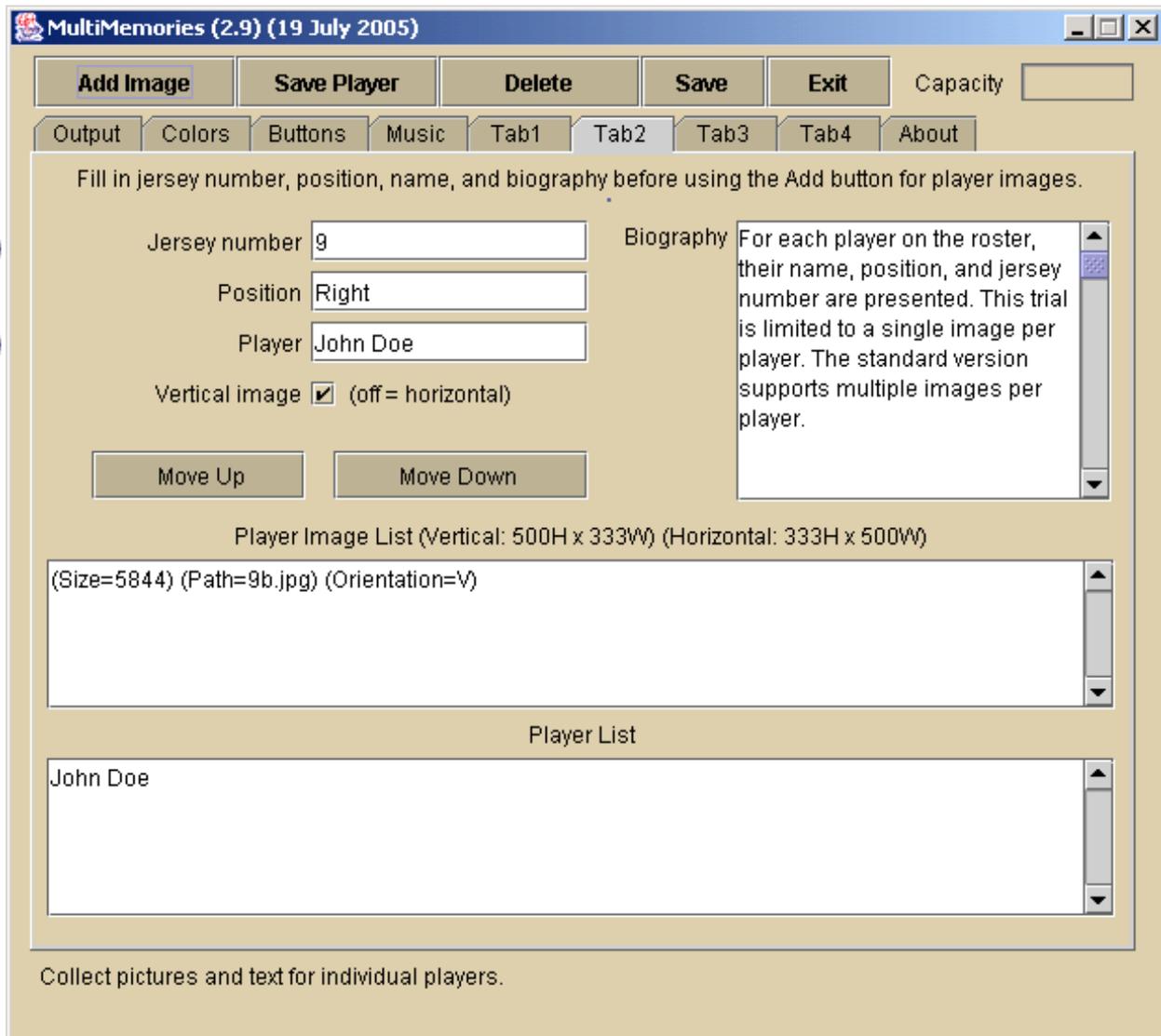
```
MultiMemories (2.9) (19 July 2005)                              _ □ ✕

  Add Image    Save Player      Delete       Save      Exit    Capacity [        ]

  Output   Colors   Buttons   Music   Tab1   Tab2   Tab3   Tab4   About

    Fill in jersey number, position, name, and biography before using the Add button for player images.

        Jersey number  9              Biography  For each player on the roster,
                                                 their name, position, and jersey
           Position  Right                       number are presented. This trial
                                                 is limited to a single image per
            Player  John Doe                     player. The standard version
                                                 supports multiple images per
     Vertical image ☑ (off = horizontal)         player.

        Move Up            Move Down

       Player Image List (Vertical: 500H x 333W) (Horizontal: 333H x 500W)

  (Size=5844) (Path=9b.jpg) (Orientation=V)

                              Player List

  John Doe

  Collect pictures and text for individual players.
```

