

Acrobat 8 bifurcated collaboration solution

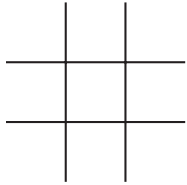
- ⌘ Shared Review for asynchronous collaboration.
 - ☒ Complicated comment server setup.
 - ☒ Need to check-in/check-out comments.
 - ☒ Requires change to firewall configuration to publish comments.
 - ☒ Outside firewall participants loose identity.
 - ☒ No Chat feature.
 - ☒ Cross platform compatibility issues.
 - ☒ Not previous version (browser based review) compatible.



“Shared Review”
and “Connect” are
NOT
integrated solutions

- ⌘ Connect (subset of Macromedia Breeze) for group synchronous presentation/collaboration.
 - ☒ *Desktop sharing* mode: all comments are associated with host not participant.
 - ☒ Participant markups, except for host, experience a **noticeable** delay in displaying on their platform.
 - ☒ Browser based & open to viruses.
 - ☒ *Document sharing* mode **not** supported in Connect; requires Connect Pro.
 - ☒ Max 15 participants; one meeting room.
 - ☒ \$39/mo. or \$395/yr. host fee.
 - ☒ North America only; not Worldwide.

TIC-TAC-TOE



Asynchronous Tic-Tac-Toe demo

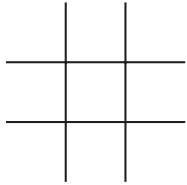
Acrobat 8 “Shared Review”

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- 1. You add your mark
 - 2. You publish your mark.
 - 3. Tell other player you have published your mark and ask for their mark.
 - 4. Other player publishes their mark and tells you.
 - 5. You check for other player's published mark.
 - 6. You accept other player's published mark.
- 1. Add your mark and continue adding marks when you see the other player's mark.
 - 2. Other player sees your mark and continues adding mark when they see your mark.

TIC-TAC-TOE



Synchronous Tic-Tac-Toe demo

Acrobat 8 “Connect”

- 1. You add your mark which is uploaded to server and downloaded to host's workstation.
- 2. Host's application renders your mark with host's identity, not yours, and host's *screen-shot* is uploaded to server.
- 3. Host's *screen-shot* is downloaded to your workstation and, only then after a noticeable delay, can you see the mark you made.
- 4. Host makes mark which is distributed to you and you continue making marks.

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- 1. Add your mark and continue adding marks when you see the other player's mark.
- 2. Other player sees your mark and continues adding mark when they see your mark.