

MULTIMEMORIES 2.10

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INTRODUCTION

The MultiMemories Design studio creates customized stand-alone slide shows (MultiMemories Presentations) of images and text accompanied by music for either Windows or MAC environments. Neither the MultiMemories Design Studio nor the MultiMemories Presentation require software installation. The MultiMemories Presentations can be customized.

FEATURES

The MultiMemories Presentation is based on the proven technology within the Adobe/Macromedia Flash stand-alone projector.

- **Image groups.** Via the Menu buttons, the user can select which group of images to view.
- **Customizable Menu buttons.** The background color, text color, mouseover color, mouse press color, and button text of the Menu buttons are defined with the MultiMemories Tool.
- **Navigation.** Via the Navigation buttons, the user can adjust the speed of the slide-show. The slide-show can be stopped. When stopped, the user controls image selection.
- **Customizable Navigation buttons.** The background color, text color, mouseover color, mouse press color, and button text of the Menu buttons are defined with the MultiMemories Design Studio..
- **Music.** Music via easily obtained or prepared MP3 files enhances the user experience. The number of music files included is limited only by the size of the output device. With any music file, you need to be aware of the potential for copyright violations.
- **Images.** The number of image files (JPG) is limited only by the size of the output device.
- **Text.** Text is displayed in scrollable areas, which can accomodate a large amount of text.
- **Windows or MAC.** Runs on either Windows or MAC without requiring any software installation.

The MultiMemories Design Studio is based on reliable Java Swing technology and runs without requiring any software installation.

- **Preview.** Via the Preview panel, the designer can review the background, menu buttons, and navigation button color schemes.
- **Arrange.** Via the Arrange panel, the designer can control where text and images appear in the MultiMemories Presentation.
- **Image groups.** The designer can define up to four groupings. For each grouping the text associated with the Menu and Navigation buttons can be customized.
- **Colors.** Over 16 million colors available via swatches, HSB definition, or RGB definition.
- **Size monitor.** A running total of the presentation size is kept as images and music are added to the presentation.
- **Windows or MAC.** Runs on either Windows or MAC without requiring any software installation.

SYSTEM REQUIREMENTS

MultiMemories Design Studio runs without requiring a complicated installation process. The MultiMemories Design Studio requires:

- CD ROM drive (only if the product was supplied on a CD).
- Microsoft Windows 98/ME/NT/2000/XP

OR

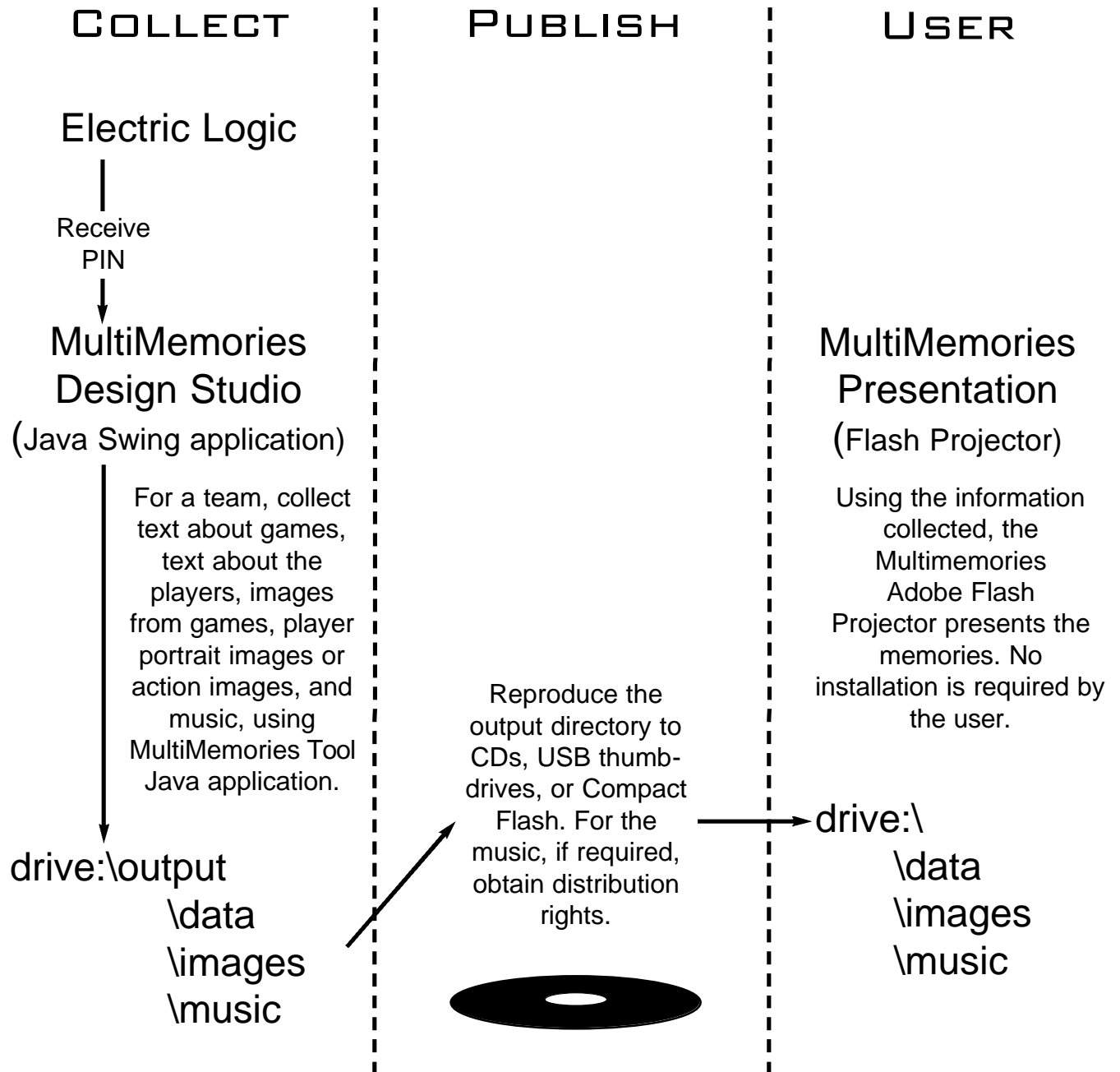
- MAC OS X.

The MultiMemories Design Tool is a Java Swing application. The Java VM it uses when in a Windows environment is provided on the product CD. The more robust a PC you own, the faster MultiMemories will execute.

BUILD YOUR PRESENTATION

OVERVIEW

There are 3 steps to building your presentation. First you collect and size images, then you build/review it, and finally you publish it. You repeat the build/review step until you are satisfied. It is recommended that before exiting from MultiMemories Tool, that you execute the MultiMemories Presentation and review a live presentation.

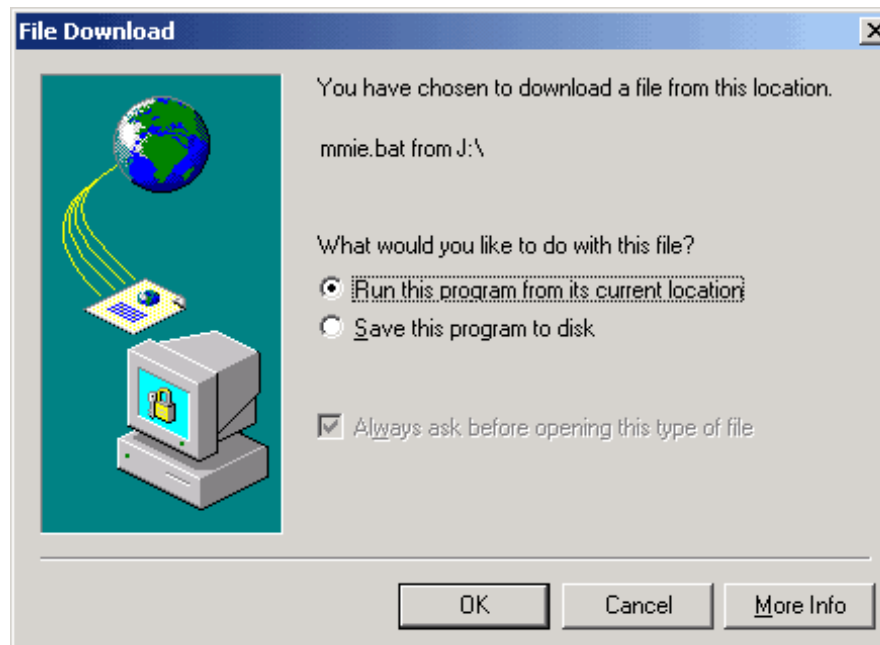


EXECUTING MULTIMEMORIES

Once the MultiMemories Design Studio is running, it is recommended that you refer to sections MultiMemories Design Studio Tabs and MultiMemories Presentation. These show in more detail how data entered via MultiMemories Design Studio appears in the MultiMemories Presentation.

WINDOWS, FROM CD, USING INTERNET EXPLORER:

Insert the MultiMemories CD into the CD ROM drive. Open index.htm with Internet Explorer or Netscape. (Note: Firefox fails) If *autoplay* is enabled, index.htm will be opened automatically. In the title, Electric Logic's MultiMemories, click *MultiMemories*. On the next dialog (Internet Explorer), *File Download*, select *Run this program from current location* and click *OK*. With Netscape a similar page is displayed with the options, *Open it* and *Save it*. You should select *Open it* and click *OK*.



A DOS window will open and later the MultiMemories Design Studio will open.

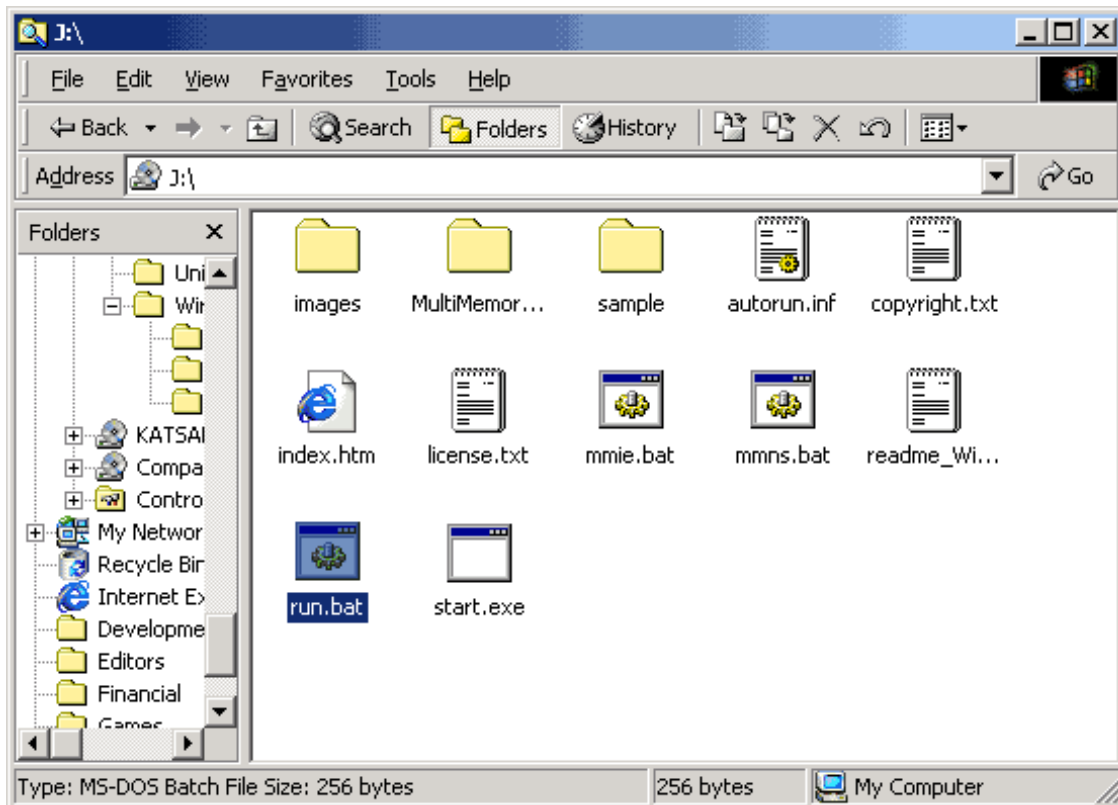
WINDOWS, FROM CD, USING DOS:

You can also run MultiMemories Design Studio from a DOS prompt.