Both vertical and horizontal images are supported. The maximum vertical image size is 500 pixels height x 333 pixels width at a resolution of 72DPI. The maximum horizontal image size is 333 pixels height x 500 pixels width at a resolution of 72DPI. To change the orientation, delete the image and add it with the correct orientation.

Once you have selected a image from the list, using the *Move Image Up* and *Move Image Down* buttons, the order of images for a player can be changed. To change the order of players, select a player and use the *Move Player Up* and *Move Player Down* buttons.

7. Tab3 (Coach)
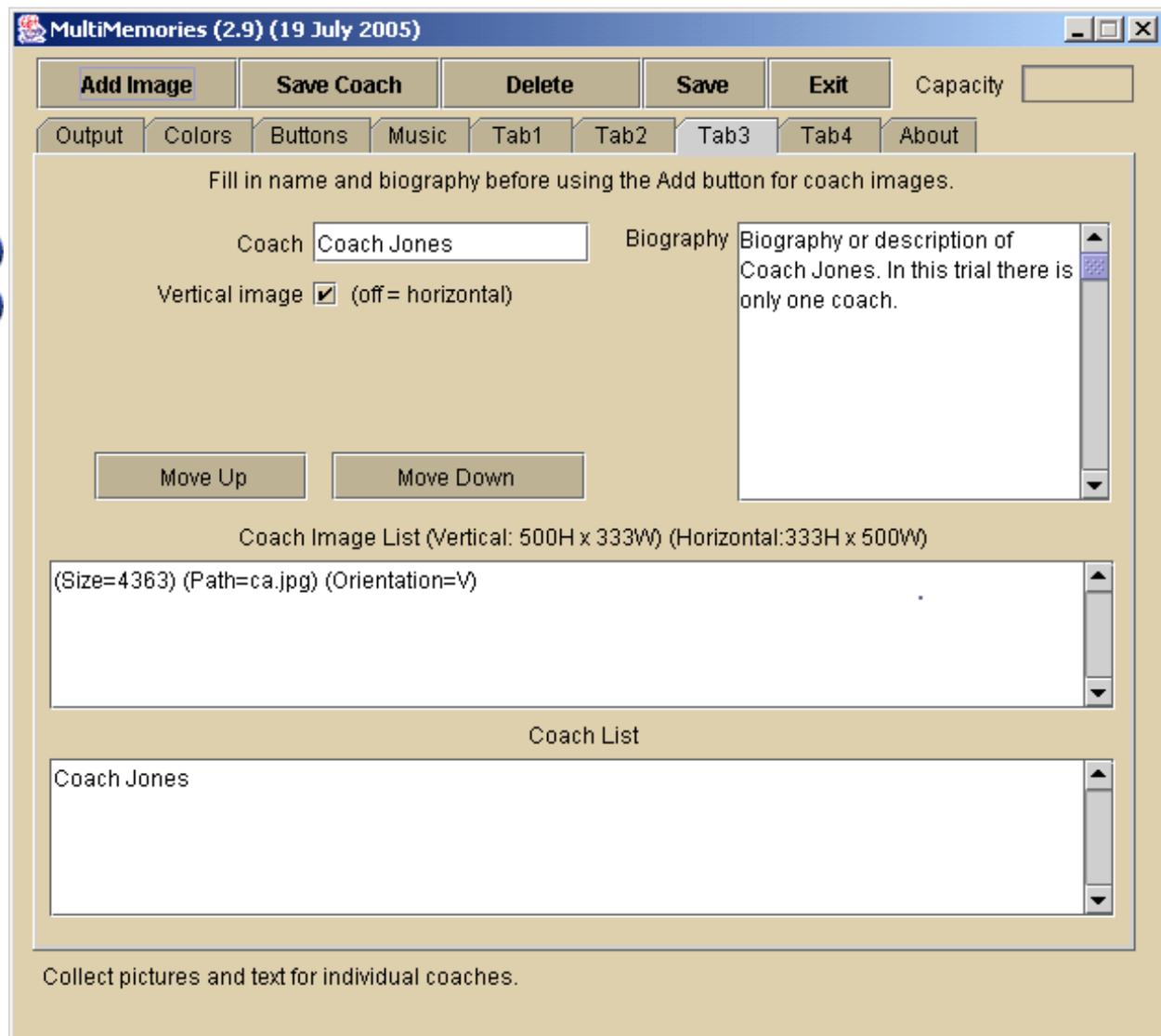
Both vertical and horizontal images are supported. The maximum vertical image size is 500 pixels height x 333 pixels width at a resolution of 72DPI. The maximum horizontal image size is 333 pixels height x 500 pixels width at a resolution of 72DPI. To change the orientation, delete the image and add it with the correct orientation.

