

myABC Video Player

Wireframes v.12

1 September, 2006

Includes:

Wireframes

Component Size and Position Diagram

Functional Specifications



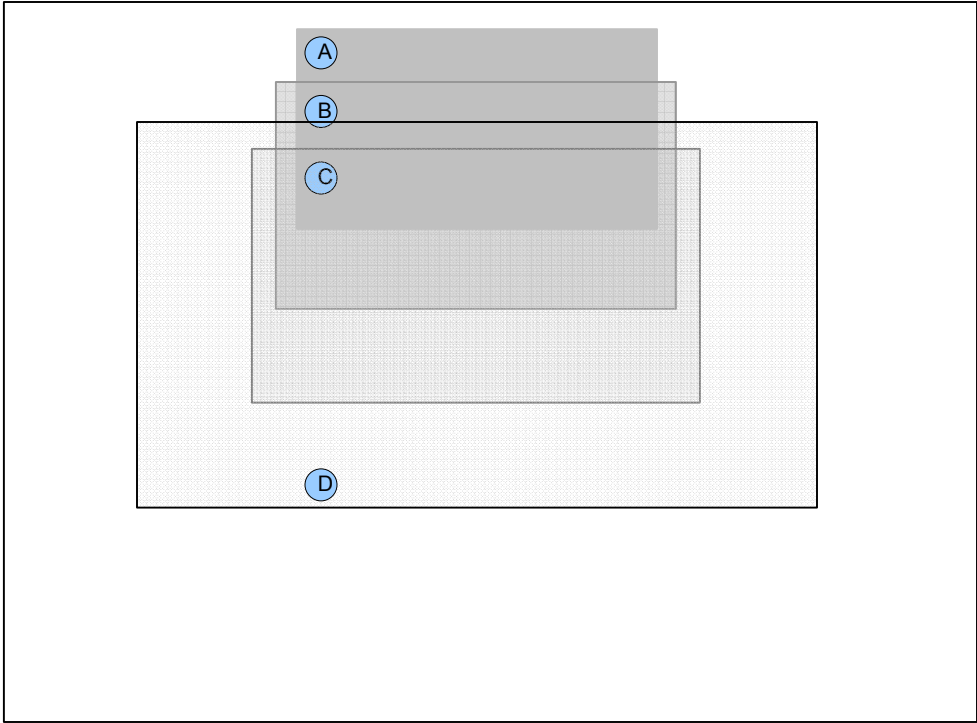
3457 S. La Cienega Blvd
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Component Sizes & Positions

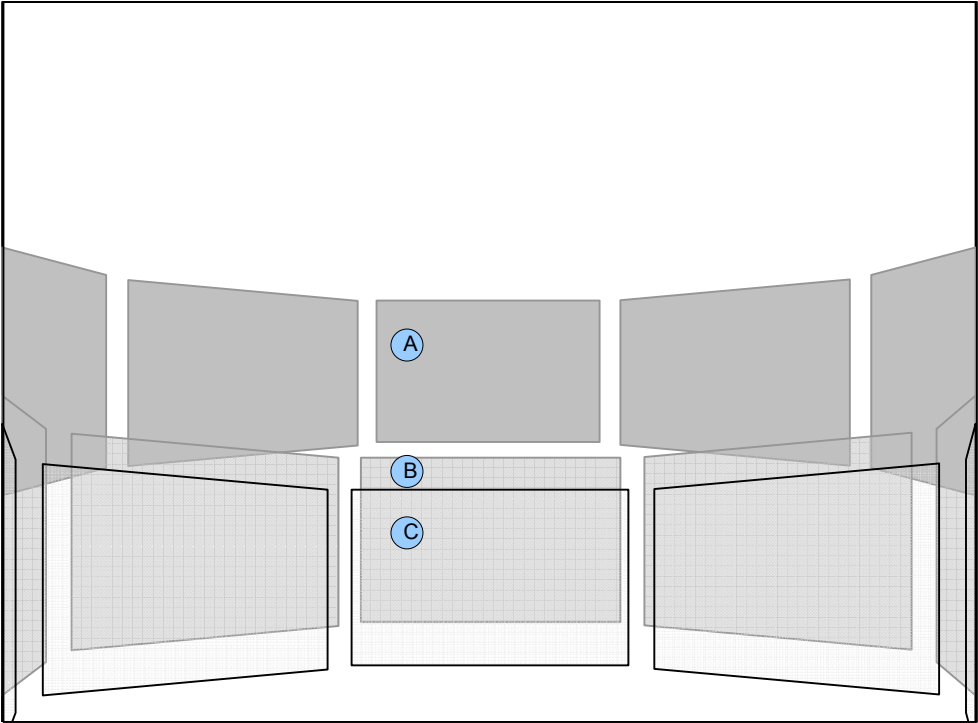
PLAYER WINDOW



A. Position A. Size A.

- Player Window A is used only upon initial presentation of the Lobby View, before a Show has been selected.
- Video Playback will not be presented in Player Window A.
-
- B. Position B. Size B.**
- Player Window B is used only in the presentation of the Lobby View, after a Show has been selected, but before an Episode has been selected.
- Video Playback will not be presented in Player Window B.
-
- C. Position C. Size C.**
- Player Window C represents the default playback position and size. Using the Lobby View as reference, after a Show has been selected and an Episode has been selected, Video Playback will be presented in Player Window C.
-
- D. Position D. Size D.**
- Player Window D represents the "Large Video Playback" window. If a user has maximized playback after an Episode has begun, Player Window D is used.

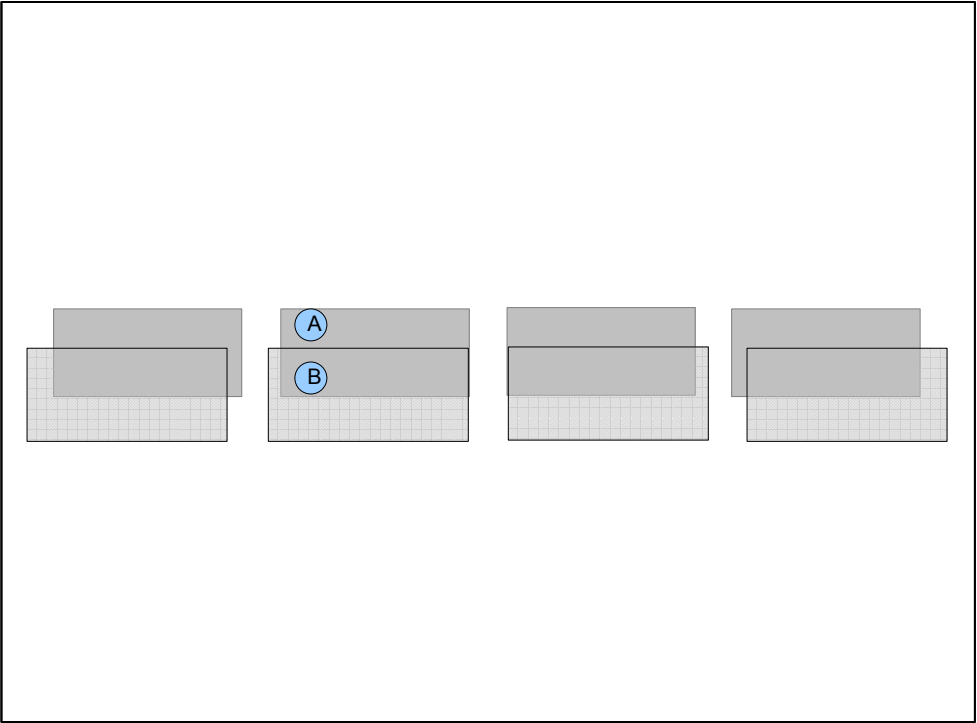
SHOW RING



A. Position A. Size A.

- Show Ring A is used only upon initial presentation of the Lobby View, before a Show has been selected.
-
- B. Position B. Size B.**
- Show Ring B is used only in the presentation of the Lobby View, after a Show has been selected, but before an Episode has been selected.
-
- C. Position C. Size C.**
- Show Ring C represents the default playback position and size. Using the Lobby View as reference, after a Show has been selected and an Episode has been selected, the Show Ring will assume Position C and Size C.
- After Video Playback begins, only Show Ring C will be used.

