

■ 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" (Allow adequate room 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).