Once you have selected a image from the list, using the *Move Image Up* and *Move Image Down* buttons, the order of images for a coach can be changed. To change the order of coaches, select a coach and use the *Move Coach Up* and *Move Coach Down* buttons.

8. Tab4 (Field)
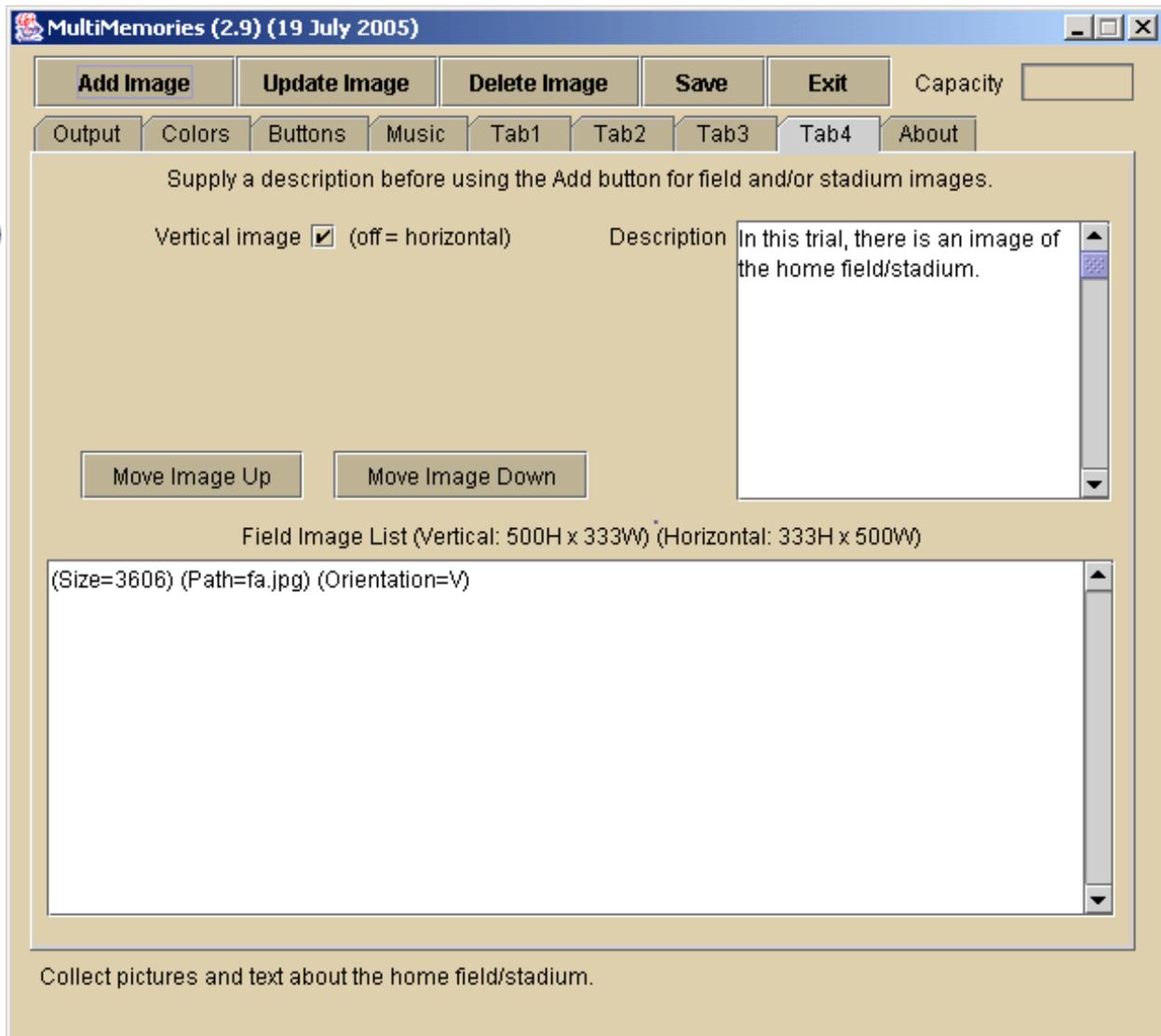
MultiMemories (2.9) (19 July 2005)

| Add Image | Update Image | Delete Image | Save | Exit | Capacity |

Output | Colors | Buttons | Music | Tab1 | Tab2 | Tab3 | Tab4 | About

Supply a description before using the Add button for field and/or stadium images.

Vertical image ☑ (off = horizontal)   Description In this trial, there is an image of the home field/stadium.

Move Image Up   Move Image Down

Field Image List (Vertical: 500H x 333W) (Horizontal: 333H x 500W)

(Size=3606) (Path=fa.jpg) (Orientation=V)

Collect pictures and text about the home field/stadium.

Both vertical and horizontal images are supported. The maximum vertical image size is 500 pixels height x 333 pixels width at a resolution of 72DPI. The maximum horizontal image size is 333 pixels height x 500 pixels width at a resolution of 72DPI. To change the orientation, delete the image and add it with the correct orientation.

Once you have selected a image from the list, using the *Move Image Up* and *Move Image Down* buttons, the order of images for the field can be changed.