1. Click *Start*.
2. Click *Run*.
3. Open *cmd*.
4. Click *OK*.
5. *CD-ROM drive letter*. (For example: e: or f: or g:)
6. *run.bat*.

WINDOWS, FROM CD, USING WINDOWS EXPLORER:

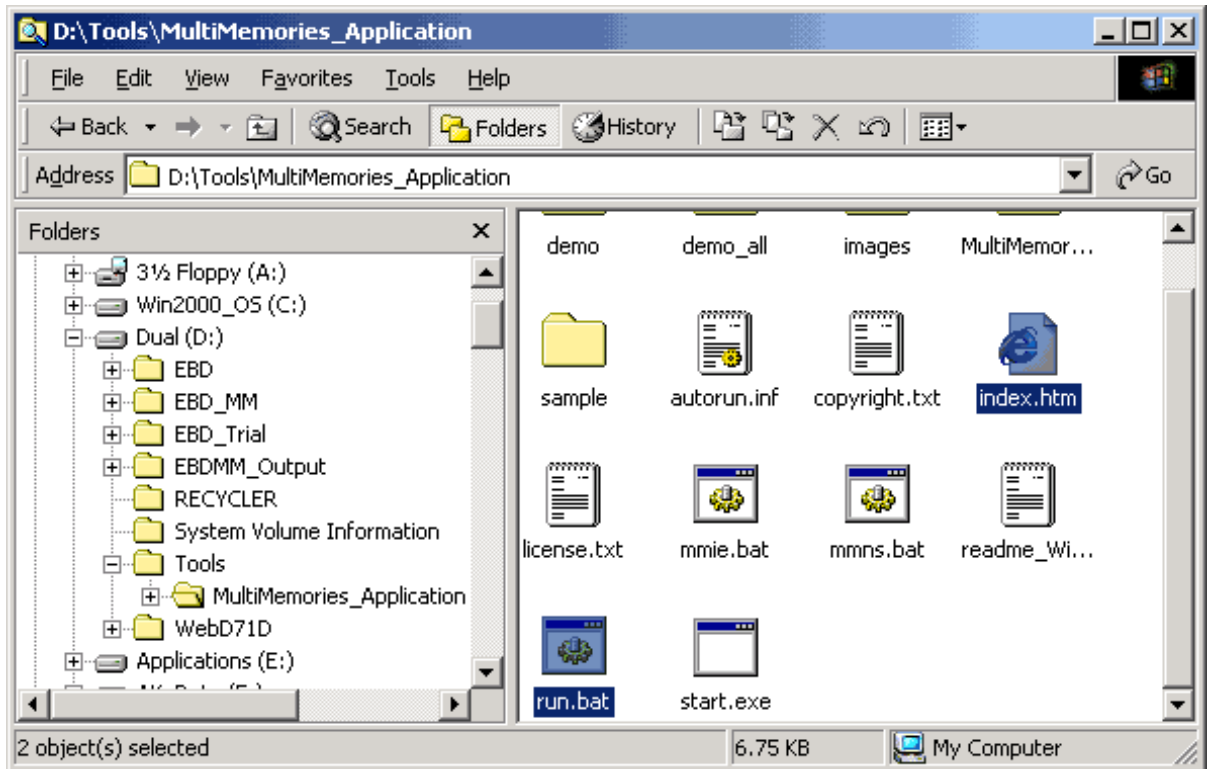
As an alternative to using Internet Explorer or Netscape, you can run MultiMemories Design Studio by double-clicking the run.bat file in the root directory of the product CD.



A DOS window will open and later the MultiMemories Design Studio will open.

WINDOWS, FROM DIRECTORY:

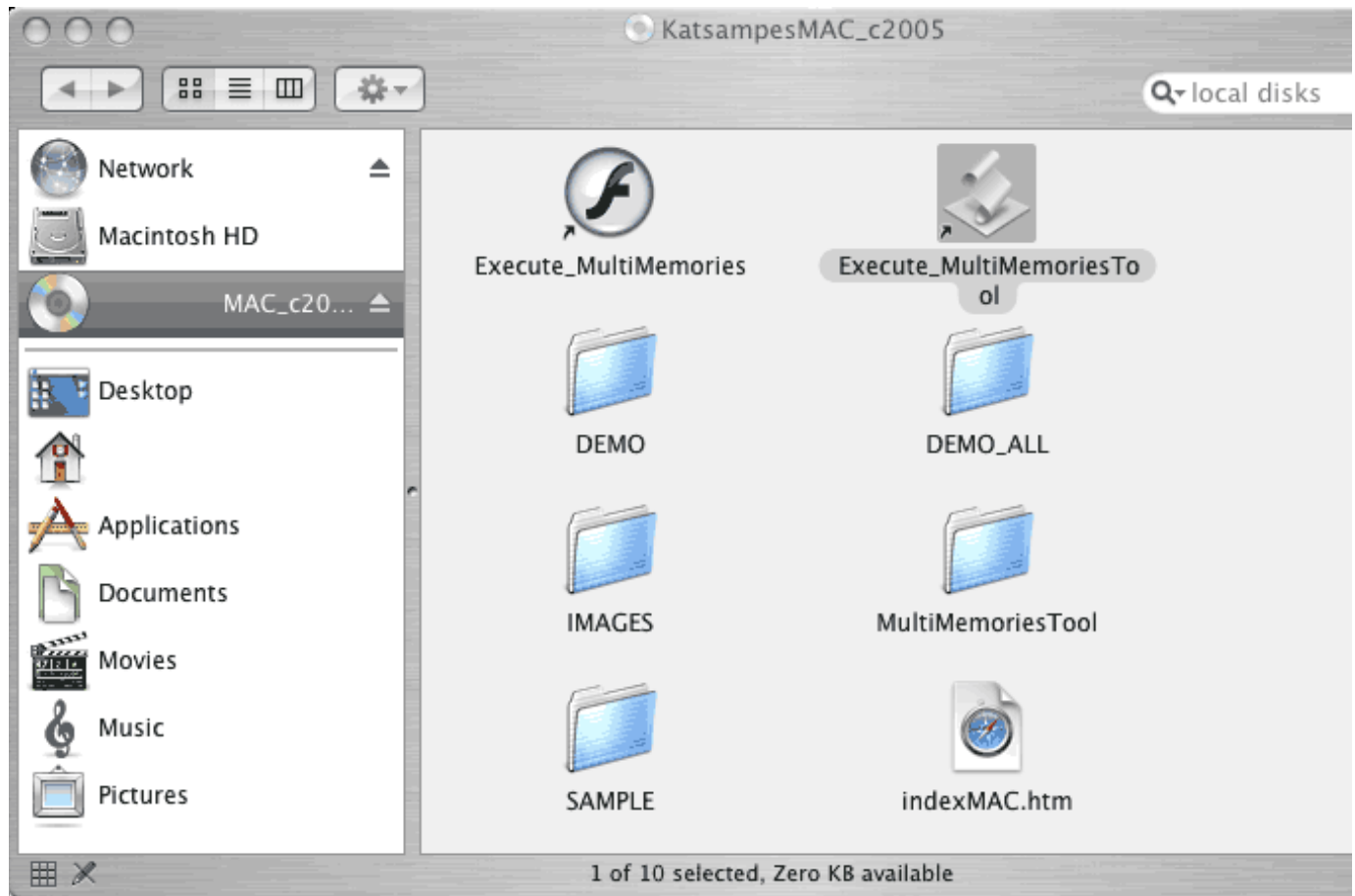
You downloaded and extracted MultiMemories to a directory. In the directory, locate index.htm and launch MultiMemories using Internet Explorer or locate run.bat and double-click it to start MultiMemories. In this example, MultiMemories was extracted into D:/Tools/MultiMemories_Application/.



A DOS window will open and later the MultiMemories Design Studio will open.

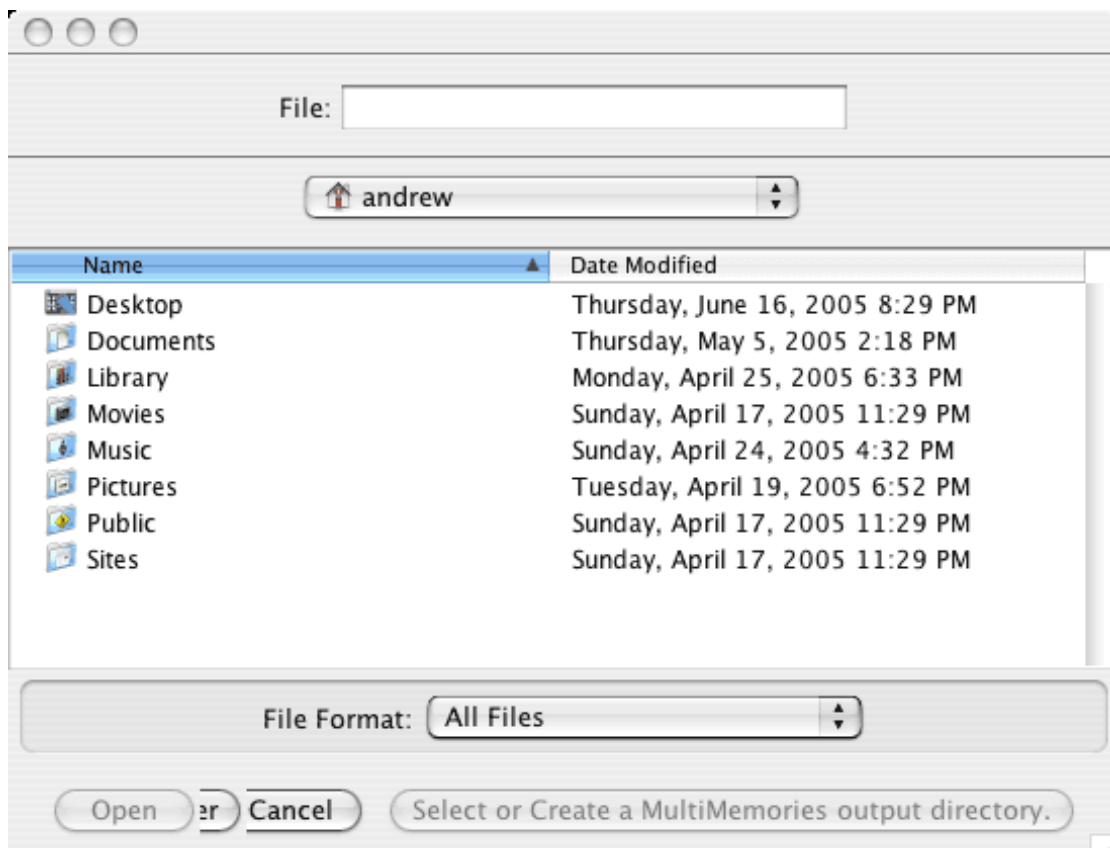
MAC, FROM CD, USING FINDER:

Double-click the alias, *ExecuteMultiMemories_DesignStudio*.