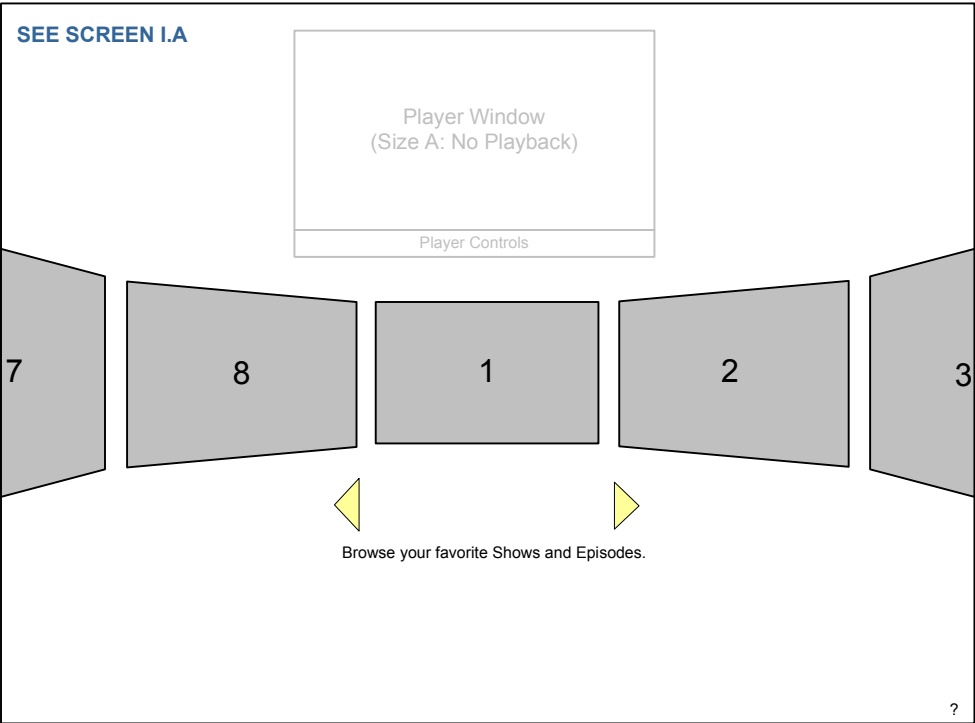
EPISODE RING



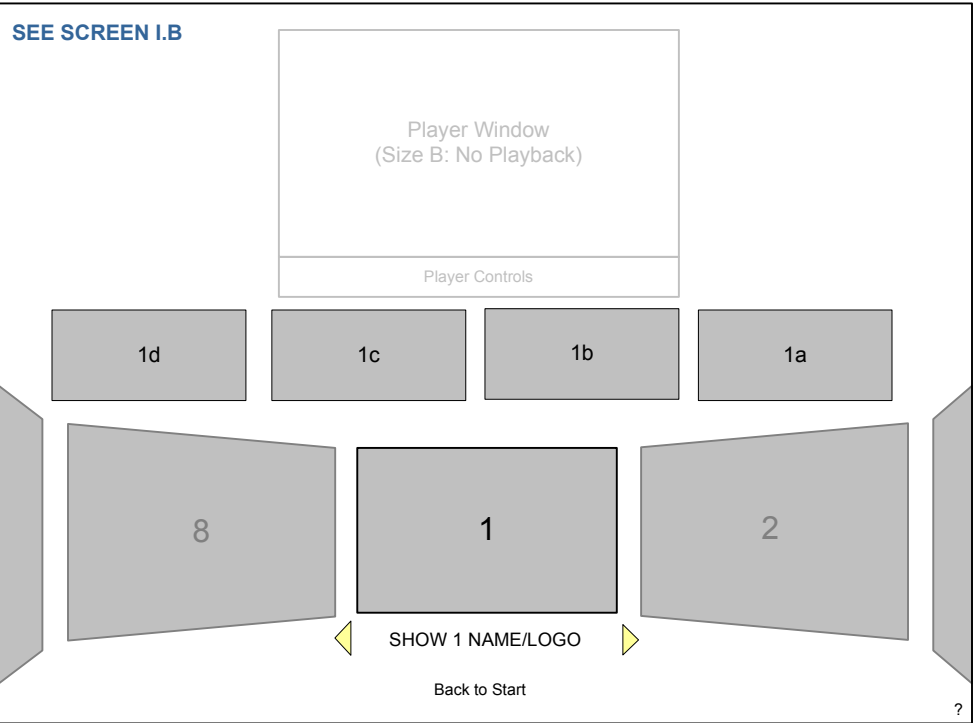
A. Position A. Size A.

- Episode Ring A is used only in the presentation of the Lobby View, after a Show has been selected, but before an Episode has been selected.
-
- B. Position B. Size B.**
- Episode Ring B represents the default playback position and size. Using the Lobby View as reference, after a Show has been selected and an Episode has been selected, the Episode Ring will assume Position B and Size B.
- After Video Playback begins, only Episode Ring B will be used.

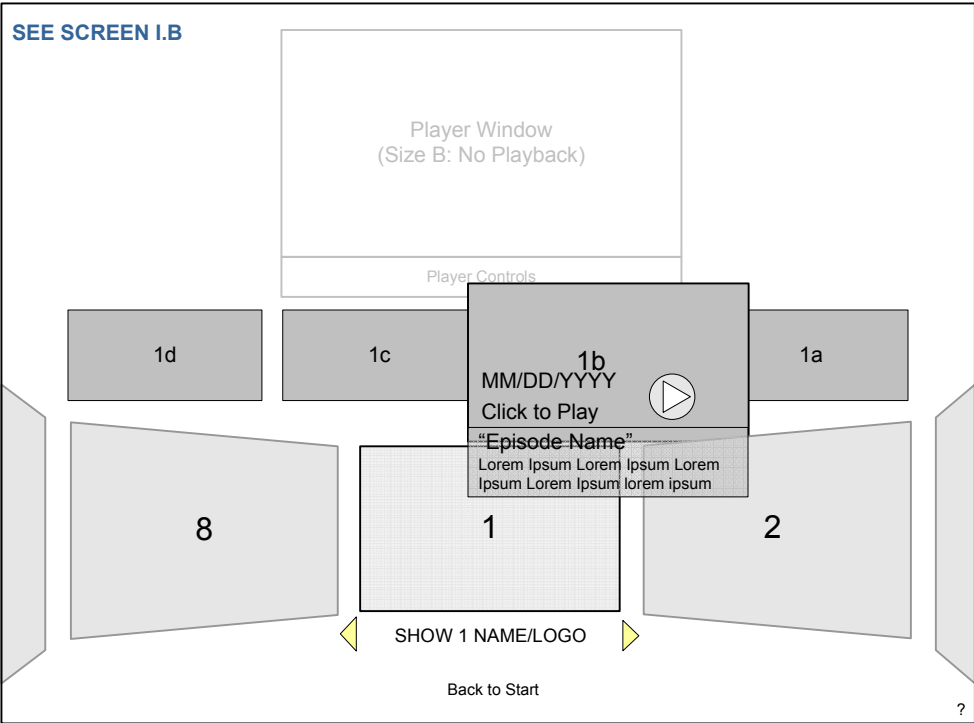
Use Case 1: Selecting a Show and Episode



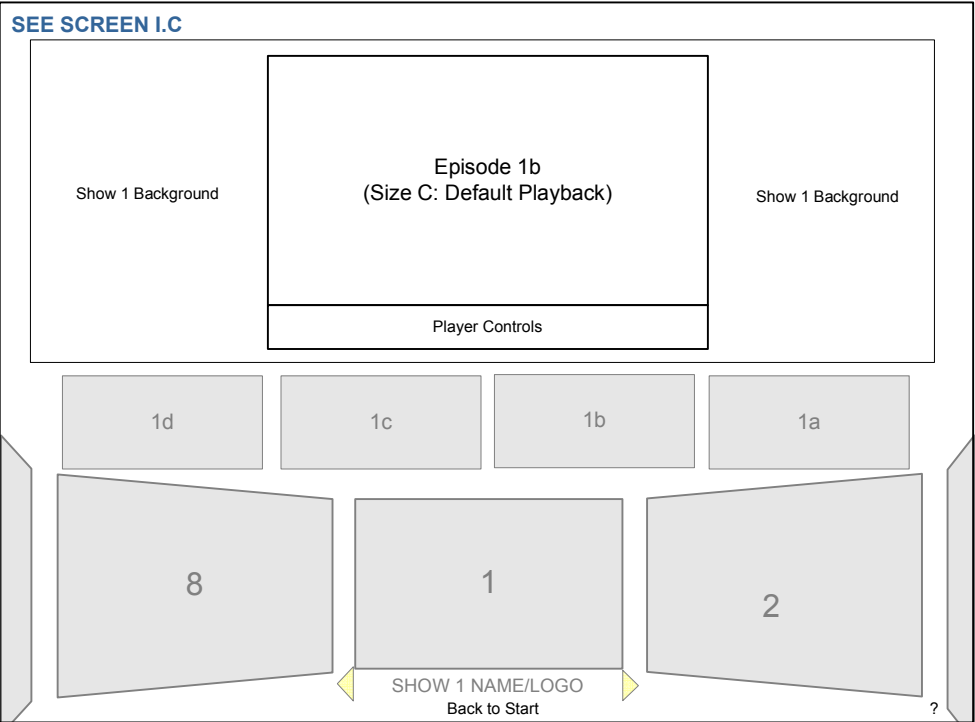
1. User selects a Show from the Show Ring.
[Player Window A; Show Ring A]



2. Available Episodes, arranged chronologically (ascending by air date), appear in a second ring (Episode Ring).
The Episode Ring moves from background to foreground.
The Show Ring moves down and toward the user in order to accommodate the Episode Ring.
The user mouses over the Episode that they would like to watch.
[Player Window B; Show Ring B; Episode Ring A]

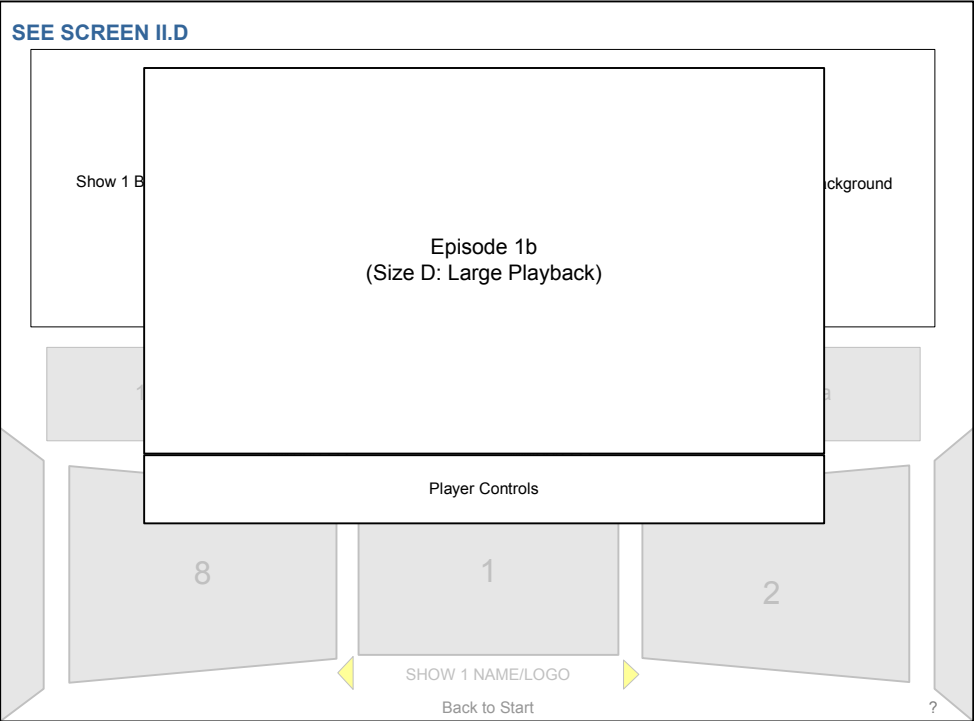


3. On mouseover of an Episode Graphic, the Show Ring is dimmed, and a “squared off”, full-size Episode Image including the Air Date of the selected Episode and a Play button is displayed.
On hovering on the Episode Graphic, the additional Episode metadata, including Episode Title and Episode Brief Description is displayed.
The user selects anywhere on the Full-Size Episode Image.
[Player Window B; Show Ring B; Episode Ring A]