9. About MultiMemories
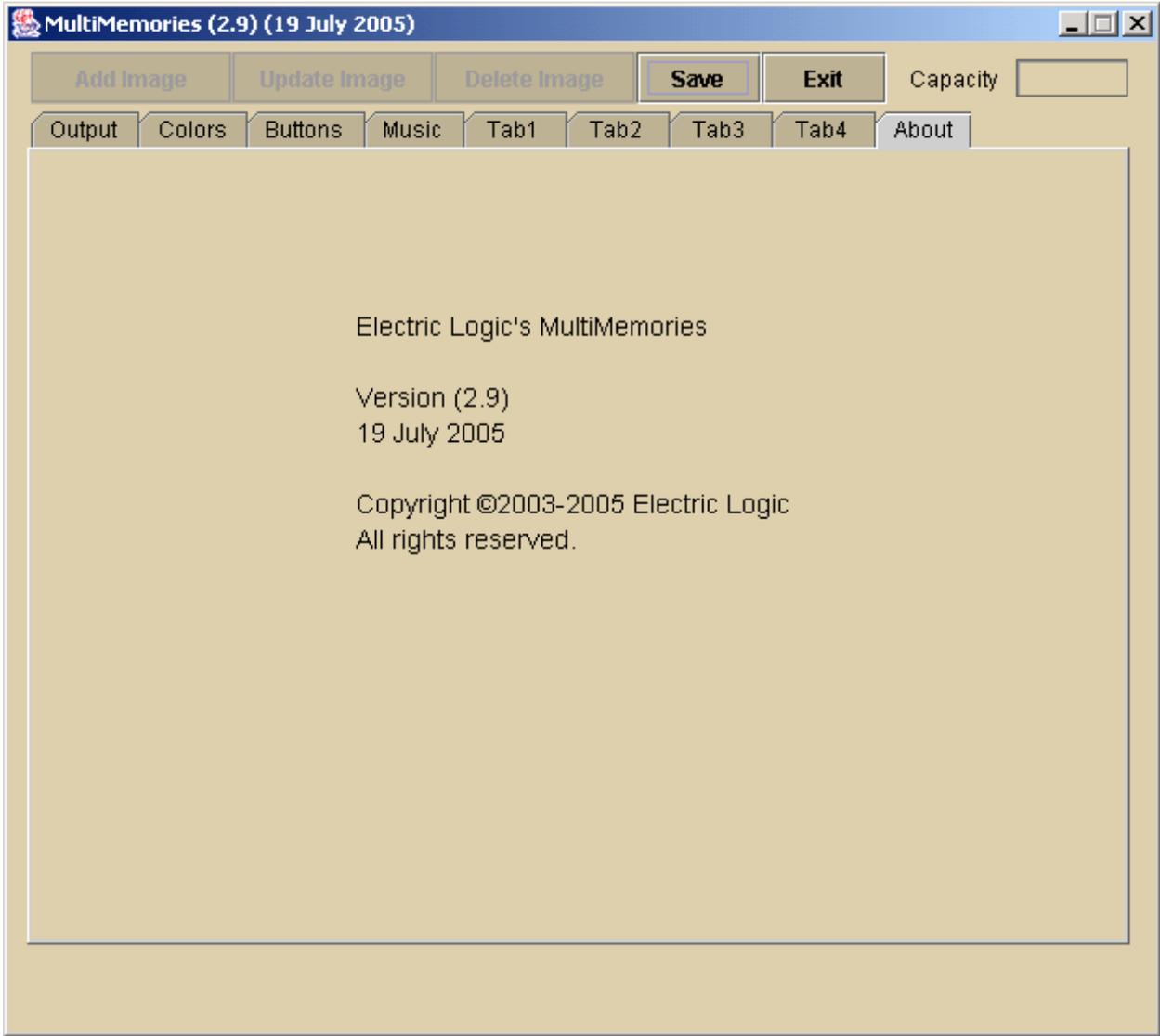
In the unlikely event of a problem, the version number and date should accompany a description of the problem.

MulitMemories Presentation

The Macromedia Flash movie dimensions are 800 x 646 pixels. The images presented in the following pages are scaled down 85%, which affects the text quality.