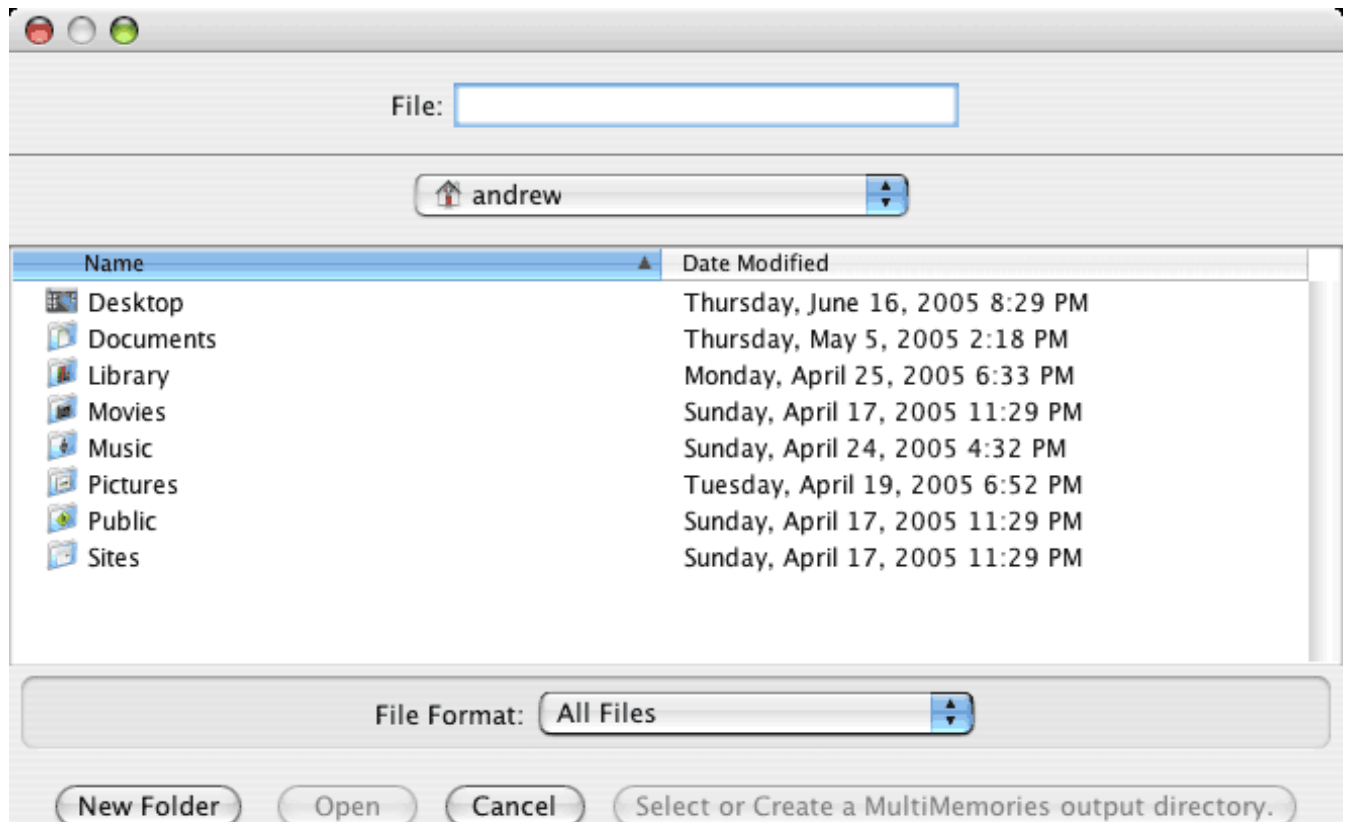


A Terminal window will open and after a moment the MultiMemories Design Studio will open. The MAC presentation of the Java Swing Open Dialog differs from Windows. You may have to enlarge it to see the button *Select or Create a MultiMemories output directory*.

Before enlarging the Open Directory dialog.



After enlarging the Open Directory dialog.



MAC, FROM DIRECTORY:

In the expanded directory locate and double-click the alias, *ExecuteMultiMemories_DesignStudio*. A Terminal window will open and later the MultiMemories Design Studio will open. The MAC presentation of the Java Swing Open Dialog differs from Windows. You may have to enlarge it to see the button *Select or create a MultiMemories output directory*.

TABS

Each tab contains related presentation options. If you are not familiar with the design studio, it is suggested that you use the tabs from left to right. It is recommended that you refer to the MultiMemories Design Studio Tabs pages in the PDF file. The blue link buttons move you from a MultiMemories Design Studio Tab to the MultiMemories Presentation and back. This is the best way to see the relation between information supplied and how it is presented.

For all tabs, the *Save* button writes the current set of data for all tabs to the output directory. The *Exit* button terminates the MultiMemories Design Studio and gives you the option to save data or not. As a suggestion, save the data and preview it before exiting.

MultiMemories (2.9) (19 July 2005)

Buttons: Add, Save, Delete, Save, Exit, Capacity

Tabs: Output, Colors, Buttons, Music, Tab1, Tab2, Tab3, Tab4, About

Overview

The goal is to organize and collect images (JPG files), music (MP3 files), and text concerning a team into a single directory. Distribute this information to interested parties on a single CD, DVD, USB drive, or compact flash. The collected information/images are presented to the user with background music via Macromedia Flash.

1. Customize the colors.
2. Customize the buttons.
3. Collect background music (MP3 only) from different sources.
4. Collect images (JPG only) and text for games, players, and coaches.
5. Write the output directory, to CD, DVD, USB drive, or compact flash devices.

Organization / Title:

Organization's website URL:

Owner:

PIN:

Output directory:

Final output device size (M):

Time interval (seconds):

Welcome message:

OUTPUT TAB:

Information on this tab is used to authorize use of the product and appears on the Welcome screen of the MultiMemories Presentation.

Earlier you supplied your *Organization* and *Owner* to Electric Logic and received a PIN. Update these fields with that information. The *Organization / Owner* is flexible. For a wedding photographer, *Organization* could be “Jones Wedding Photography.” and *Owner* of “Smith Wedding.” When the organization name is presented it is also a link to a customized URL. Continuing our example, the *Organization’s Website URL* could be “<http://jonesphotography.com>.”

You have licensed the design studio to create presentations on a particular medium. The capacity of the medium is specified here. As music and images are added to the presentation, the Capacity (upper right) is updated. The Capacity is based on the *Final Output Device Size* in megabytes. The capacity of a CD is 700 megabytes. The capacity of a 256M USB thumb drive would be 256 megabytes.

The MultiMemories Presentation is an enhanced slide show. *Time Interval* is the number of seconds each image is displayed. As a user views the presentation, they have the ability to increase or decrease this interval.

MultiMemories (2.9) (19 July 2005)

Add Save Delete Save Exit Capacity

Output Colors Buttons Music Tab1 Tab2 Tab3 Tab4 About

Overview

The goal is to organize and collect images (JPG files), music (MP3 files), and text concerning a team into a single directory. Distribute this information to interested parties on a single CD, DVD, USB drive, or compact flash. The collected information/images are presented to the user with background music via Macromedia Flash.

1. Customize the colors.
2. Customize the buttons.
3. Collect background music (MP3 only) from different sources.
4. Collect images (JPG only) and text for games, players, and coaches.
5. Write the output directory, to CD, DVD, USB drive, or compact flash devices.

Organization / Title: Electric Logic

Organization's website URL: <http://www.electriclogic.net>

Owner: Trial User

PIN: trial

Output directory: D:\presentation

Final output device size (M): 700

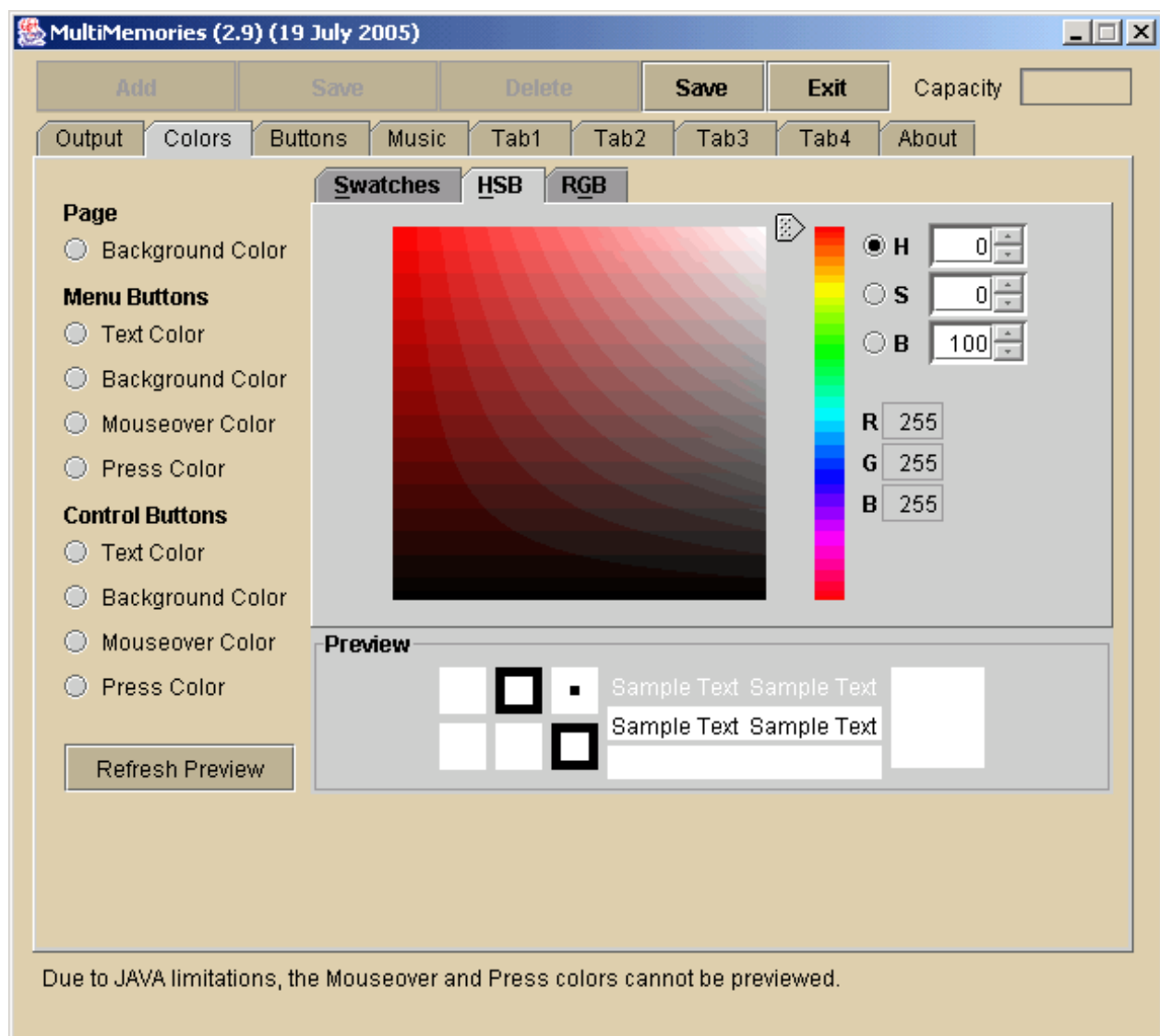
Time interval (seconds): 10

Welcome message

COLORS TAB:

On this tab, you customize the color scheme of the presentation. You choose from over 16 million colors. Colors are defined from either swatches, HSB convention, or RGB convention. The Adobe Photoshop Color Picker also uses HSB and RGB. The Color Preview panel is updated/refreshed when a radio button is selected or by clicking the *Refresh Preview* button. The menu buttons appear across the top of the MultiMemories Presentation. The navigation buttons appear across the bottom of the MultiMemories Presentation. For buttons you define the text color, background color, mouseover color, and the button press (mouse click) color.

