■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 00" screens continue to be switched.
- ·When exiting the screen, fade out after 0.5 sec.

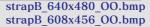
▼When no external extension controller is used for software

·When no external extension controller is used for software, it is acceptable to display the first screen only (strapA_00).

▼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).





Start software

Fade in (alpha in), 0.5 sec.



strapA 16 9 853x480 OO.bmp strapA_16_9_832x456 OO.bmp



strapB 16 9 853x480 OO.bmp strapB_16_9_832x456_OO.bmp