Welcome Tab (Menu)
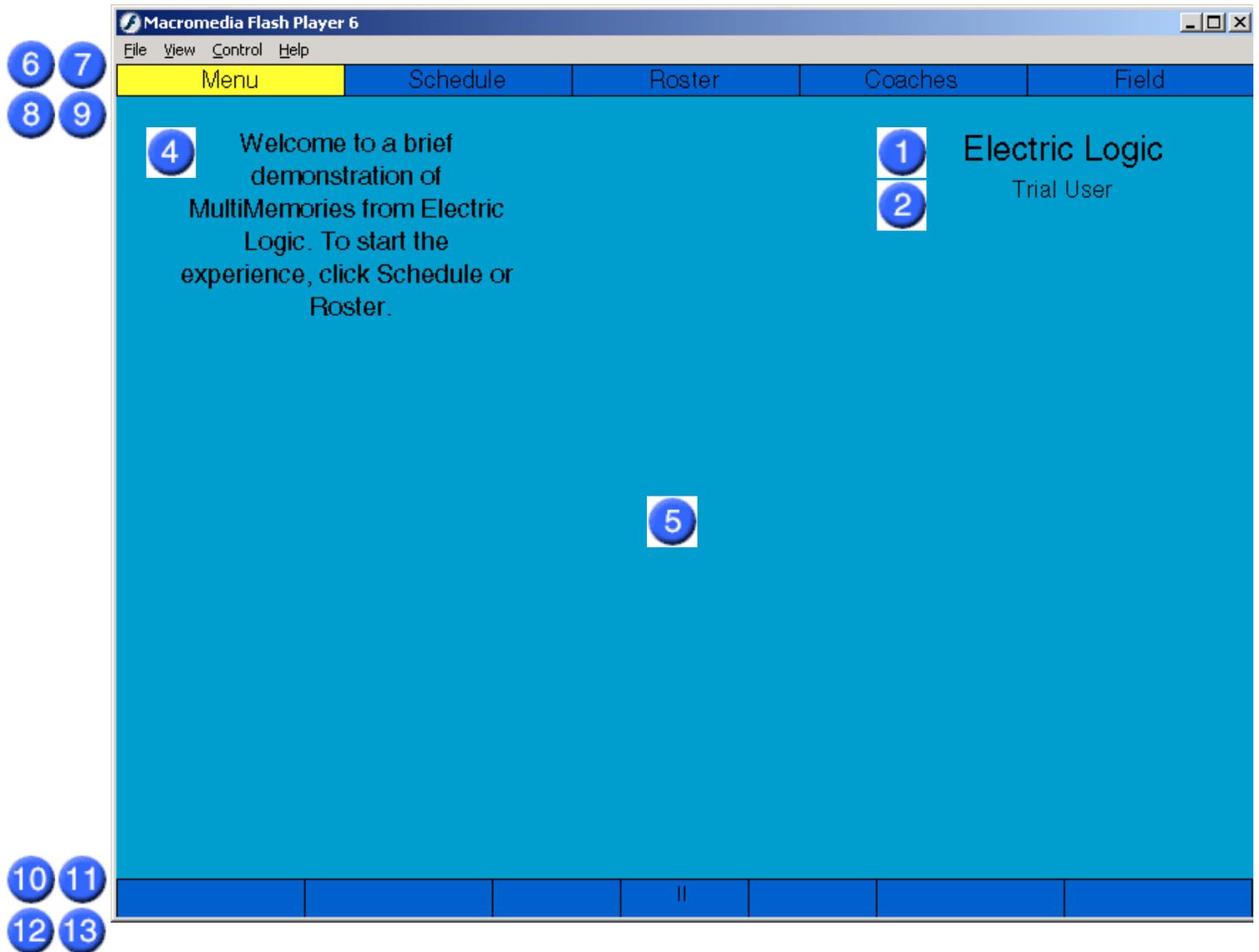
The first page a fan sees during the presentation. At this point, the music is playing.

Schedule Tab

All games in the schedule are listed on the left. As a game is presented it is highlighted in the list on the left.