Note: In the real world, monitors are different. Because individual monitors differ, the color viewed by individual users of the MultiMemories Presentation may differ from those seen when defined on the MultiMemories Design Studio Colors tab.



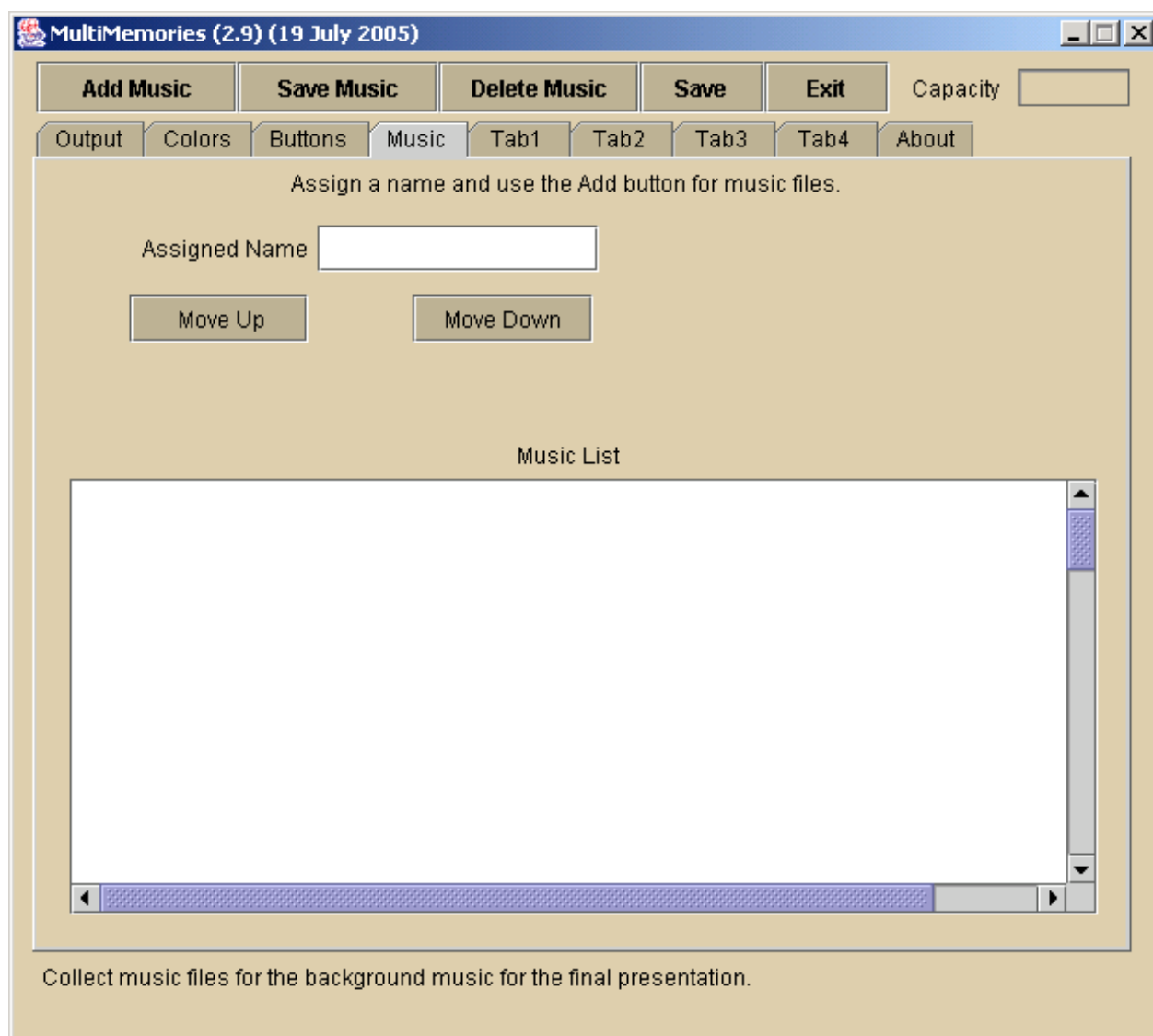
BUTTONS TAB:

Images are grouped in MultiMemories. On this tab, you specify the text associated with each button providing access to a group of images. You decide how many groups or buttons appear in the MultiMemories Presentation. Text is the text which appears in the button. Tips appear as the mouse hovers over a button.

MUSIC TAB:

From this tab you add music (MP3 files) to the presentation and customize the order of play. The *Assigned Name* is arbitrary. Use a name that means something to you. The *Move Up* and *Move Down* buttons are used to change the order of play. The *Music List* shows all files selected in order of play.

Note: A license to MultiMemories does not imply a license to use any music. You may need separate licensing agreements for any copyrighted music that you use.

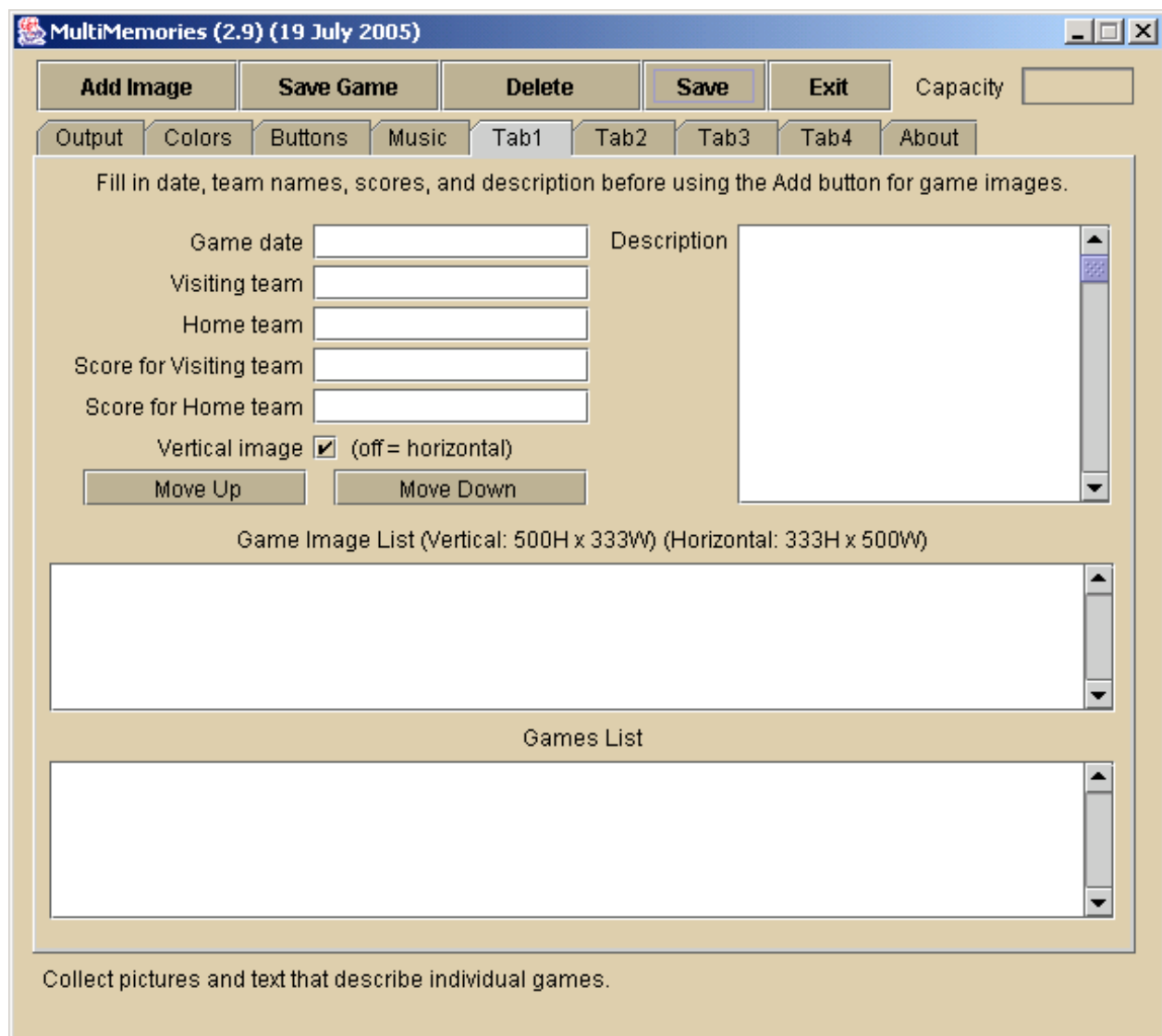


TAB 1 TAB:

Of the four customizable presentation groupings (Tab1, Tab2, Tab3, and Tab4) by menu button, this has the most customizable options. Used in conjunction with the Arrange Components panel, you can present the images and information you desire. The scores fields are unique in that comma separated data is presented in separate boxes in the MultiMemories Presentation. Refer to the MultiMemories Presentation section to see examples of the scores fields. A hockey game, three periods, could be entered as: 0,1,4 (scores by period) or 0,1,4,5 (scores by period and final score).

The *Add Image* button launches a dialog box to select a JPG file for the current game. *Save Game*, saves the text information. The Delete button is for either a selected image, *Delete Image*, or selected game, *Delete Game*. The presentation order of both games and images is controlled by the *Move Up* and *Move Down* buttons. Once a game is selected in the *Game List* area the images for this game are shown in the *Game Image List* area.

Game happened to be the original organization/name, but you can present any data.



MultiMemories (2.9) (19 July 2005)

Add Image Save Game Delete Save Exit Capacity

Output Colors Buttons Music Tab1 Tab2 Tab3 Tab4 About

Fill in date, team names, scores, and description before using the Add button for game images.

Game date Description

Visiting team

Home team

Score for Visiting team

Score for Home team

Vertical image ☒ (off = horizontal)

Move Up Move Down

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

Games List

Collect pictures and text that describe individual games.

TAB2 TAB:

There are fewer customizable options than Tab1.

The *Add Image* button launches a dialog box to select a JPG file for the current player. *Save Player*, saves the text information. The Delete button is for either a selected image, *Delete Image*, or selected player, *Delete Player*. The presentation order of both players and images is controlled by the *Move Up* and *Move Down* buttons. Once a player is selected in the *Player List* area the images for this game are shown in the *Player Image List* area.

Player happened to be the original organization/name, but you can present any data.

TAB3 TAB:

There are fewer customizable options than Tab 2.

The *Add Image* button launches a dialog box to select a JPG file for the current coach. *Save Coach*, saves the text information. The Delete button is for either a selected image, *Delete Image*, or selected coach, *Delete Coach*. The presentation order of both coaches and images is controlled by the *Move Up* and *Move Down* buttons. Once a coach is selected in the *Coach List* area the images for this game are shown in the *Coach Image List* area.