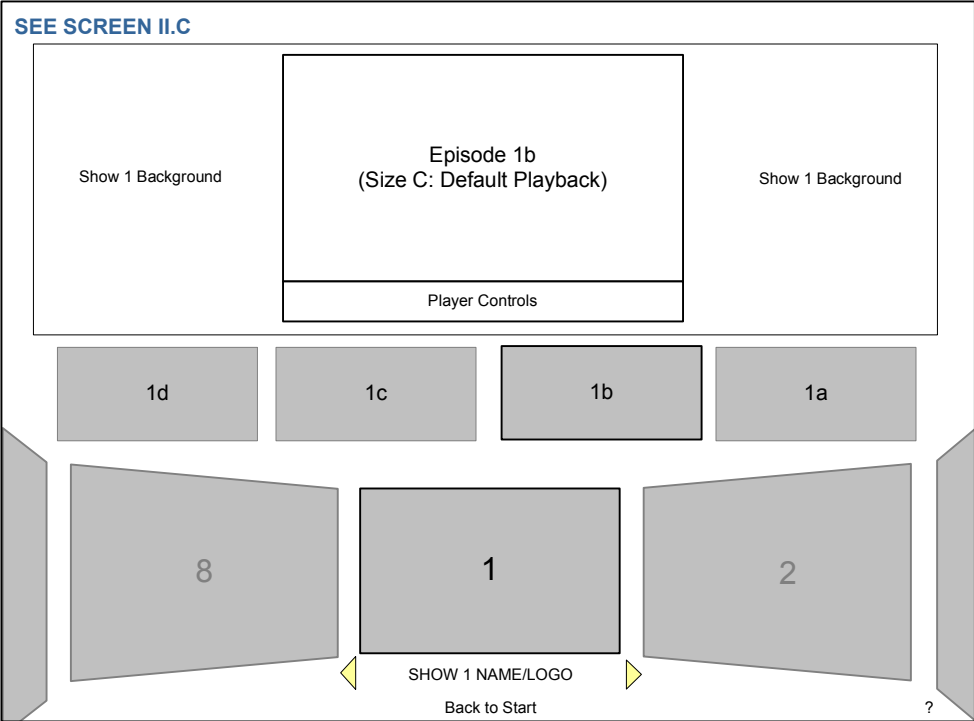


4. The Player Window moves down, and Show Background fades in (1), the Episode begins playing (2), and Player controls are presented (3). The Episode and Show rings fade out after 2 seconds of Video Playback. This is the final position of the Player Window. It will not move upon selection of other Shows or other Episodes.
The Episode Ring moves down and toward the user. This is the final position of the Episode Ring. It will not reposition upon selection of other Shows or other Episodes.
The Show Ring moves down and toward the user. This is the final position of the Show Ring. It will not reposition upon selection of other Shows or other Episodes.
[Player Window C; Show Ring C; Episode Ring B]

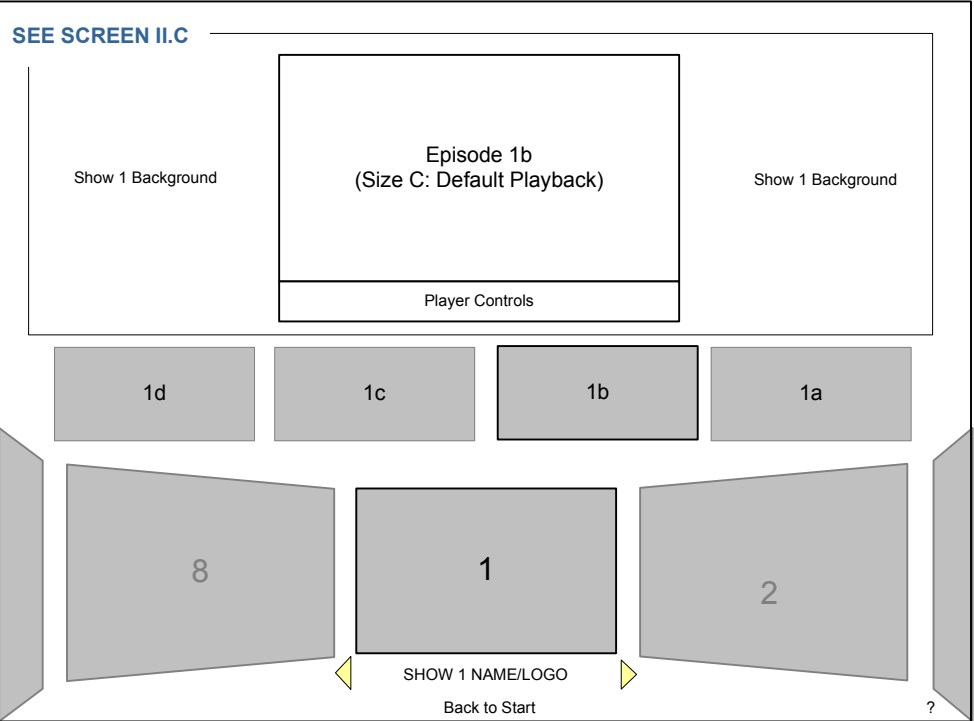
Use Case 2: Browsing to a Different Show and Episode



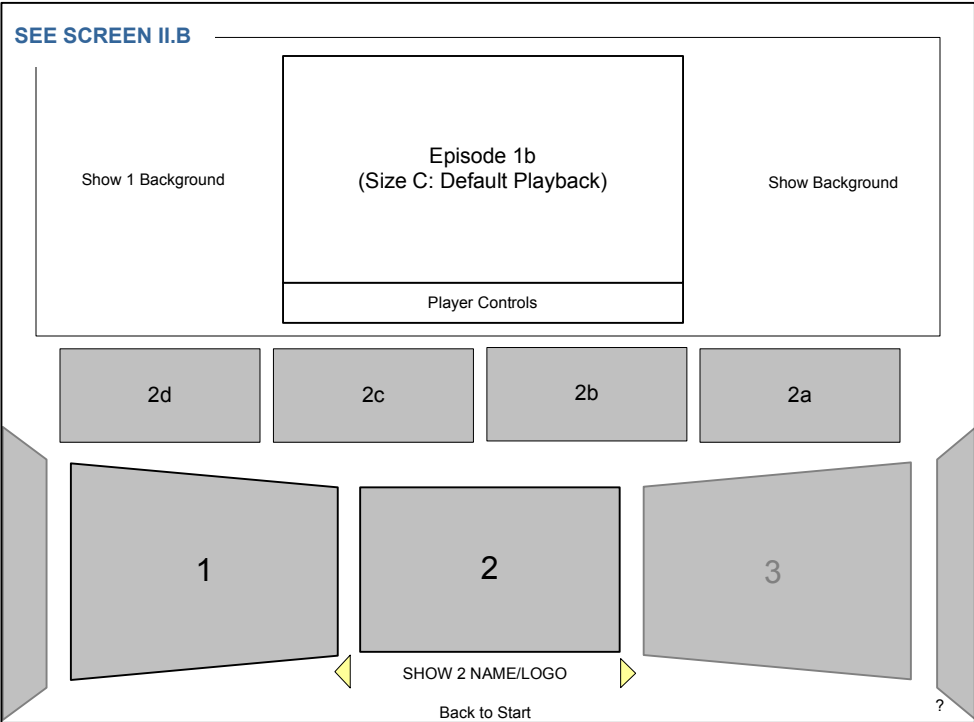
1. User is watching an Episode in Large Playback. The user selects the button in the Player Controls to minimize playback, and return the Player Window to it's Default Size in order to make the Episode and Show Rings available for selection.
[Player Window D; Show Ring C; Episode Ring B]



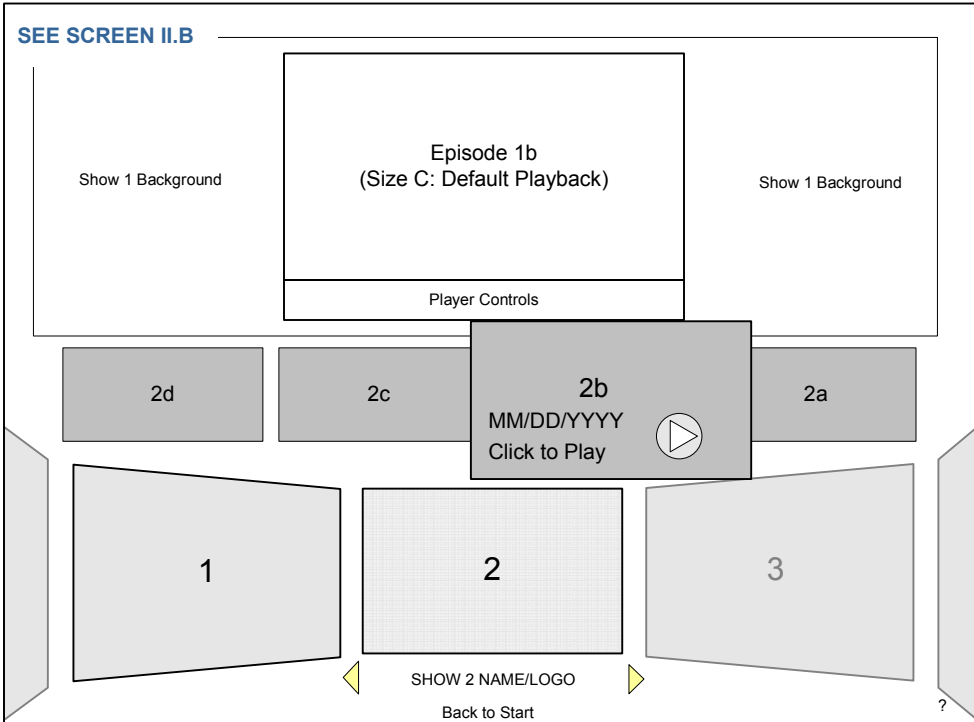
2. The user mouses across the Episode Ring, to the Show Ring. Both the Episode Ring and Show Ring are brightened. None of the three page elements: Player Window, Episode Ring, or Show Ring change position on the screen.
[Player Window C; Show Ring C; Episode Ring B]