Roster Tab
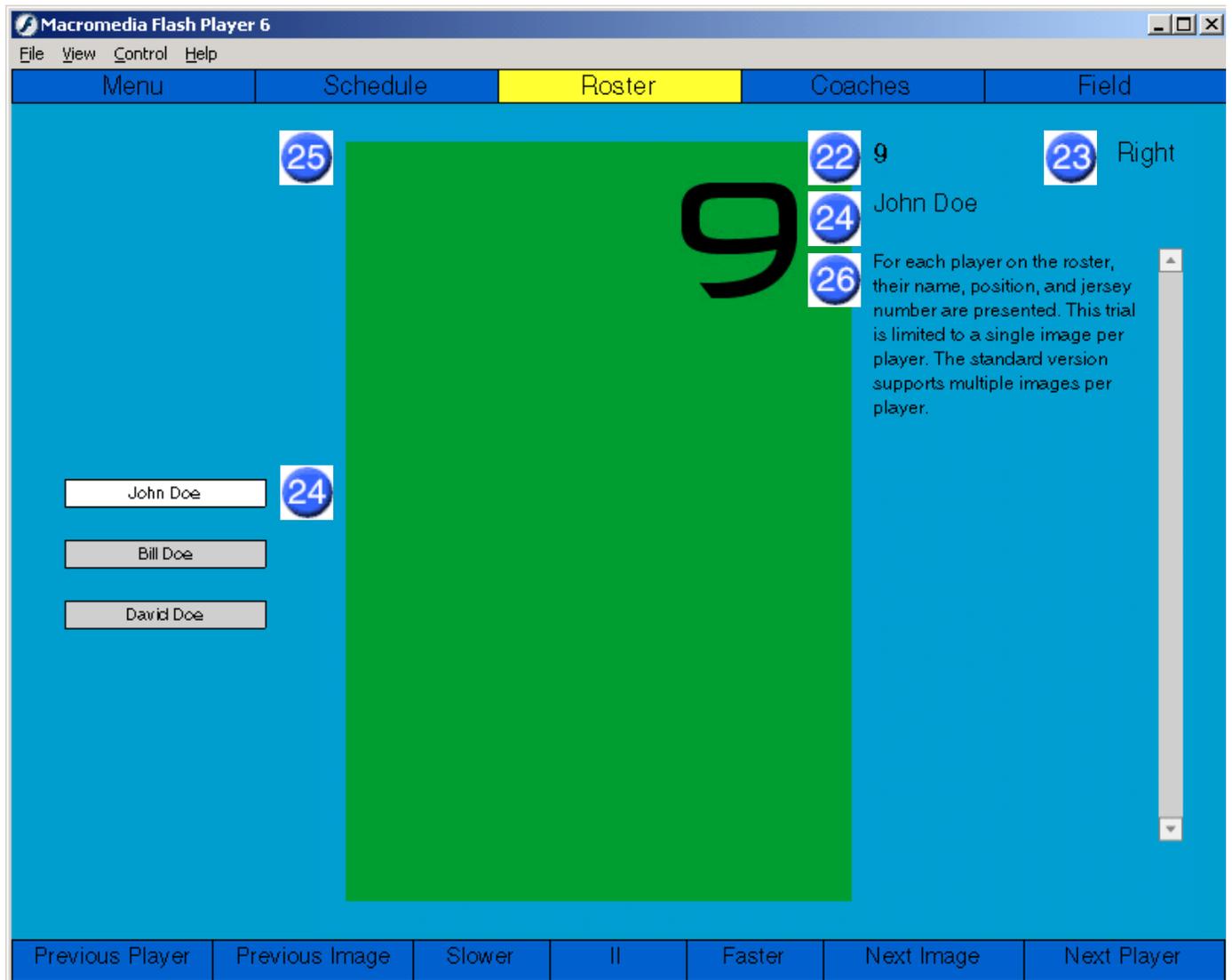
All players in the roster are listed on the left. As a player is presented they are highlighted in the list on the left.

Coaches Tab

Macromedia Flash Player 6

File View Control Help

| Menu | Schedule | Roster | Coaches | Field |

(28)

C

(27) Coach Jones

(29) Biography or description of Coach Jones. In this trial there is only one coach.

Coach Jones   (27)

| Previous Coach | Previous Image | Slower | II | Faster | Next Image | Next Coach |

Field Tab