

WBI for Financial Markets Demo Instructions

How to Run:

The demo is divided into 2 sections:

1. Problem view: this reviews the industry needs in straight through processing. The aim is to show a proper transaction in a various delivery channels.
2. Solution view: Includes a high level architecture picture that traces the path of a post trade and pre-settlement process from beginning to end. The aim of this section is to highlight the value and functionality of solution from both an executive to technical level.

Summary of interface elements:

Detach the file to your local machine before launching. Ensure your audio is turned on and at a comfortable volume. For best possible playback, we suggest that you close some (or all to be safe) of your applications if you have many windows open, as the animation and audio files will synch up better when they have more processing power available to them.

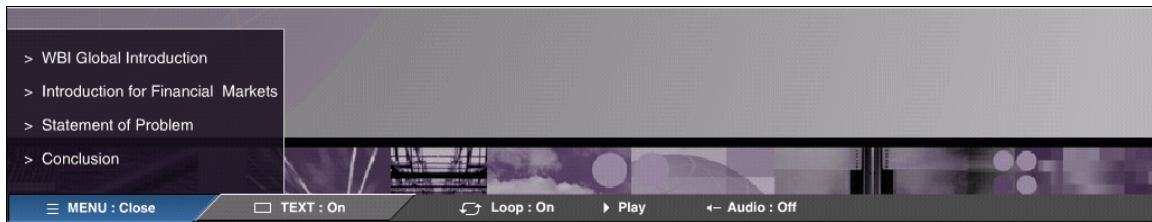
Top Navigation



The top bar breaks up the content screens into "problem" and "solution". The demo stops after each Problem or Solution step. Press the right arrow key or click on the demo screen numbers (i.e. 1, 2, 3) to continue to the next section of the demo. Click on The Solution tab to see the steps in that section. To go back one section press the left arrow key.

In face to face customer situations you will want to turn the audio off and skip to the final animated versions of each of the steps, since the animations are timed for the voice over. To do this press the 'r' key to go right/forward and the 'l' key to go left/backwards. These functions work inside a particular Frames animation only.

Bottom Bar Navigation:



The **menu** gives you quick access to the major areas of the demo, as shown above. The Global Introduction is consistent across all WBI demos and auto plays when launching the demo.

Text: On/Off toggle: (off by default) enable the user to read the closed captioning text that goes along with each slide and is in synch with the audio voice over and the animation sequences. (the audio voice over is independent however, and you wish to have only one or the other on, or both, or neither!)

Loop: On/Off toggle: feature when selected (off by default) at any time will run through the demo without user input, running from Frame1 through Frame9 (although you can start the loop at any point in between by selecting it from the toggle at the bottom). Keep in mind, whatever features you have selected from the bottom menu will remain as the demo loops through. ie. If you have the Closed Captioning Text on, and the Audio off, then the second time around, after the global intro, those selections will remain until you manually change them. This is ideal for leaving the demo unattended and knowing what your audience will be receiving. The topBar navigation updates by itself to show the user where they are as each screen passes on.

Play/Pause toggle: self explanatory, playhead and audio pause until you select play.

Audio:on/Off toggle: self explanatory. the audio will stay in synch when turned off, so when you turn it back on, it coincides with the animation and the closed caption text if you have it on.

Notes: ** There is some caveat's, you will need to be conscious of. The options you have selected, for example, if you have the Loop feature set to on, and you press the 'r' key to skip to the end of a particular frames animation sequence, the playhead will immediately take you to the next Frame because you have told it to loop. The short of it is, there is the potential for the navigation to cancel one another out, so be aware. If you are going to have the demo loop, you will not want to use the 'r' , 'l', "<right arrow>", or "<left arrow>" key shortcuts.

The Global introductions audio file is always on, (10 seconds)