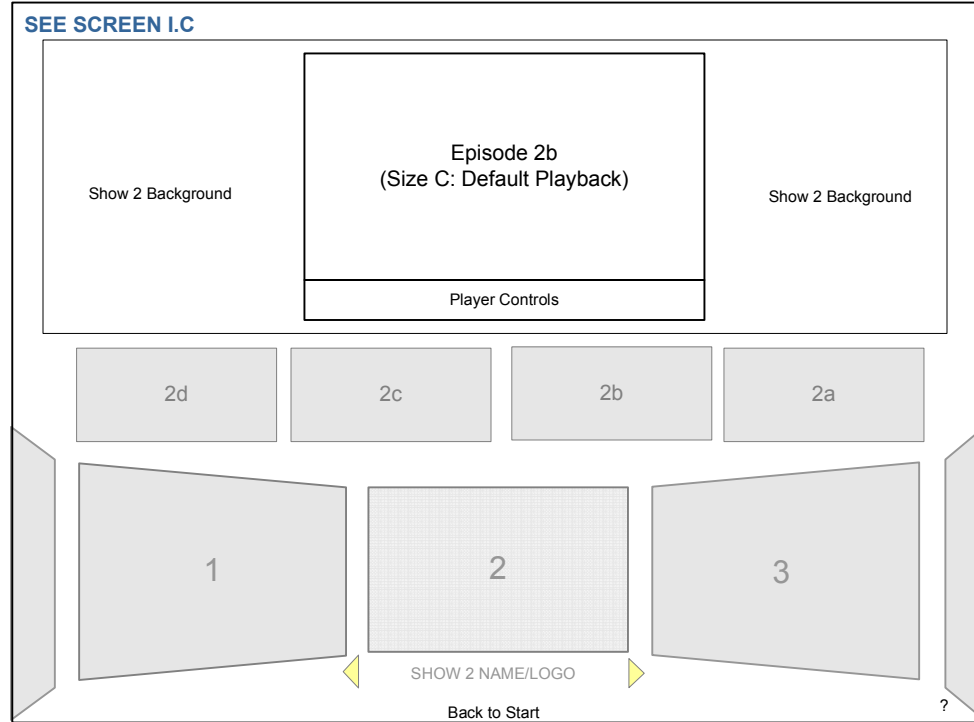
3. User navigates the Show Ring by selection of the Left Arrow, Right Arrow, or by selecting upon Show Images. The User selects Show 2.
[Player Window C; Show Ring C; Episode Ring B]



4. Available Episodes for Show 2, arranged chronologically (ascending by air date), replace the Episode Ring for Show 1 (which is currently playing).
[Player Window C; Show Ring C; Episode Ring B]

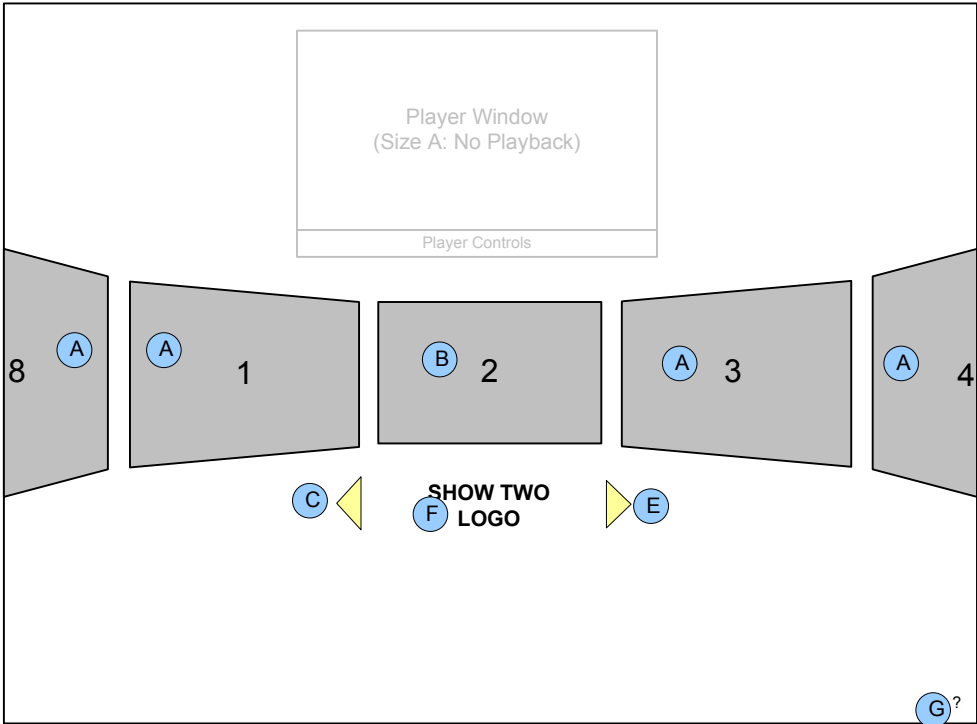
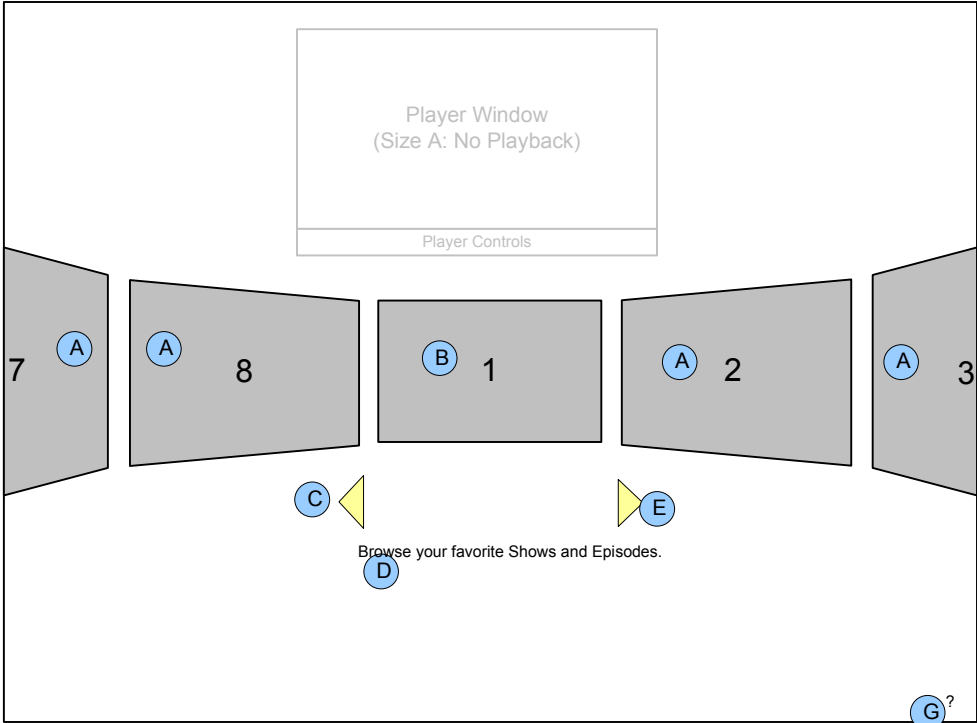


5. User mouses over the Episode Ring for Show 2. Details for the selected Episode are displayed, along with a Play button. The user selects on the Episode Image 2b.
[Player Window C; Show Ring C; Episode Ring B]



6. Show 2 Background fades in (1), Episode 2b begins playing (2), and Player controls are presented (3). The Episode and Show rings fade out after 2 seconds of Video Playback..
[Player Window C; Show Ring C; Episode Ring B]

I.A. Lobby View: Show Ring Priority



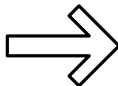
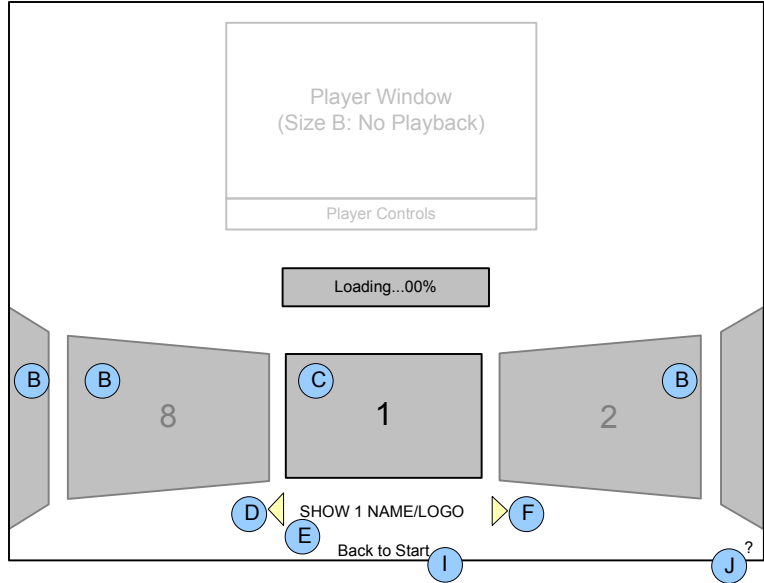
Component Sizes & Positions:

- Player Window A
- Show Ring A

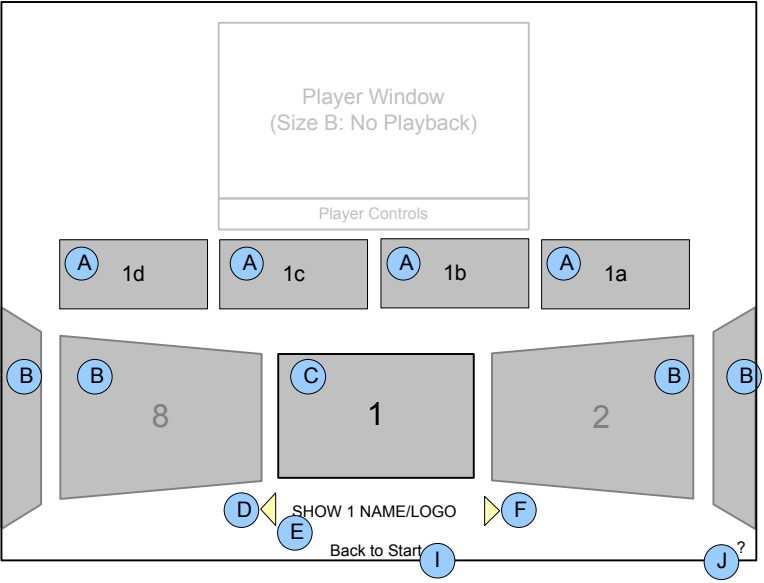
- A.** Graphic representing a Show.
Mouseover brightens, or otherwise places visual priority on the Graphic.
Selection rotates the selected Graphic into center position.
Selection also presents the user with Screen IB, exposing the Episode Ring for the Show selected.
- B.** Graphic representing a Show.
Mouseover brightens, or otherwise places visual priority on the Graphic.
If the Intro Text (Item D) is in the screen's presentation, it will be replaced by the Logo corresponding to Item B on mouseover of Item B.
Selection presents the user with Screen IB, exposing the Episode Ring for the Show selected.
- C.** Selection rotates the Show Ring to the right. In the example above, On selection of this button, Show 8 would slide into center position.
On hover, the user will be presented with a message indicating "Click for more shows."
- D.** Instructional/Intro text displayed by default upon launching the Player.
This text will be replaced by the Logo of the Show that is in center position by default after 5 seconds.
This text will be replaced by the Logo of the Show graphic that moves into center position if the User selects either C or E upon selection of either C or E.
- E.** Selection rotates the Show Ring to the left. In the example above, On selection of this button, Show 2 would slide into center position.
On hover, the user will be presented with a message indicating "Click for more shows."
- F.** The Logo of the Show in Center Position. This Logo replaces Default Text (Item D) upon the user's selection of either C or E from the default presentation of the player.
This Logo will replace the Intro Text after 5 seconds if Item B is not moused over, or if Items C or E have not been selected.
Selection presents the user with Screen IB, exposing the Episode Ring for the Show selected.
- G.** Help Button. Selection will launch a Help Page in a separate browser window.

I.B. Lobby View: Episode Ring Priority

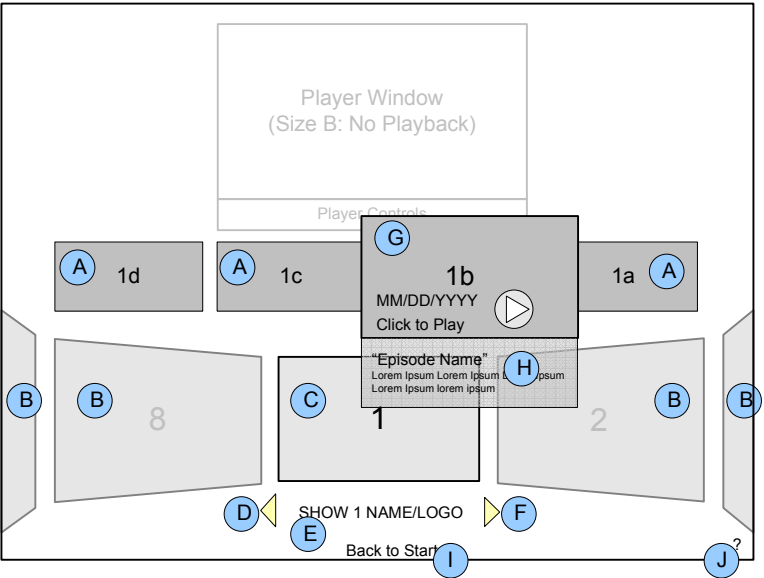
I.B Episode Ring Priority w/ Episode Ring Load Animation



I.B.i. Episode Ring Priority w/o Episode Graphic Mouseover



I.B.ii. Episode Ring Priority w/ Episode Graphic Mouseover

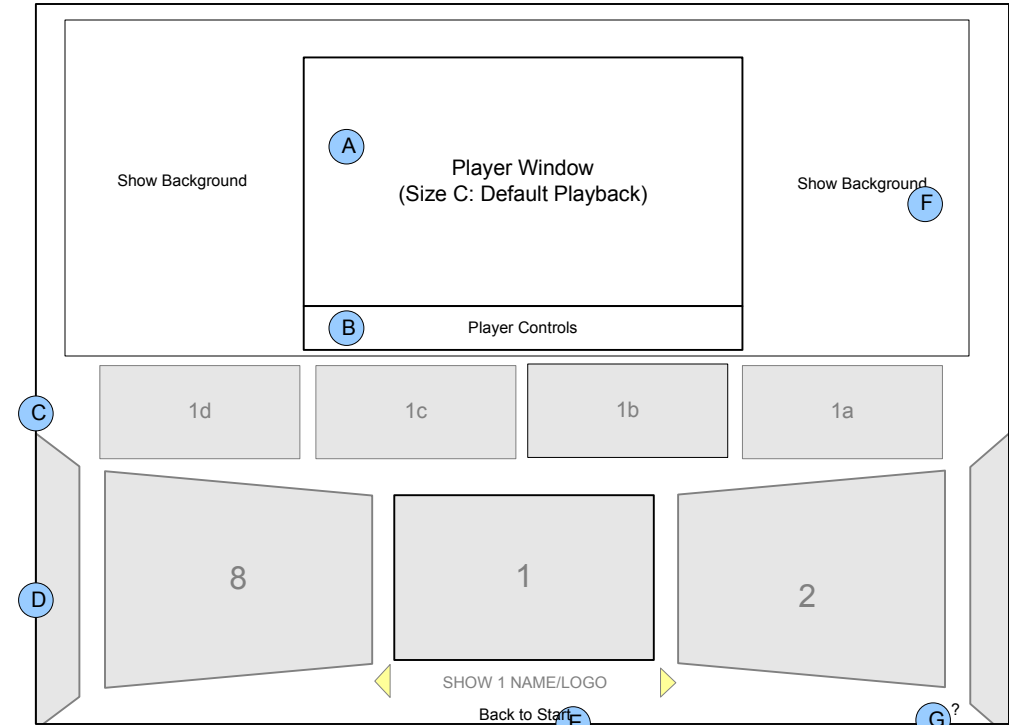


Component Sizes & Positions:

- Player Window B
- Show Ring B
- Episode Ring A

- A.** Graphic representing an Episode.
Mouseover presents the user with a Larger Episode Graphic corresponding to the Episode (see Item G below).
Mouseover dims all Items B and C.
Items D, E, F, I and J are NOT dimmed on mouseover of any Item A.
- B.** Graphic representing a Show other than that Show for which the Episode Ring is presented.
These Show Graphics are dimmed back upon mouseover of any Item A.
Mouseover brightens, or otherwise places visual priority on the Graphic.
Selection of any B Graphic will move the selected Graphic into Center Position, and present the Episode Ring for the Show corresponding to the Graphic selected.
- C.** Selection of this Graphic will present the Episode Ring for the Show corresponding to the Graphic selected.
These Show Graphics are dimmed back upon mouseover of any Item A.
Mouseover brightens, or otherwise places visual priority on the Graphic.
- D.** Selection rotates the Show Ring to the right. In the example above, On selection of this button, Show 8 would slide into center position.
Selection presents the Episode Ring for the Show in Center Position. In this example, the Episodes corresponding to Show 8 would be presented in the Episode Ring.
On hover, the user will be presented with a message indicating "Click for more shows."
- E.** The Name/Logo of the Show in Center Position in the Show Ring.
Selection of this Graphic will present the Episode Ring for the Show corresponding to the Graphic selected.
- F.** Selection rotates the Show Ring to the left. In the example above, On selection of this button, Show 2 would slide into center position.
Selection presents the Episode Ring for the Show in Center Position. In this example, the Episodes corresponding to Show 2 would be presented in the Episode Ring.
On hover, the user will be presented with a message indicating "Click for more shows."
- G.** Larger Graphic and Metadata corresponding to the Episode Graphic moused-over, including Air Date and Play Button.
Selection anywhere upon this Larger Graphic will initiate playback of the selected Episode, and present the user with Screen I.C.
- H.** On hovering over Item G for .5 seconds, additional metadata corresponding to the Episode represented by Item G, including Episode Title and Episode description, is displayed.
Selection anywhere upon this Larger Graphic & metadata will initiate playback of the selected Episode and present the user with Screen I.C.
- I.** Start Over button.
On hover, the user will be presented with a message indicating "Return to Start Page."
Selection will bring the user to the default Lobby View (see screen I.A).
- J.** Help Button. Selection will launch a Help Page in a separate browser window.

I.C. Lobby View: Playback Priority



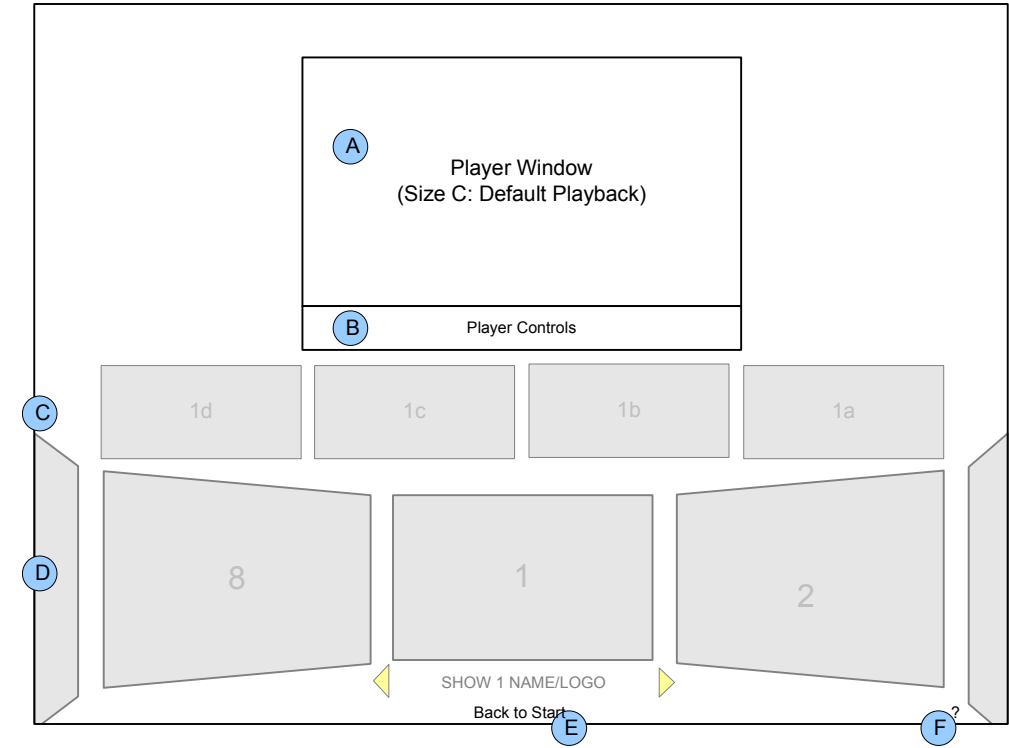
Component Sizes & Positions:

- Player Window C
- Show Ring C
- Episode Ring B

- A.** Selected Video. Playback begins upon Episode Graphic selection from Screen I.B.
On completion of Video Playback, after 5 seconds of User inactivity, the User will be presented with Screen I.B, with the Episode Ring for the Show that completed Playback displayed, and the Show Ring displayed with the Show that completed Playback in Center Position of the Show Ring.
- B.** Player Controls. Player Controls fade after 5 seconds of user inactivity. On mouse movement, if the Player Controls have faded, they will brighten.
- C.** Episode Ring. The Episode Ring fades out after 2 seconds of Video Playback. On mouse-over, of any Graphic in the Episode Ring, the entire Episode Ring will brighten.
See Screen II.B for an explanation of the functionality and interactivity of the Episode Ring.
- D.** Show Ring. The Show Ring fades out after 2 seconds of Video Playback. On mouse-over of any Graphic in the Show Ring, the entire Show Ring will brighten.
See Screen II.C for an explanation of the functionality and interactivity of the Show Ring.
The presentation of items in the Episode Ring is consistent with the Show currently playing until selection of another Show from the Show Ring is made.
- E.** Start Over button.
On hover, the user will be presented with a message indicating "Return to Start Page."
Selection will bring the user to the default Lobby View (see screen I.A).
- F.** Show Background Graphic.
This graphic is always specific to the Show for which the Episode is being played. On initial selection of an Episode from the Lobby View, this Graphic will fade in before Video Playback begins.
- G.** Help Button. Selection will launch a Help Page in a separate browser window.

II.A. Playback View: Default Playback Priority

Video Playback has begun, and continues uninterrupted while interacting with this screen, and the functionality described.



Component Sizes & Positions:

- Player Window C
- Show Ring C
- Episode Ring B

- A.** Selected Video. Playback begins upon Episode Graphic selection from Screen I.B or II.B. On completion of Video Playback, after 5 seconds of User inactivity, the User will be presented with Screen I.B, with the Episode Ring for the Show that completed Playback displayed, and the Show Ring displayed with the Show that completed Playback in Center Position of the Show Ring.
- B.** Player Controls. Player Controls fade after 5 seconds of user inactivity. On mouse movement, if the Player Controls have faded, they will brighten.
- C.** Episode Ring. The Episode Ring fades after 2 seconds of Video Playback. On mouse-over of any Graphic in the Episode Ring, the entire Episode Ring will brighten. See Screen II.B for an explanation of the functionality and interactivity of the Episode Ring.
- D.** Show Ring. The Show Ring fades after 2 seconds of Video Playback. On mouse-over of any Graphic in the Show Ring, the entire Show Ring will brighten. See Screen II.C for an explanation of the functionality and interactivity of the Show Ring. The presentation of items in the Episode Ring is consistent with the Show currently playing until selection of another Show from the Show Ring is made.
- E.** Start Over button. On hover, the user will be presented with a message indicating "Return to Start Page." Selection will bring the user to the default Lobby View (see screen I.A).
- F.** Help Button. Selection will launch a Help Page in a separate browser window.

Video Playback has begun, and continues uninterrupted while interacting with this screen, and the functionality described.



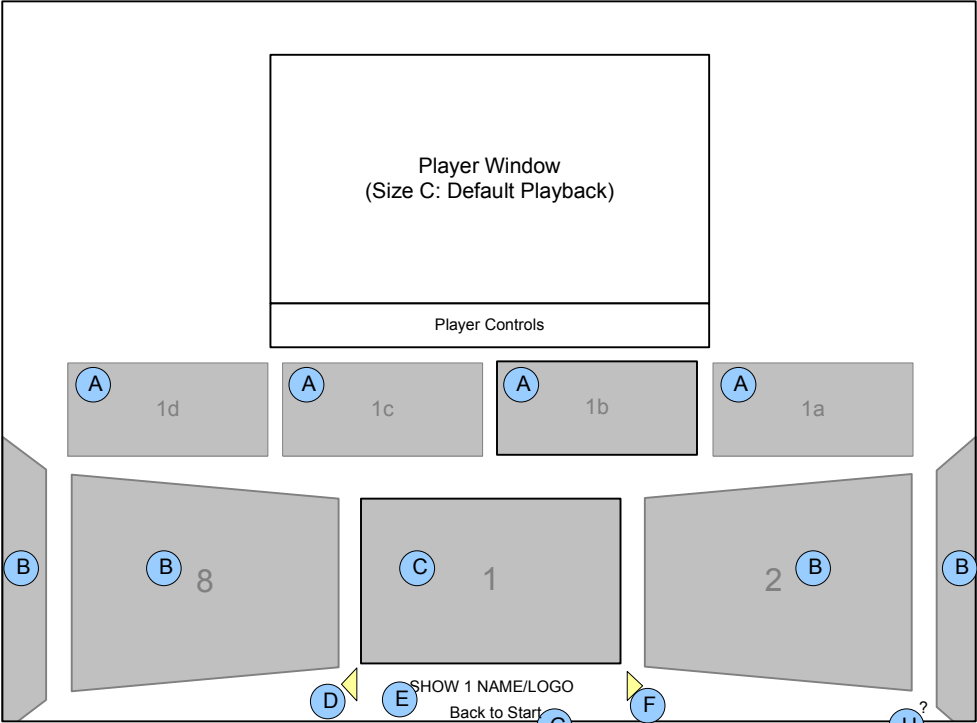
The diagram illustrates a media player interface layout. At the top center is a large rectangular area labeled "Player Window (Size C: Default Playback)". Below this window is a horizontal bar labeled "Player Controls". In the center of the interface is a gray rectangular button labeled "Loading...00%". At the bottom, there are three main content areas: a left panel labeled "8", a central panel labeled "1", and a right panel labeled "2". Below the central panel "1" is a horizontal bar containing the text "SHOW 1 NAME/LOGO" and "Back to Start". Various elements are marked with blue circles containing letters: "B" is on the left and right side panels; "C" is on the top-left corner of panel "1"; "D" and "F" are on the bottom corners of panels "8" and "2" respectively, with yellow arrow icons pointing outwards; "E" is on the bottom-left corner of panel "1"; "I" is on the bottom center bar; and "J" is on the bottom right corner with a question mark.

Player Window C
Show Ring C
Episode Ring B

-
- A.** Graphic representing an Episode. The Graphic corresponding to the Episode currently playing is highlighted, or otherwise visually distinguished.
- Mouseover of any Episode Graphic brightens the entire Episode Ring.
- Mouseover of any Episode Graphic brightens Items D, E and F.
- Mouseover presents the user with a Larger Episode Graphic corresponding to the Episode (see Item G below).
-
- B.** Graphic representing a Show other than that Show for which the Episode Ring is presented. The Show Graphic of the Show currently playing will be highlighted or otherwise visually distinguished.
- These Show Graphics are dimmed on mouseover of any Graphic in the Episode Ring.
- Mouseover of this Graphic will brighten the entire Show Ring.
- Selection of any B Graphic will move the selected Graphic into Center Position, and present the Episode Ring for the Show corresponding to the Graphic selected.
-
- C.** Graphic representing the Show for which the Episode Ring is presented. The Show Graphic of the Show currently playing will be highlighted or otherwise visually distinguished.
- These Show Graphics are dimmed on mouseover of any Graphic in the Episode Ring.
- Selection of this Graphic will present the Episode Ring for the Show corresponding to the Graphic selected.
-
- D.** Selection rotates the Show Ring to the right. In the example above, On selection of this button, Show 8 would slide into center position.
- Selection presents the Episode Ring for the Show in Center Position. In this example, the Episodes corresponding to Show 8 would be presented in the Episode Ring.
- On hover, the user will be presented with a message indicating "Click for more shows."
- This Graphic will brighten on mouseover of any Item in the Episode or Show Ring.
-
- E.** The Name/Logo of the Show in Center Position of the Show Ring.
- Selection of this Graphic will present the Episode Ring for the Show corresponding to the Graphic selected.
- This Graphic will brighten on mouseover of any Item in the Episode Ring or Show Ring.
-
- F.** Selection rotates the Show Ring to the left. In the example above, On selection of this button, Show 2 would slide into center position.
- Selection presents the Episode Ring for the Show in Center Position. In this example, the Episodes corresponding to Show 2 would be presented in the Episode Ring.
- On hover, the user will be presented with a message indicating "Click for more shows."
- This Graphic will brighten slightly on mouseover of any Item in the Episode or Show Ring.
-
- G.** Larger Graphic and Metadata corresponding to the Episode Graphic moused-over, including Air Date and Play Button.
- Selection anywhere upon this Larger Graphic will initiate playback of the selected Episode, and present the user with Screen I.C.
-
- H.** On hovering over Item G for .5 seconds, additional metadata corresponding to the Episode represented by Item G, including Episode Title and Episode description, is displayed.
- Selection anywhere upon this Larger Graphic & metadata will initiate playback of the selected Episode and present the user with Screen I.C.
-
- I.** Start Over button.
- On hover, the user will be presented with a message indicating "Return to Start Page."
- Selection will bring the user to the default Lobby View (see screen I.A).
-
- J.** Help Button. Selection will launch a Help Page in a separate browser window.
-

II.C. Playback View: Show Ring Priority

Video Playback has begun, and continues uninterrupted while interacting with this screen, and the functionality described.