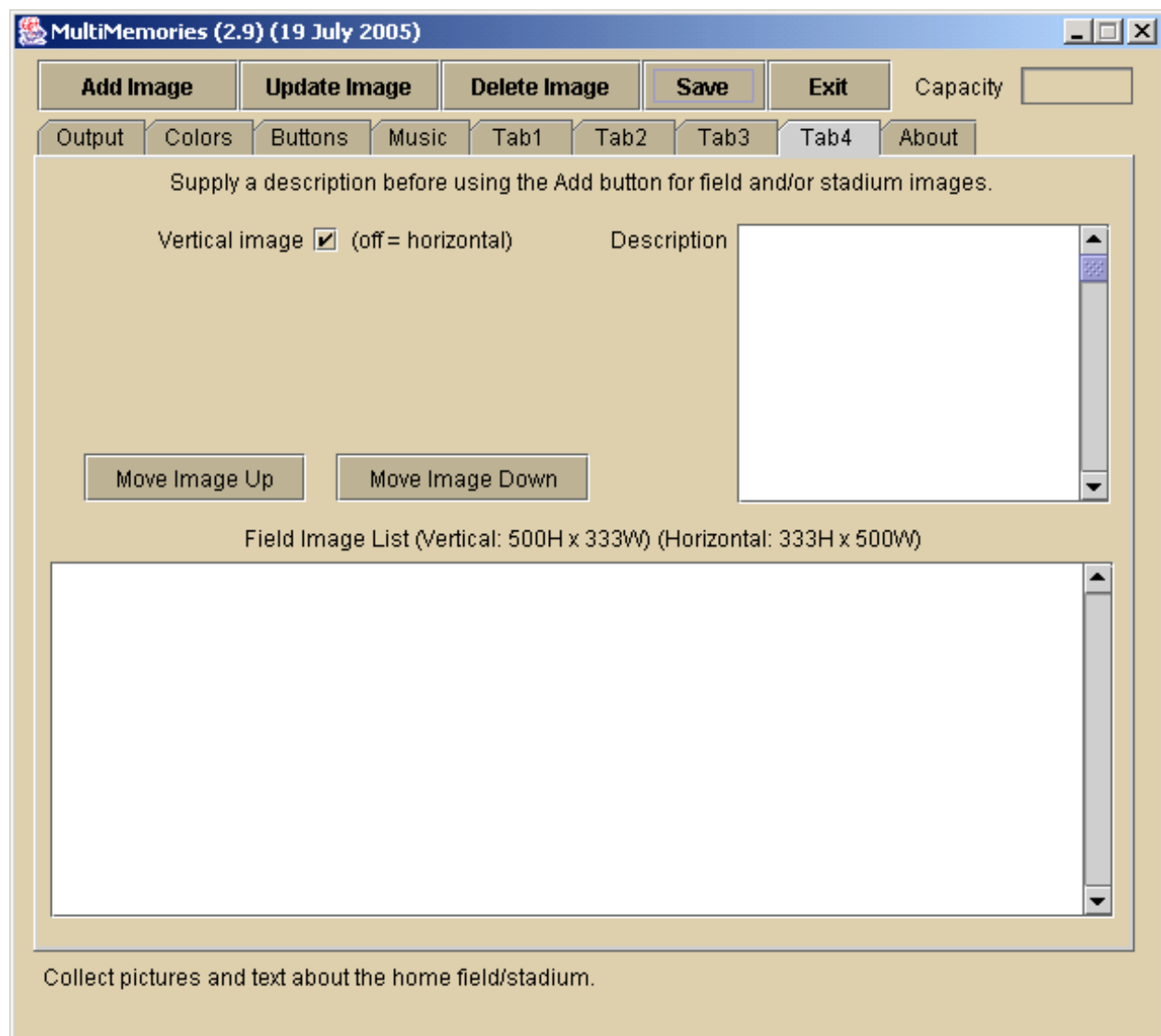
Coach happened to be the original organization/name, but you can present any data.

TAB4 TAB:

Of the four tabs/groupings, this tab has the least customizable options.

The *Add Image* button launches a dialog box to select a JPG file. The *Delete Image* button is for a selected image. The presentation order of images is controlled by the *Move Up* and *Move Down* buttons.

Field happened to be the original organization/name, but you can present any data.



ABOUT TAB:

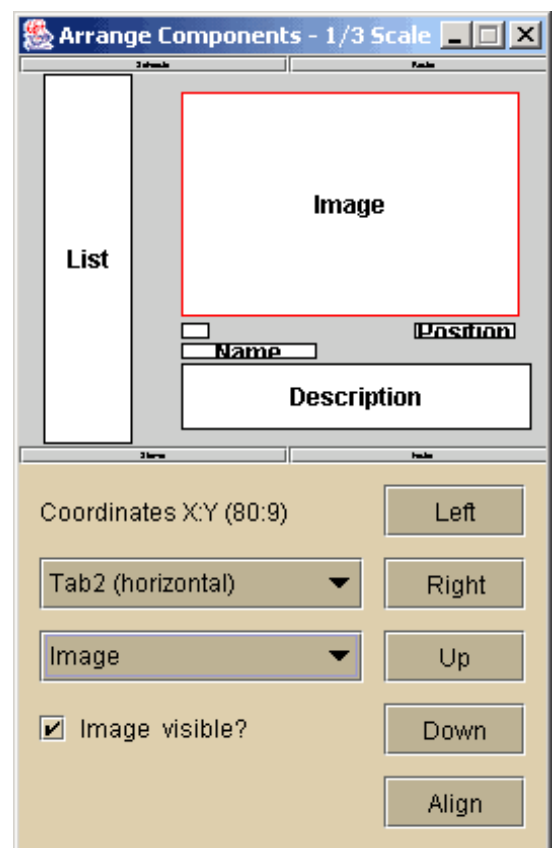
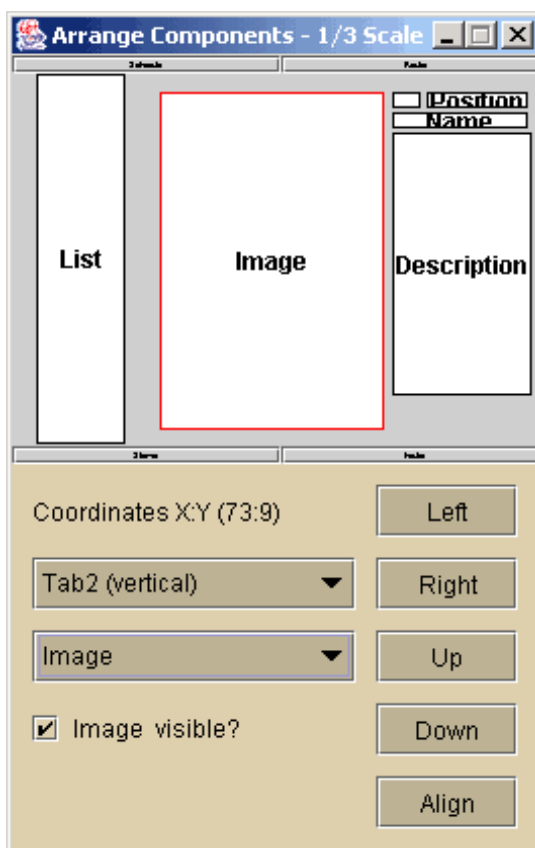
Displays MultiMemories version information.



IMAGE SPECIFICATIONS

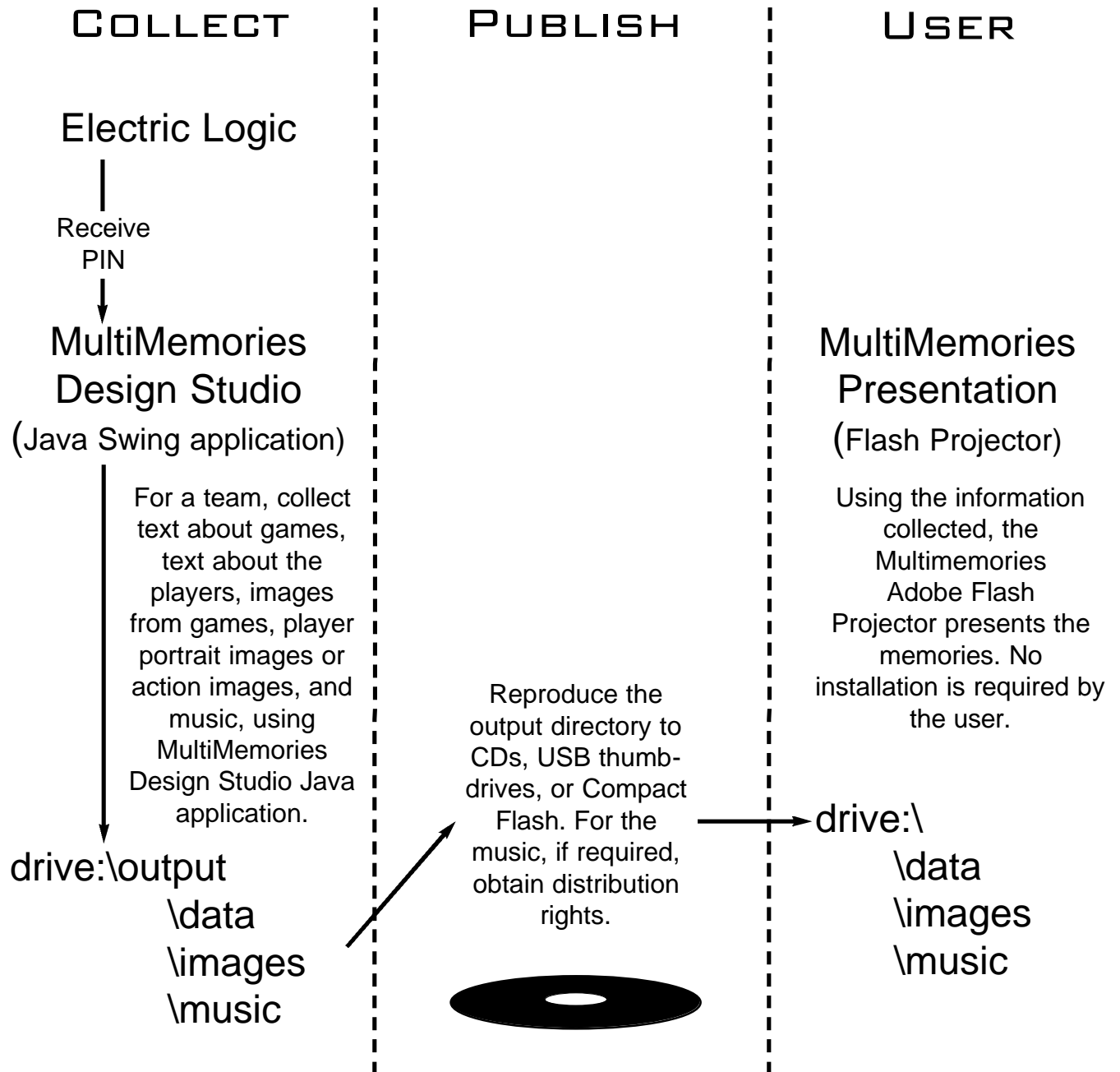
The default MultMemories Presentation layout expects a vertical image .jpg with a width of 333 pixels and height of 500 pixels at a resolution of 72 pixels per inch. This is the same ratio of width to height found in a 35mm negative. For a horizontal image .jpg, the width is 500 pixels and the height is 333 pixels at a resolution of 72 pixels per inch.

You can use images that are larger than the specifications, however depending on relative positions of text and images, in the final presentation text may overlap an image. When smaller images are used, the image appears in the upper-right hand corner of the image area position (*Image*) defined using the Arrange Components panel.



REVIEW THE PRESENTATION

Before exiting the MultiMemories Design Studio save the data. For all tabs, the *Save* button writes the current set of data for all tabs to the output directory. Once the data is saved, executing MultiMemories.exe (Windows) or an unstuffed version of MultiMemories.hqx (MAC), launches the Adobe/Macromedia Flash MultiMemories Presentation as currently defined. At this point, you are seeing what the target audience would see. Using the MultiMemories Design Studio, which is still running, make changes and/or corrections or continue adding information and images and save the data. To see the refreshed version of the MultiMemories Presentation, you need to close the Adobe/Macromedia Flash window and execute MultiMemories.exe or unstuffed MultiMemories.hqx. Continue this iteration of save and execute until you have entered all images and data and are satisfied with the presentation. At this point the output directory can be written to the output device and the presentation reviewed on the target device.



