Operator Ads and Arachnid Coin Operated Machines

Ads can be an important part in the league. They can sell product, show upcoming events, and display the operator logo. They could even be used to give a team bragging rights on their wins.

Making Operator Ads in LeagueLeader

In short, you can't. LeagueLeader does not have any programming to create or modify images. All LeagueLeader can do is transfer an Operators ads to the various Arachnid coin operated machines. That being said, we have all kinds of recommendations.

Obviously, the professional programs like Adobe products and Corel Draw will give you the best results. They are, however, quite pricey. There are tons of free programs you can use. All of them have their own quirks and learning curves, but all in all, they work pretty well. Search for programs like GIMP, Paint.net or just "free picture editing program" in your favorite search engine.

Programs to not use are: Word, Open Office, Publisher, Quark and other word editing or desktop publishing programs. They just aren't built to do what is necessary.

Black Widows

The Black Widow is able to utilize only two picture file types: PCX and JPEG. The maximum number of ads that can be loaded on a Black Widow is eight.

The Galaxy II/Galaxy II.5

The Galaxy II is able to utilize two picture file types: PCX and JPG. Because the Galaxy II has a limited amount of memory available, we recommend using JPG as your file type. The Galaxy II can hold up to three JPG's max. The Smaller the JPG the better.

You can use PCX files but they are quite large when compared to JPGs. The same image 30 kilobyte JPG will be 100 kilobytes as a PCX.

The Galaxy 3

Galaxy 3's can only use JPGs for operator ads. The superior graphic abilities of the Galaxy 3 allow for higher end images and ads. The Galaxy 3 has 8 megabytes allotted for Operator Ads. You can put as many ads on the Galaxy 3 as long as they can fit in the 8 megabytes allotted.

The Super Shuffle

The Super Shuffle can use JPG, PNG, GIF, BMP or PCX for their operator ads. However, the Super Shuffle doesn't support transparent images and LeagueLeader converts all the ads to JPG before sending them to the Super Shuffle. That being said, Arachnid recommends using JPGs for your Super Shuffle ads.

Ad Requirements

The following table displays the setting requirements for any ads that go to Arachnid Machines.

Machine Type	File Type	Max Resolution	Recommended File Size
Black Widow	JPG	640x480	Around 100K
Galaxy II & Galaxy II.5	JPG Standard or Optimized	640x480	Below 100K
Galaxy 3	JPG	1440x900	Below 3 Meg
Super Shuffle	Any JPG	1360x768	Below 3 Meg

Transferring The Ads to the Arachnid Machines

The procedure for transferring ads to Arachnid machines is a two step process, assigning the ads to locations and transferring the ad to the dartboards.

Uploading a New Ad

1. Click on **Operator Ads** under the Utilities menu.
2. Click on either **Dartboard Ads** or **Shuffleboard Ads**.
3. Depending on which menu you chose in step 2, click on either Upload a **New Dartboard Ad** or **Upload a New Shuffleboard Ad**.
4. Click **Browse**.

5. Once the Choose File window is open, browse to the folder where you stored your ad.
6. Select the ad and click **Open**.
7. Give the ad a name and description. Once finished click **OK**.
8. Select the locations to send the ad to. You may click on **Select All** to automatically assign the ad to all locations.
9. Click **OK** once finished.

The main screen will show a thumbnail of the the new ad along with the name you gave it, the size of the ad in bytes, the ad's dimensions in pixels, and the description of the ad. By clicking on the thumbnail you'll get a larger version of the image as well as more information including the locations its assigned to. From here you will be able to edit the name and description by clicking on **Edit**, delete the whole ad by clicking on **Delete**, or **Update Locations** assigned to it. Click **OK** to exit this window.

The second part of the process is to transfer the ad to the locations. The ads will automatically be transferred to the Galaxy II's when the boards call into the LeagueLeader network. If you wish to call the locations manually or use an update disk, follow the instructions in Appendix 1: LeagueComm.