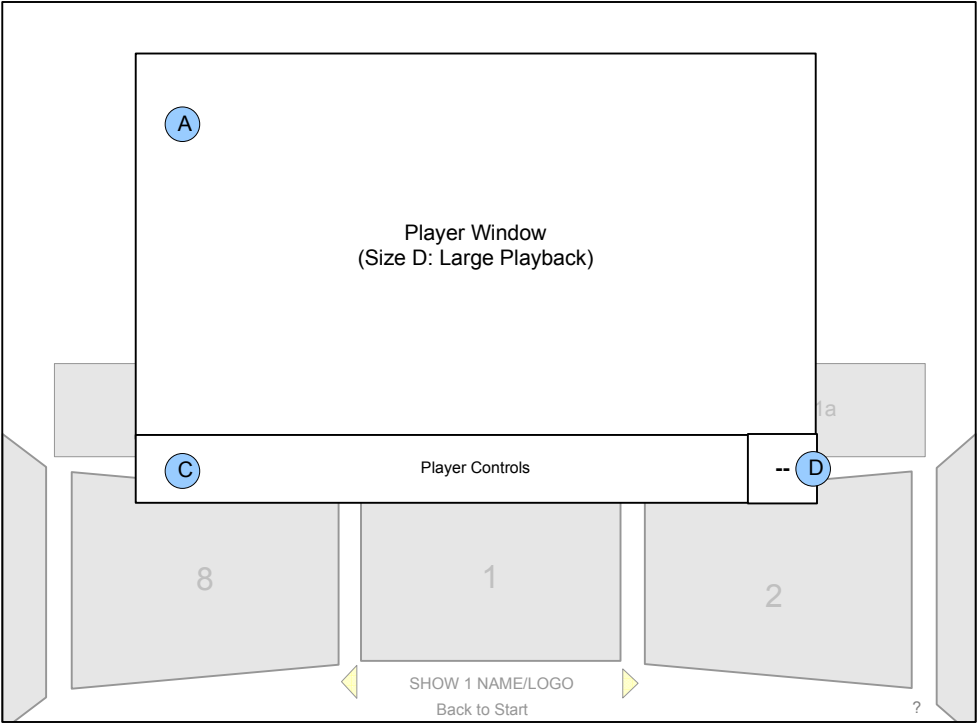
Component Sizes & Positions:

- Player Window C
- Show Ring C
- Episode Ring B

- A.** Graphic representing an Episode.
See II.B for an explanation of Episode Ring functionality.
- B.** Selection of this Graphic will present the Episode Ring for the corresponding Show, and rotate the Show Ring so that the selected Show Graphic is in Center Position of the Show Ring.
The Show Graphic of the Show currently playing will be highlighted or otherwise visually distinguished.
These Show Graphics are dimmed on mouseover of any Item in the Episode Ring (Item A).
- C.** Selection of this Graphic will present the Episode Ring for the corresponding Show.
The Show Graphic of the Show currently playing will be highlighted or otherwise visually distinguished.
This Show Graphic is dimmed on mouseover of any Item in the Episode Ring (Item A).
- D.** Selection rotates the Show Ring to the right. In this example, on selection of this button, Show 8 would slide into center position.
Selection presents the Episode Ring for the Show in Center Position. In this example, the Episodes corresponding to Show 8 would be presented in the Episode Ring.
On hover, the user will be presented with a message indicating "Click for more shows."
- E.** The Name/Logo of the Show in Center Position in the Show Ring.
Selection of this Graphic will present the Episode Ring for the Show corresponding to the Graphic selected.
This Graphic will brighten upon mouseover of any Item in the Episode Ring.
- F.** Selection rotates the Show Ring to the left. In this example, on selection of this button, Show 2 would slide into center position.
Selection presents the Episode Ring for the Show in Center Position. In this example, the Episodes corresponding to Show 2 would be presented in the Episode Ring.
On hover, the user will be presented with a message indicating "Click for more shows."
- G.** Start Over button.
On hover, the user will be presented with a message indicating "Return to Start Page."
Selection will bring the user to the default Lobby View (see screen I.A).
- H.** Help Button. Selection will launch a Help Page in a separate browser window.

II.D. Playback View: Large Playback

Video Playback has begun, and continues uninterrupted while interacting with this screen, and the functionality described.



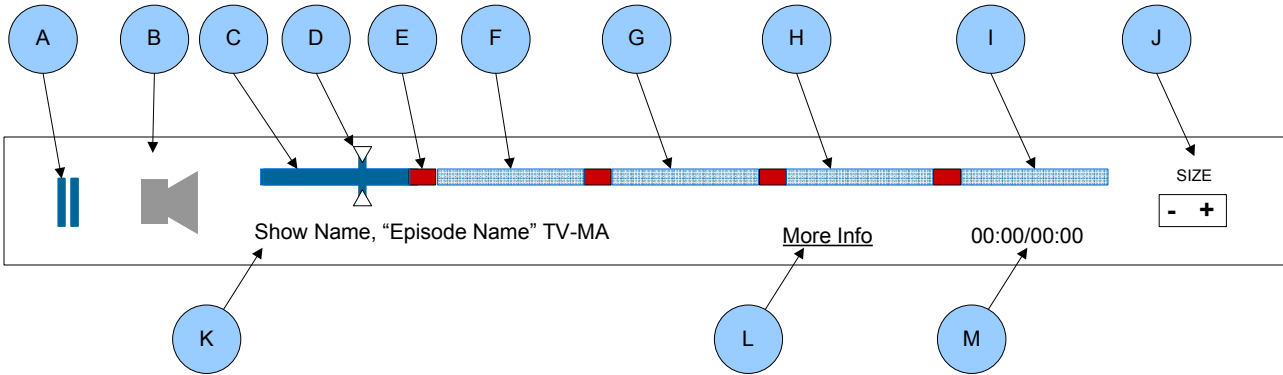
Component Sizes & Positions:

- Player Window D
- Show Ring C
- Episode Ring B

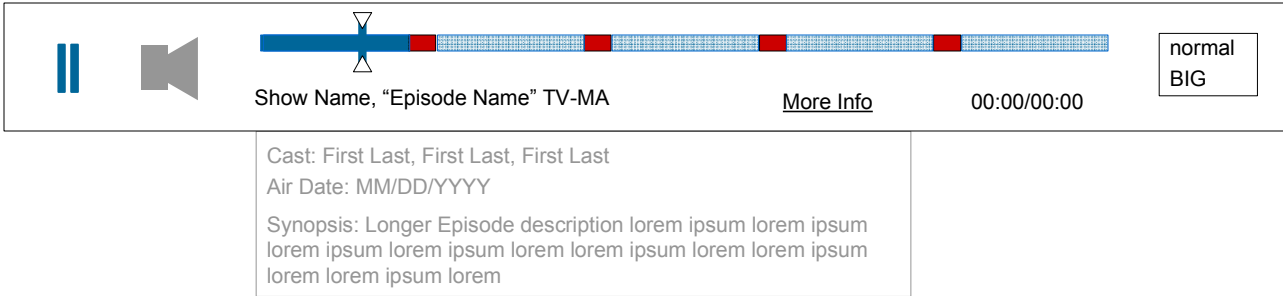
- A.** Selected Video. Playback begins upon Episode selection from Screen IB or IIB. Large Playback must be initiated from the Player Controls after Video Playback (Default Size) has begun. On completion of Video Playback, after 5 seconds of User inactivity, the User will be presented with Screen I.B, with the Episode Ring for the Show that completed Playback displayed, and the Show Ring displayed with the Show that completed Playback in Center Position of the Show Ring.
- B.** Player Controls. Player Controls fade after 5 seconds of user inactivity. On mouse movement, if the Player Controls have faded, they will brighten.
- C.** Minimize Button. In order to access either the Episode Ring or Show Ring, playback must be minimized to Default Size Presentation. On minimizing, the user will be presented with Screen III (See Use Case 1 Details). Neither the Episode Ring nor Show Ring are selectable while viewing Large Playback. Neither the Episode Ring nor Show Ring react to mouseover while viewing Large Playback. Attempted selection of any item outside of the Player Controls while viewing Large Playback will message the user that Playback must be minimized. Hover on any item outside of the Player Controls while viewing Large Playback will message the user that Playback must be minimized.

III. Player Controls

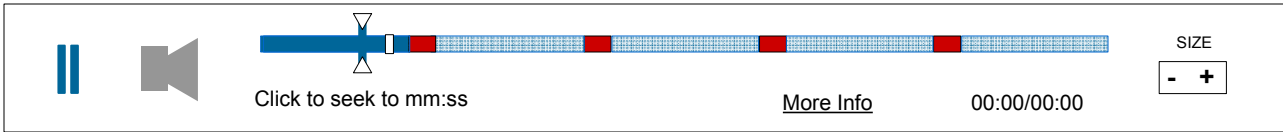
Functionally, the Player Controls in Version 2 of the Full Episode Player represent a subset of Version 1 Player Controls. The explanations that follow are meant to explain the subset, and mimic Version 1 Player Control Functionality for the subset used.



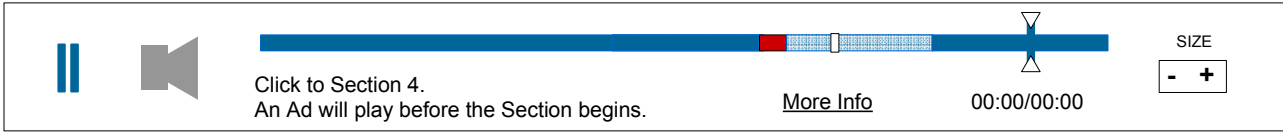
Section 1 is unlocked. User has mouses over "More Info"



Section 1 is unlocked. User mouses over Section 1 to an area of un-elapsed Playback, ahead of the Playback Position Indicator. "Click to seek" tool tip and visual cue are displayed.



Sections 1, 2 and 3 are unlocked. User clicks ahead to Section 5 while watching Section 3. Section 4 and Ad 3 remain locked. User mouses over Section 4. Click to seek tool tip and visual cue are displayed.



A. Play/Pause button. Selection will Pause Playback while Playback is active. Selection will Play while Playback is Paused.

B. Mute Control. If the Video Player is not Muted, selection will Mute the Video Player. If the Video Player is Muted, selection will un-Mute the Video Player. Presentation of this Icon will update accordingly.

C. Episode Section 1. More opacity indicates an "unlocked" section. A user can scrub an "unlocked" section to a specific point either before or after the point of actual elapsed playback, as indicated by Item D, the Playback Position Indicator. Mouseover of an "unlocked" section will present the user with a visual cue and a tool tip indicating the time code associated with their mouse position. Episode Section 1 is always "unlocked" as a result of having begun Episode playback.