MULTIMEMORIES DESIGN STUDIO 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

MultiMemories (2.9) (19 July 2005)

Add Save Delete Save Exit Capacity

Output Colors Buttons Music Tab1 Tab2 Tab3 Tab4 About

Overview

The goal is to organize and collect images (JPG files), music (MP3 files), and text concerning a team into a single directory. Distribute this information to interested parties on a single CD, DVD, USB drive, or compact flash. The collected information/images are presented to the user with background music via Macromedia Flash.

1. Customize the colors.
2. Customize the buttons.
3. Collect background music (MP3 only) from different sources.
4. Collect images (JPG only) and text for games, players, and coaches.
5. Write the output directory, to CD, DVD, USB drive, or compact flash devices.

Organization / Title Welcome message

Organization's website URL

Owner

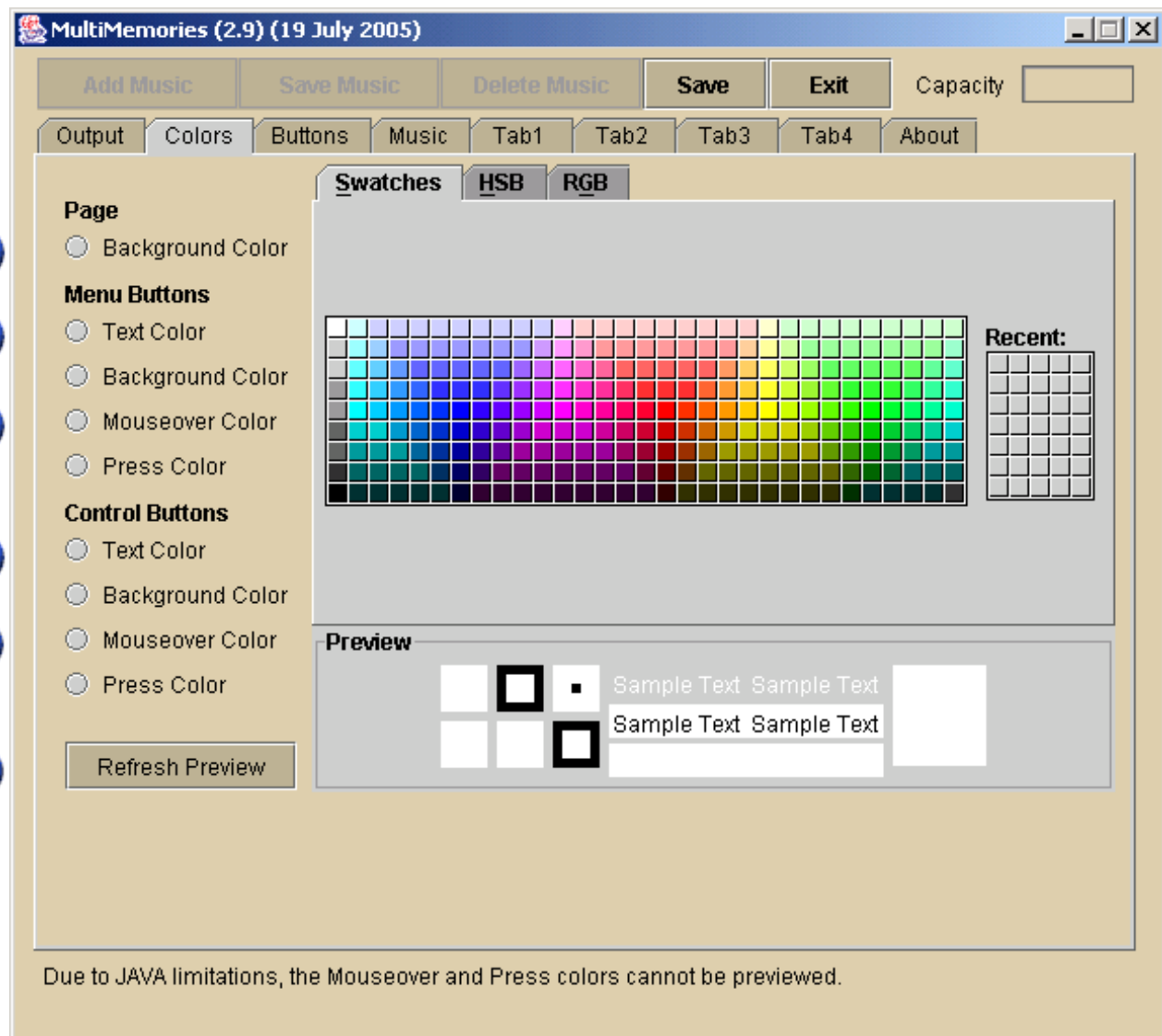
PIN

Output directory

Final output device size (M)

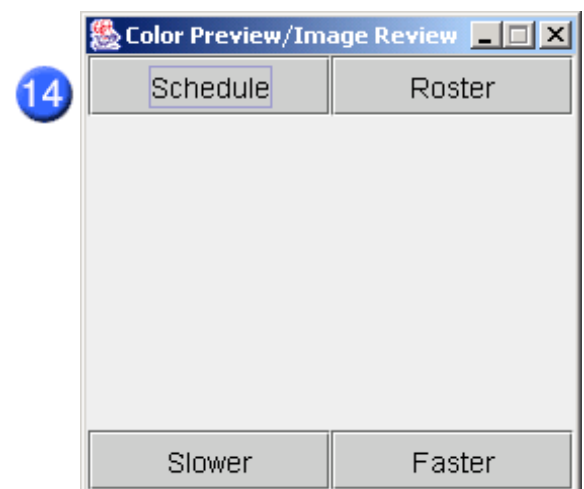
Time interval (seconds)

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)

Buttons

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...

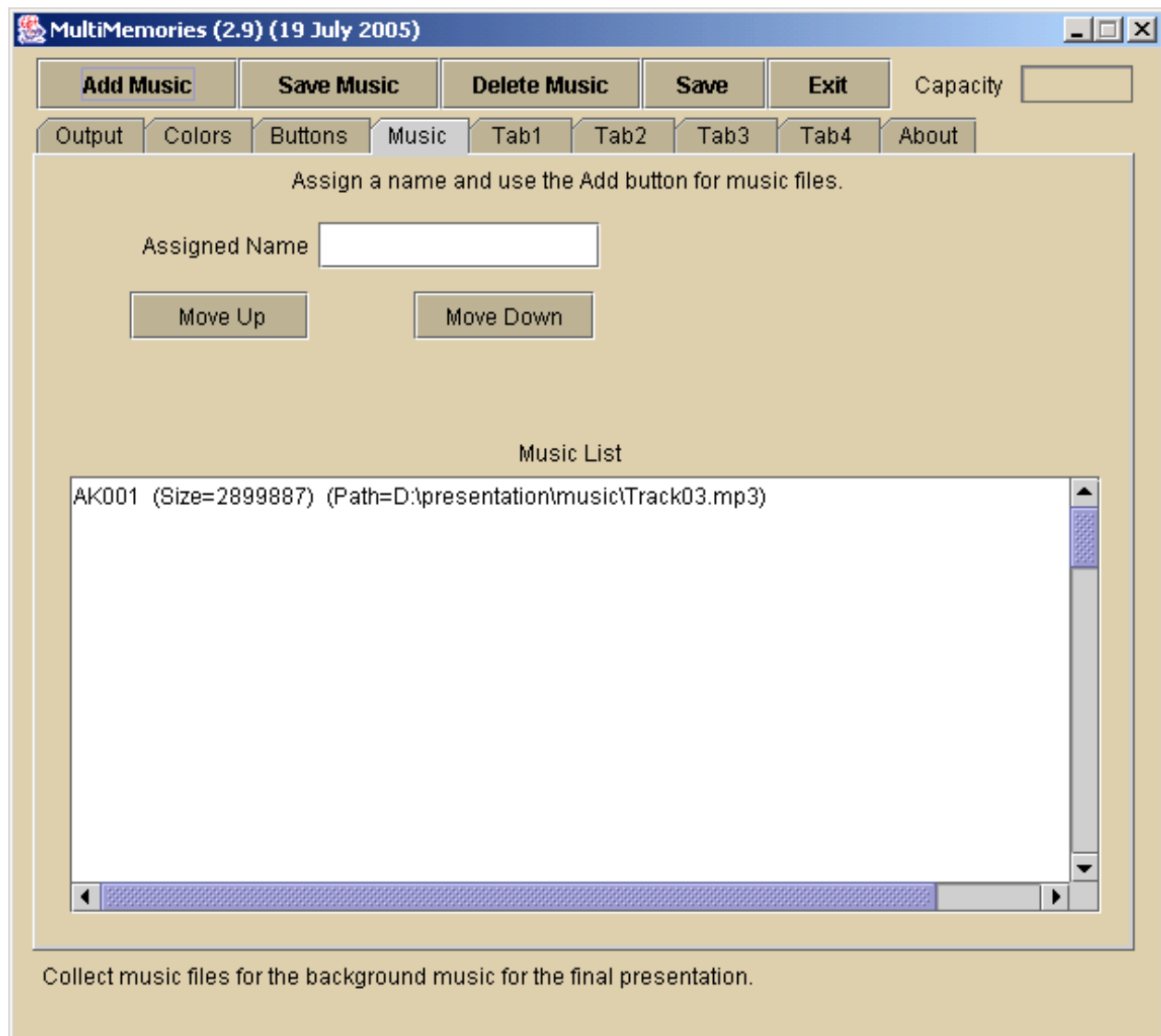
Tab	Tab 1	Tab 2	Tab 3	Tab 4	Tab 5
Include Button?	<input checked="" type="checkbox"/> Yes / No	<input checked="" type="checkbox"/> Yes / No	<input checked="" type="checkbox"/> Yes / No	<input checked="" type="checkbox"/> Yes / No	<input checked="" type="checkbox"/> Yes / No
Button Text	Menu	Schedule	Roster	Coach	Field
Button Tip	Return to welco	Schedule of gar	List of players	List of coaches	Views of home
Pause Tip		Pause current g	Pause current p	Pause current c	
Play Tip		Play current gar	Play current pla	Play current coa	
Previous Text		Previous game	Previous player	Previous coach	
Previous Tip		Previous game	Previous player	Previous coach	
Next Text		Next game	Next player	Next coach	
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)

MultiMemories (2.9) (19 July 2005)

Add Image Save Game Delete Save Exit Capacity

Output Colors Buttons Music Tab1 Tab2 Tab3 Tab4 About

Fill in date, team names, scores, and description before using the Add button for game images.

Game date 3 January 2005 Description The text describing the game is scrollable. Using the controls at the bottom, you can control the slide show speed for images/games (Slower, Faster, or ||, pause/play). You can also move forward/backward by image (Previous Image, Next Image) or by game (Previous

Visiting team Visitor

Home team Home

Score for Visiting team 1,2,3,6

Score for Home team 4,5,6,15

Vertical image ☒ (off = horizontal)

Move Up Move Down

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

(Size=5388) (Path=7d.jpg) (Orientation=V)

Games List

3 January 2005 Visitor

Collect pictures and text that describe individual games.

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 number are presented. This trial is limited to a single image per player. The standard version supports multiple images per player.

Position Right

Player John Doe

Vertical image ☒ (off = horizontal)

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)

MultiMemories (2.9) (19 July 2005)

Add Image Save Coach Delete Save Exit Capacity

Output Colors Buttons Music Tab1 Tab2 Tab3 Tab4 About

Fill in name and biography before using the Add button for coach images.

