

## ■Texture

Texture file name

- Texture for 4:3 → strapA\_640x480\_OO.bmp  
strapA\_608x456\_OO.bmp  
strapB\_640x480\_OO.bmp  
strapB\_608x456\_OO.bmp
- Texture for 16:9 → strapA\_16\_9\_853x480\_OO.bmp  
strapA\_16\_9\_832x456\_OO.bmp  
strapB\_16\_9\_853x480\_OO.bmp  
strapB\_16\_9\_832x456\_OO.bmp

- \*Use the texture size which fits into the screen size of software to be used.
- \*For the U.S. and European versions of the software, display the language that properly reflects the hardware setting.

## ■Wrist Strap Reminder Screen Flow

### ▼When the external extension controller is used for software

- Fade in after 0.5 sec
- Switch display for up to 20 seconds
  - \*"First, display "strapA\_OO" (Be sure you have enough space around you during game play) and display each screen for 5 seconds respectively by switching them.
  - \*It is fine not to have fade in and fade out when switching the screens.
- Button entry is enabled to exit the screen (excluding the power button) one second after the screen has fixed.
  - it is acceptable to exit the screen before "strapB\_OO" (When using a controller connected to the Wii Remote, ....) is displayed when button entry is enabled.
  - \*If there is no button entry, "strapA\_OO" and "strapB\_OO" screens continue to be switched.

- When exiting the screen, fade out after 0.5 sec.

### ▼When no external extension controller is used for software

- When no external extension controller is used for software, it is acceptable to display the first screen only (strapA\_OO).

### ▼HOME Menu

- It is acceptable not to display HOME Menu in the Wrist Strap Reminder Screen.
- \*It is also acceptable not to display HOME Menu Disabled Icon.
- If HOME Menu or Home Menu Disabled Icon is displayed, it should be so after button entry is enabled.
- When displaying HOME Menu, it should not be added to each display time (5 seconds or 20 seconds).