D. Playback position indicator.

E. Ad break indicator. Advertisements only play once. After an Ad plays, the corresponding Ad Break Indicator is removed from presentation in the Player Controls.

F. Episode Section 2. More opacity indicates an "unlocked" section. A user can scrub an "unlocked" section to a specific point either before or after the point of actual elapsed playback, as indicated by Item D, the Playback Position Indicator. Mouseover of an "unlocked" section will present the user with a visual cue and a tool tip indicating the time code associated with their mouse position. Selection on Episode Section 2 before any part of Episode Section 2 has elapsed will "unlock" the Section and initiate Playback at Ad Break 1 before Playback of Episode Section 2 begins Playback. Ad Break 1 is removed from Presentation after having elapsed, and will not play a second time. On mouseover of an "locked" Section, the user is presented with a tool tip stating "Click to Section X. An Ad will play before the Section begins."

G. Episode Section 3. More opacity indicates an "unlocked" section. A user can scrub an "unlocked" section to a specific point either before or after the point of actual elapsed playback, as indicated by Item D, the Playback Position Indicator. Mouseover of an "unlocked" section will present the user with a visual cue and a tool tip indicating the time code associated with their mouse position. Selection on Episode Section 3 before any part of Episode Section 3 has elapsed will "unlock" the Section and initiate Playback at Ad Break 2 before Playback of Episode Section 3 begins Playback. Ad Break 2 is removed from Presentation after having elapsed, and will not play a second time. On mouseover of an "locked" Section, the user is presented with a tool tip stating "Click to Section X. An Ad will play before the Section begins."

H. Episode Section 4. More opacity indicates an "unlocked" section. A user can scrub an "unlocked" section to a specific point either before or after the point of actual elapsed playback, as indicated by Item D, the Playback Position Indicator. Mouseover of an "unlocked" section will present the user with a visual cue and a tool tip indicating the time code associated with their mouse position. Selection on Episode Section 4 before any part of Episode Section 4 has elapsed will "unlock" the Section and initiate Playback at Ad Break 3 before Playback of Episode Section 4 begins Playback. Ad Break 3 is removed from Presentation after having elapsed, and will not play a second time. On mouseover of an "locked" Section, the user is presented with a tool tip stating "Click to Section X. An Ad will play before the Section begins."

I. Episode Section 5. More opacity indicates an "unlocked" section. A user can scrub an "unlocked" section to a specific point either before or after the point of actual elapsed playback, as indicated by Item D, the Playback Position Indicator. Mouseover of an "unlocked" section will present the user with a visual cue and a tool tip indicating the time code associated with their mouse position. Selection on Episode Section 5 before any part of Episode Section 5 has elapsed will "unlock" the Section and initiate Playback at Ad Break 4 before Playback of Episode Section 5 begins Playback. Ad Break 4 is removed from Presentation after having elapsed, and will not play a second time. On mouseover of an "locked" Section, the user is presented with a tool tip stating "Click to Section X. An Ad will play before the Section begins."

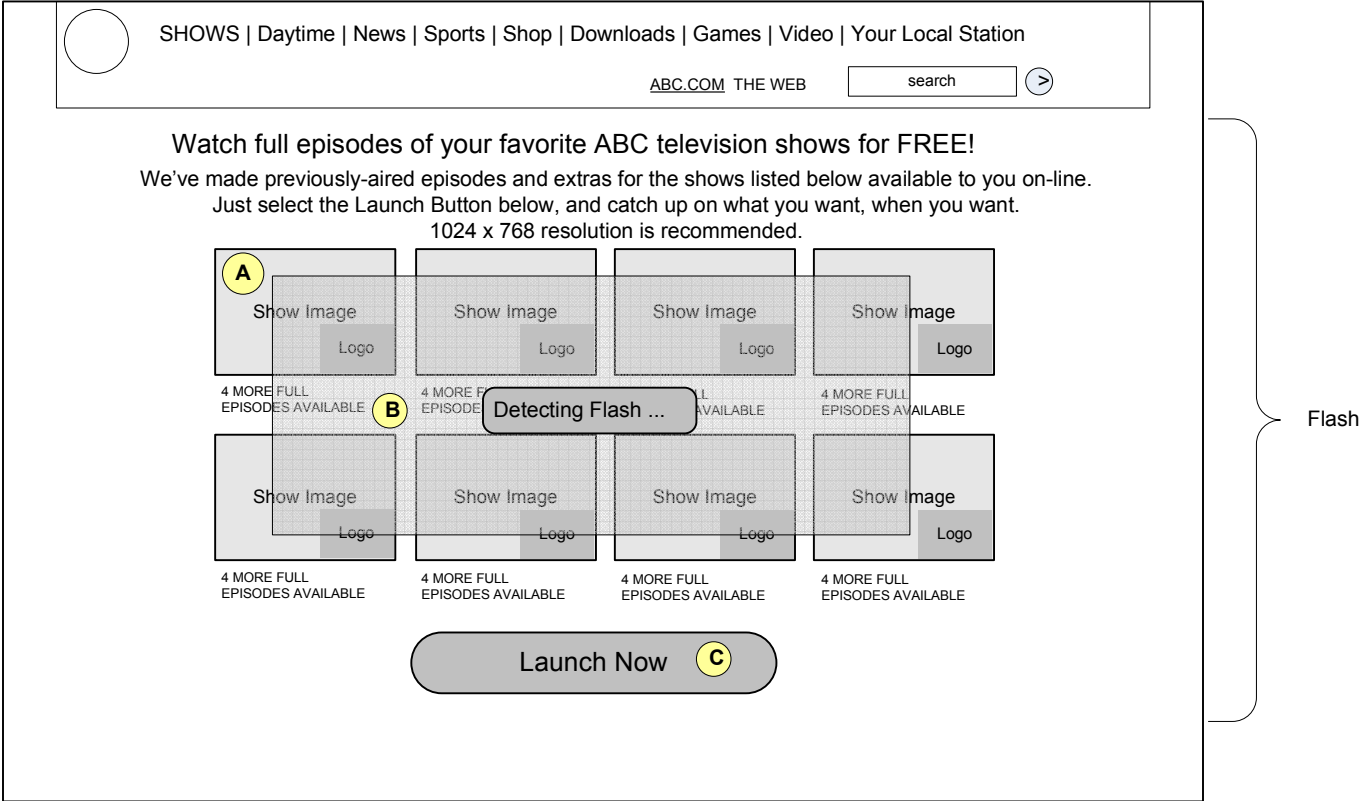
J. Maximize/Minimize button. Mouse-over exposes the Player Size options. After playback has begun, selection of "BIG" will Maximize Playback (switch the user to Large Playback). The "normal" option will not be selectable from the mouse-over if in Default Playback size. If Large Playback has been initiated, selection of "normal" will return the user to Default Playback size. The "BIG" option will not be selectable from the mouse-over if in Default Playback size.

K. Episode Summary Information. Show Name, Episode Name, Rating.

L. More Info Link. Episode Detail Information is presented in a translucent overlay upon mouse-over of the More Information Link. The overlay is closed on mouse-out of the overlay.

M. Elapsed time in minutes and seconds, and total Video Playback duration in minutes and seconds.

IV. Launch Page - Success State



A. Selection of any Show Image will launch the Video Player. If the Video Player is launched via selection of a Show Image, the default presentation of the Show Ring will have the corresponding Show in center position.

Show Images become available for selection after the Video Player Initialization is complete.

B. Animation that cycles through the following:

1. Detecting Flash...
2. Initializing...
3. Player Configuration Complete.

Upon completion of the animation, the transparency will disappear, making the Show Images and Launch Now button available for selection.

C. Launches the default presentation of the Video Player.

This button is not available until the Flash Detection Animation described in B is complete.

IV.A. Launch Page - Failure Cases

The following are validated upon linking to the Video Player Launch Page:

- 1. Flash Player 8 Installation
- 2. Connection Speed
- 3. Geography

The screens below represent error cases if one or more of the conditions above is not met.

FLASH PLAYER NOT INSTALLED/INCOMPATIBLE FLASH VERSION INSTALLED

SHOWS | Daytime | News | Sports | Shop | Downloads | Games | Video | Your Local Station

ABC.COM THE WEB

Flash Player 8 is required.
Please [click here](#) to install or upgrade this free software.

Watch full episodes of your favorite ABC television shows for FREE!
We've made previously-aired episodes and extras for the shows listed below available to you on-line.
Just select the Launch Button below, and catch up on what you want, when you want.
1024 x 768 resolution is recommended.

Show Image

Logo

4 MORE FULL EPISODES AVAILABLE

Show Image

Logo

4 MORE FULL EPISODES AVAILABLE

Show Image

Logo

4 MORE FULL EPISODES AVAILABLE

Show Image

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4 MORE FULL EPISODES AVAILABLE

Show Image

Logo

4 MORE FULL EPISODES AVAILABLE

Show Image

Logo

4 MORE FULL EPISODES AVAILABLE

HTML

USER NOT IN THE U.S.

SHOWS | Daytime | News | Sports | Shop | Downloads | Games | Video | Your Local Station

ABC.COM THE WEB

Sorry, this Service is only available in the United States.

Watch full episodes of your favorite ABC television shows for FREE!
We've made previously-aired episodes and extras for the shows listed below available to you on-line.
Just select the Launch Button below, and catch up on what you want, when you want.
1024 x 768 resolution is recommended.

Show Image

Logo

4 MORE FULL EPISODES AVAILABLE

Show Image

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4 MORE FULL EPISODES AVAILABLE

Show Image

Logo

4 MORE FULL EPISODES AVAILABLE

HTML

FLASH PLAYER NOT INSTALLED/INCOMPATIBLE FLASH VERSION INSTALLED & SLOW CONNECTION

SHOWS | Daytime | News | Sports | Shop | Downloads | Games | Video | Your Local Station

ABC.COM THE WEB

Flash Player 8 is required. [Get Flash 8.](#)
WARNING: Your connection speed is below 100Kbps, which may affect Video Player Performance.

Watch full episodes of your favorite ABC television shows for FREE!
We've made previously-aired episodes and extras for the shows listed below available to you on-line.
Just select the Launch Button below, and catch up on what you want, when you want.
1024 x 768 resolution is recommended.

Show Image

Logo

4 MORE FULL EPISODES AVAILABLE

Show Image

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4 MORE FULL EPISODES AVAILABLE

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