Coach Biography

Vertical image ☒ (off = horizontal)

Move Up Move Down

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

(Size=4363) (Path=ca.jpg) (Orientation=V)

Coach List

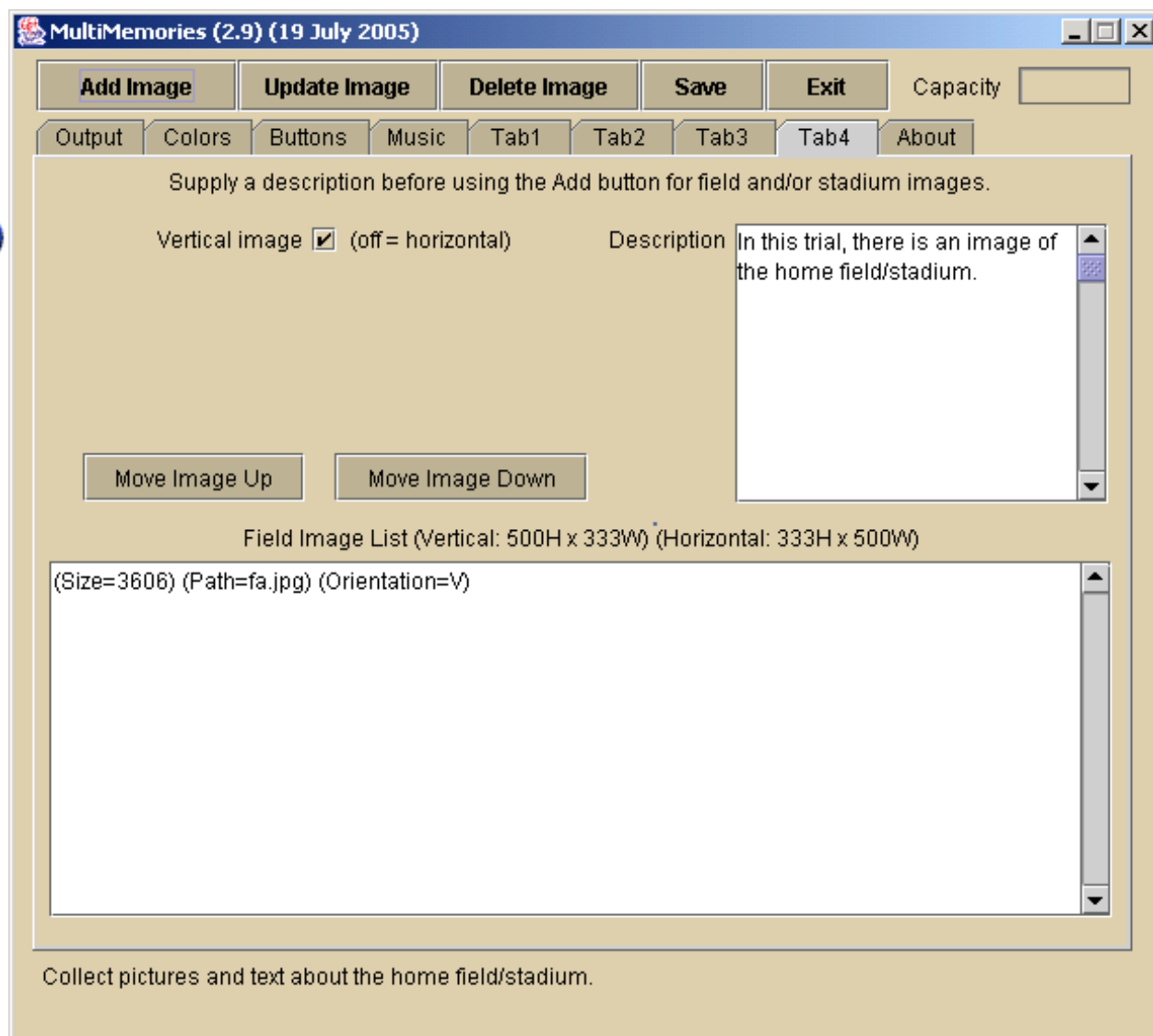
Coach Jones

Collect pictures and text for individual coaches.

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.

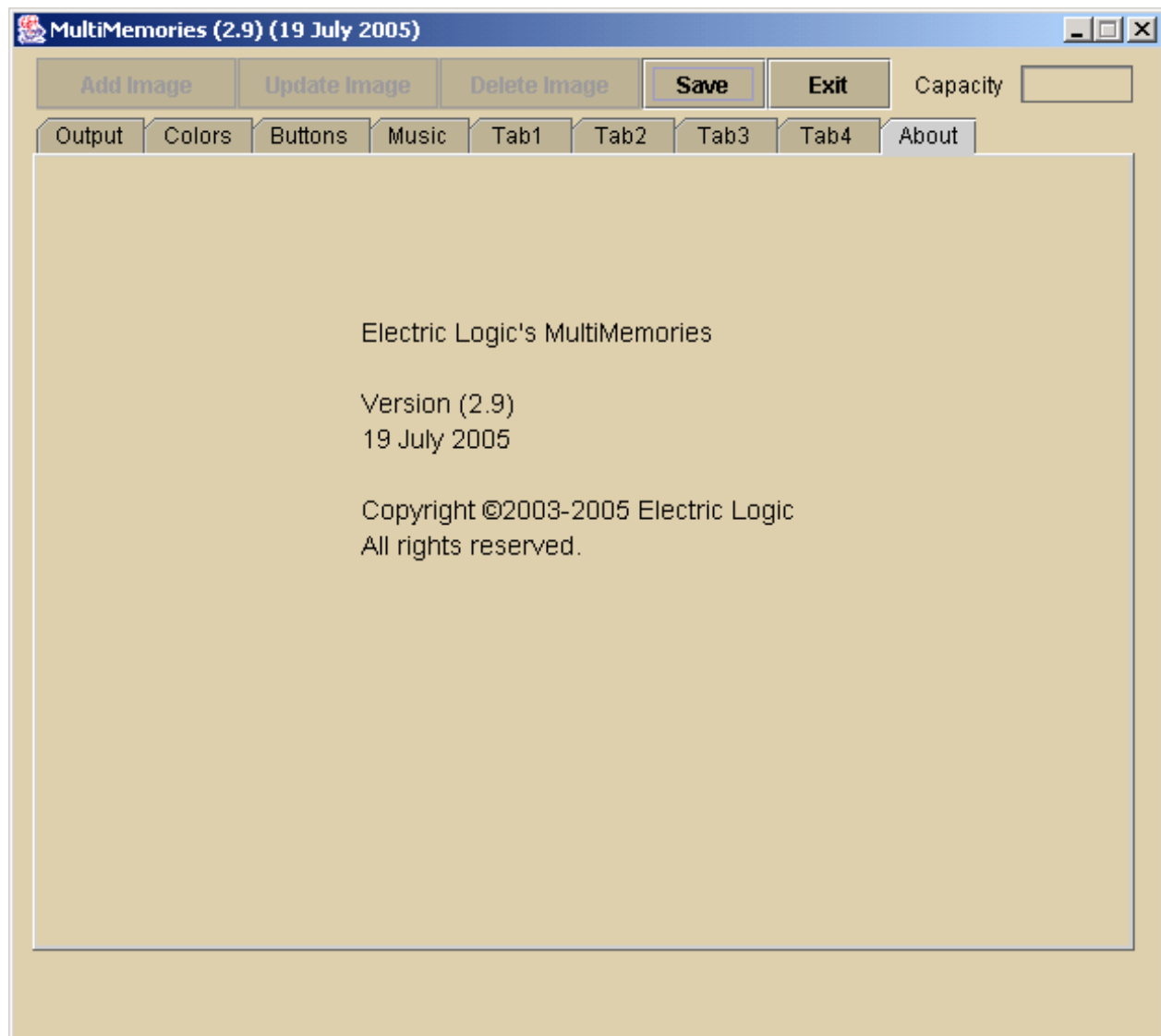
8. TAB4 (FIELD)



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

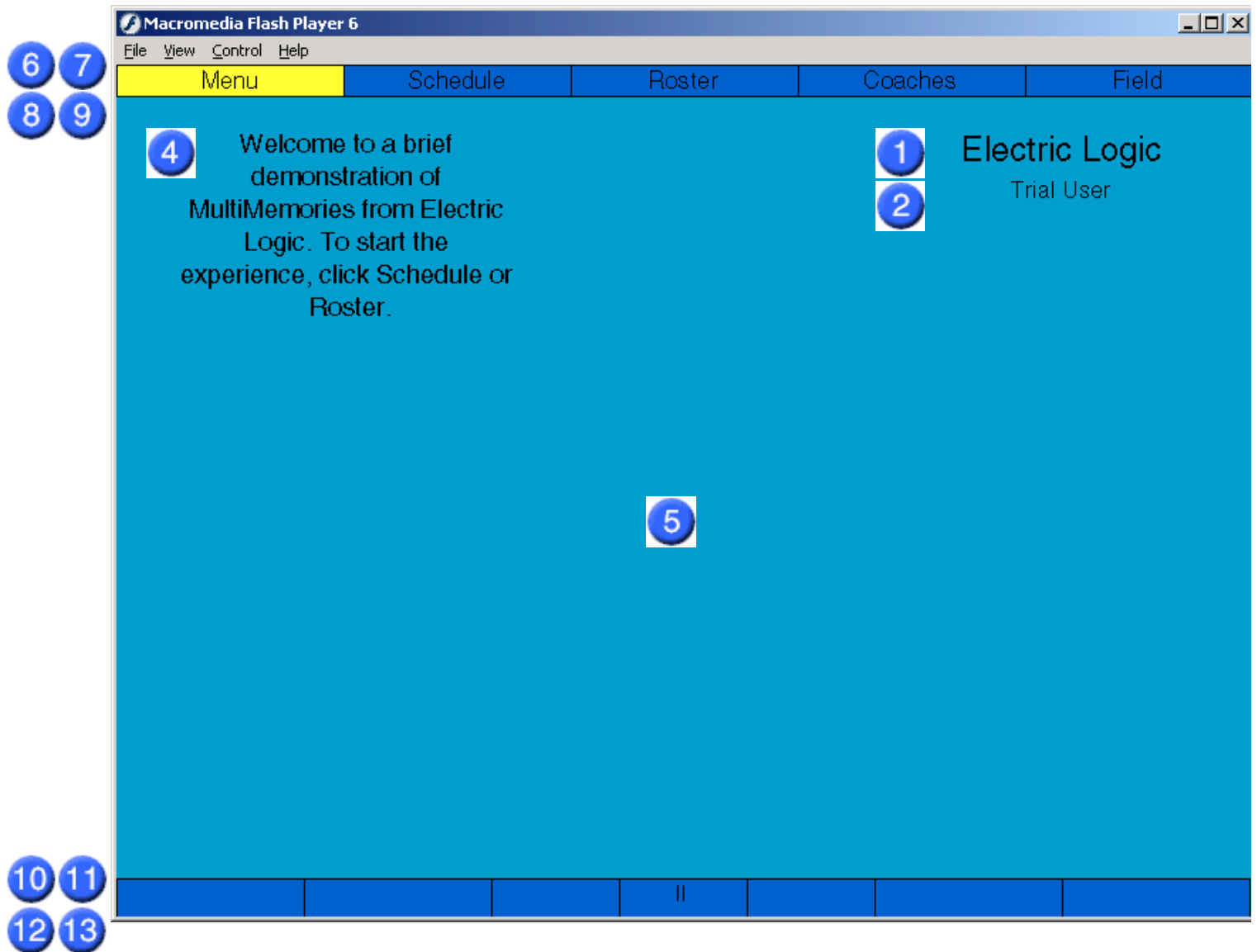


In the unlikely event of a problem, the version number and date should accompany a description of the problem.

