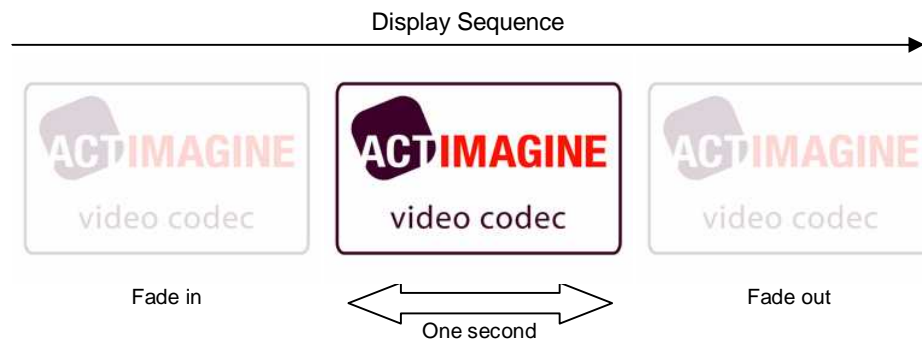

Conditions of Display (03/20/2006)

Display Time

Display a specified logo (following “Image Data”) on the screen before it begins to play a game for one second or more. The “one second” applies to the non-altered logo. For example, if fading effect is used to make the logo appear and disappear, then the “one second” applies to the non-faded logo:



After one second of non-altered logo, you may skip the display by the button operation.

Image Data

These logo image data is included in the distribution package of library. Game developers select and use either from the following images:

A- Original Logo



ActimaginerOriginal.bmp

This is the default logo. Color and design cannot be changed. It can be used in all cases.

B- Logos for background color, image, video or animation



ActimaginerBlackForBackground.bmp

ActimaginerWhiteForBackground.bmp

These two logos can be used only when strong artistic reasons prevent from using the Original Logo. The green color of the background (and characters of “ACT”) must be treated as a penetration color for any background color, image, video or animation. Black logo must be used

when the background is light. White logo must be used when the background is dark. You must tune your background so that the logo can be easily identified and read.

C- Rotated Logos



Rotated logos can be used at the same conditions, when the game is in portrait mode.

Old Logo

Please don't use the old Actimagine logo anymore as possible.



On-going projects which are using the old logo can continue using it until the end of the project. Re-mastering and internationalization can be considered as the same project as the original one.