MULITMEMORIES PRESENTATION

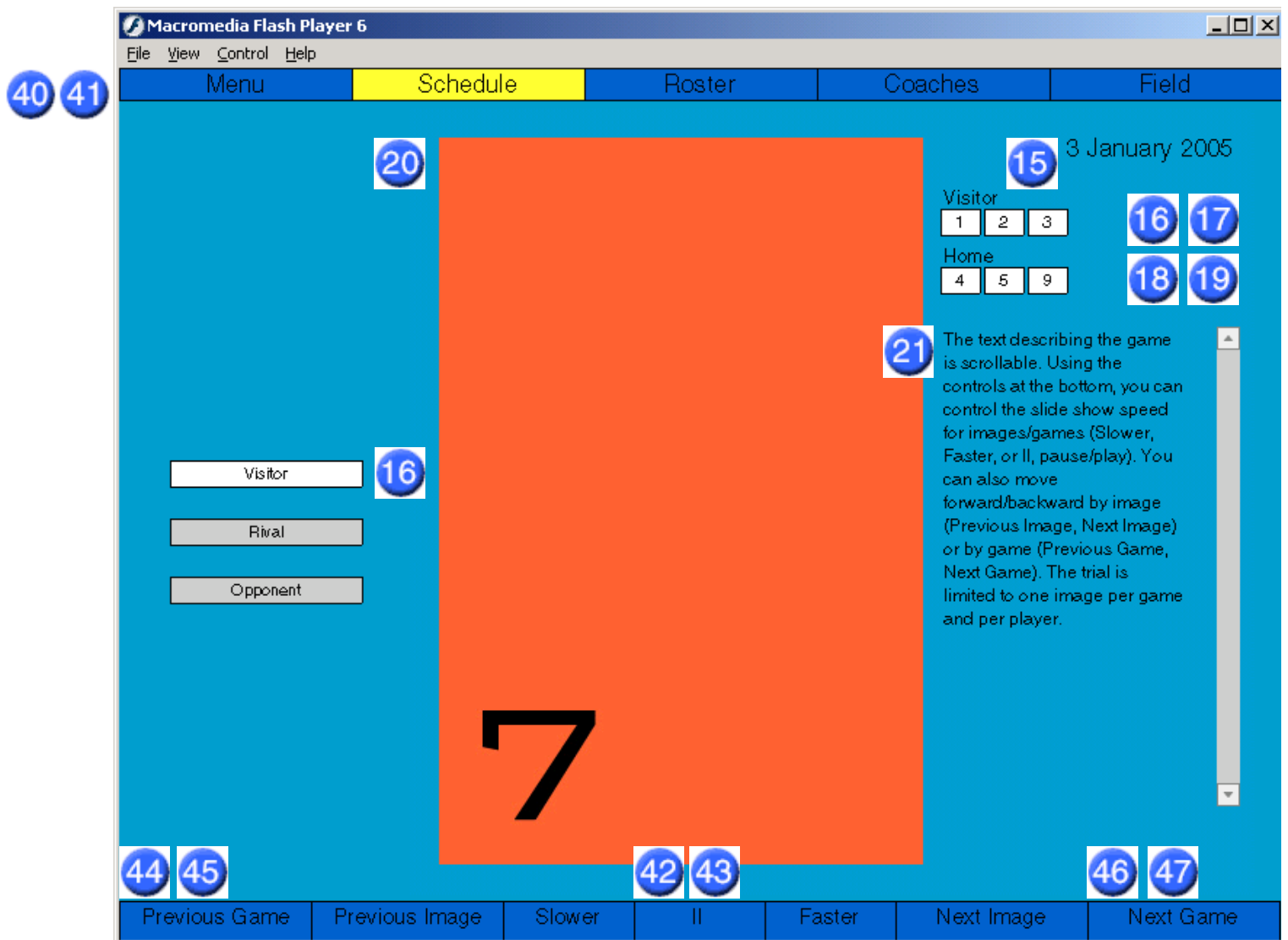
The Macromedia Flash movie dimensions are 800 x 646 pixels. The images presented in the following pages are scaled down 85%, which affects the text quality.

WELCOME TAB (MENU)



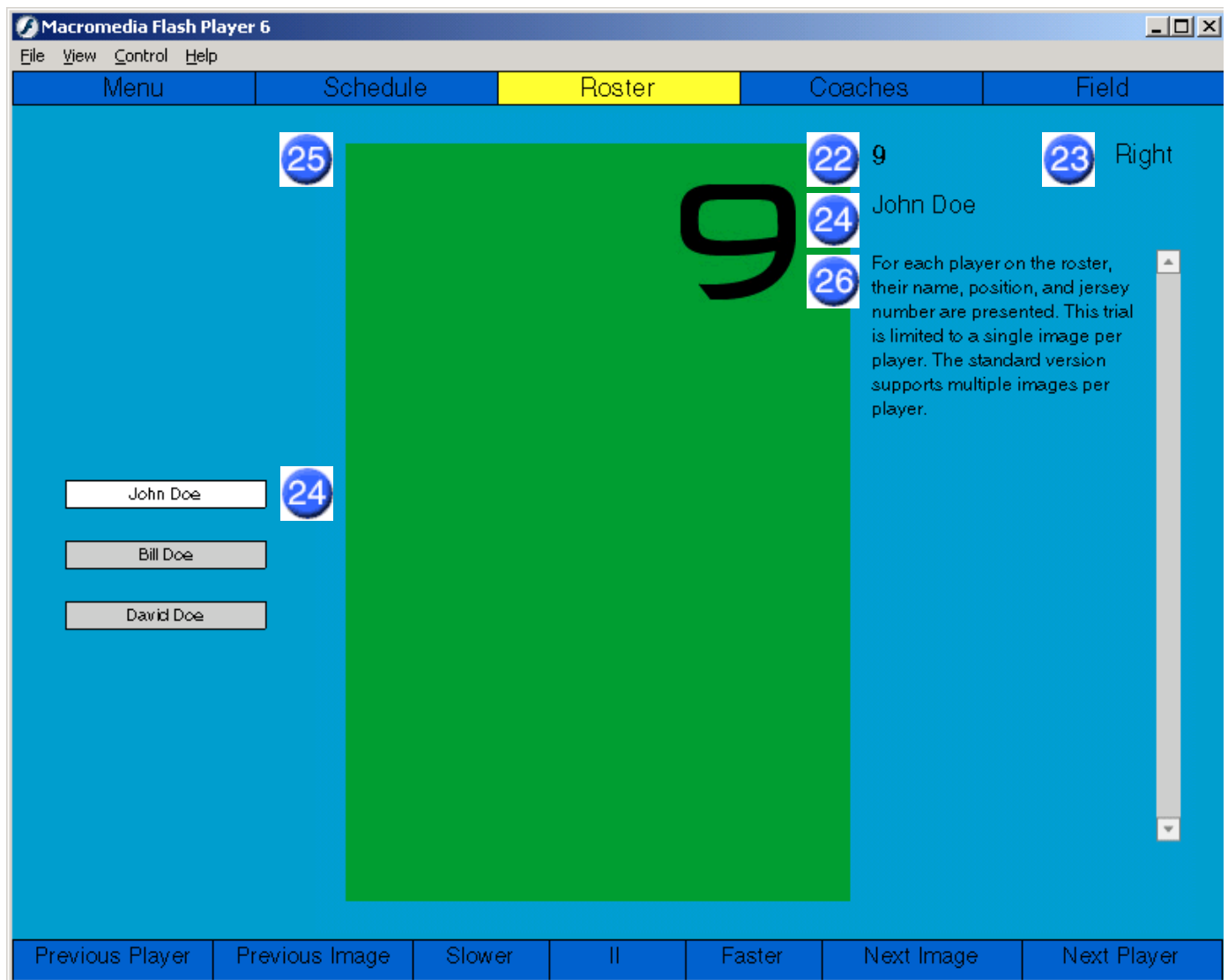
The first page a fan sees during the presentation. At this point, the music is playing.

SCHEDULE TAB



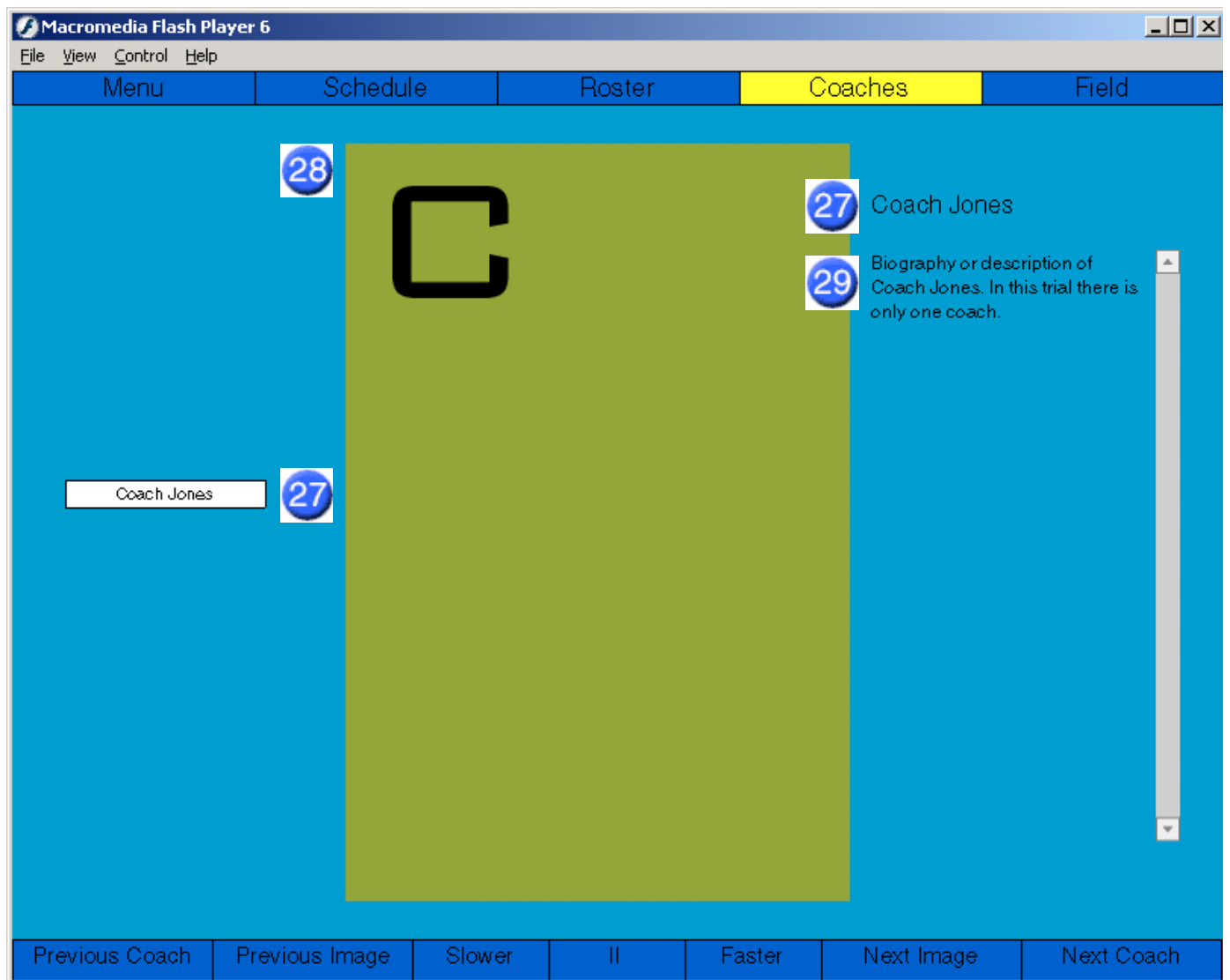
All games in the schedule are listed on the left. As a game is presented it is highlighted in the list on the left.

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



FIELD TAB

