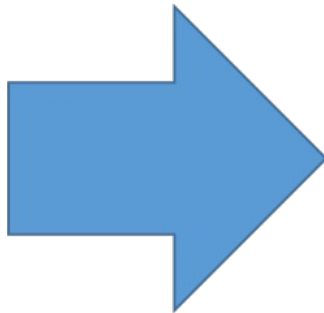# Custom Graphics

In

Total Control

Overview:

Total Control offers various ways to use graphics. Within Accelerator it is possible to pre-select an image in the driver, add images to the software via the Expansion Pack, or custom images not provided by URC. Customization is a key component of Total Control and is a great way to provide the ultimate customer experience.

Things to Remember:

When using custom graphics in URC Accelerator, it is necessary to add a Normal State and Pressed state for all icons. These states are represented as shown:

Normal (Unpressed) State: (button name)_N_500 i.e. Blu-ray_N_500

Pressed State: (button name)_P_600 i.e. Blu-ray_P_600
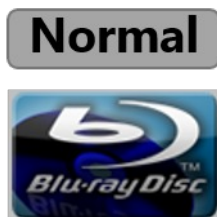
Folder Hierarchy

The images MUST be placed into the folders of each user interface being used.

To access the folders in URC Accelerator follow these steps:

1. **C Drive** on the computer

2. **Program Files (x86)** for 64x PCs

3. **Universal Remote Control, Inc.** Folder

4. **URC Accelerator**

5. Select the **Clients** folder
   All user interfaces (remotes, keypads, mobile devices) are referred to as Clients by the software.

   Note: This is the file path to the appropriate folder:
   C:\Program Files (x86)\Universal Remote Control, Inc\URC Accelerator\Clients**[insert URC interface]**\DevImages

6. Select the URC interface desired, i.e. **TRC-1080**
   Each device folder contains various sub-folders.

7. Open the **DevImages** folder, this is where custom graphic image files shall be placed.
   A custom folder can be created to quickly access custom graphics.
   *Note: This folder also contains the **DevImage.vfd** file which is **NEVER to** be deleted or removed.*

Image Sizing

Every URC Interface uses a specific image size in order to appropriately display on the user interface. When using custom graphics, images must follow two requirements.

1. Images **MUST** be sized to the dimensions required by the interface

2. All graphics must be in **.png** format

| User Interface	Resolution
Android & iOS	
Main Menu:	512x389
Sub-menu:	120x120
TKP-7000	
Main Menu:	119x108
Sub-menu:	48x48
TKP-5500	
Main Menu:	512x389
Sub-menu:	120x120
TKP-2000	
Main Menu:	106x64
Sub-menu:	106x64
TRC-1280	
Main Menu:	120x72
Sub-menu:	120x72
TRC-1080	
Main Menu:	106x64
Sub-menu:	106x64
TRC-820	
Main Menu:	106x64
Sub-menu:	106x64
MRX-20	
Main Menu:	119x108
Sub-menu:	48x48

Adding Custom Graphics to the Program

Once an image has been resized to the appropriate dimensions, it must then be placed into the **DevImages** folder within the computer.

1. Save the image with the proper **Normal** and **Pressed** state
   This example uses Cable named as **Cable 1_N_500** for Normal and **Cable 1_P_600** for Pressed State.
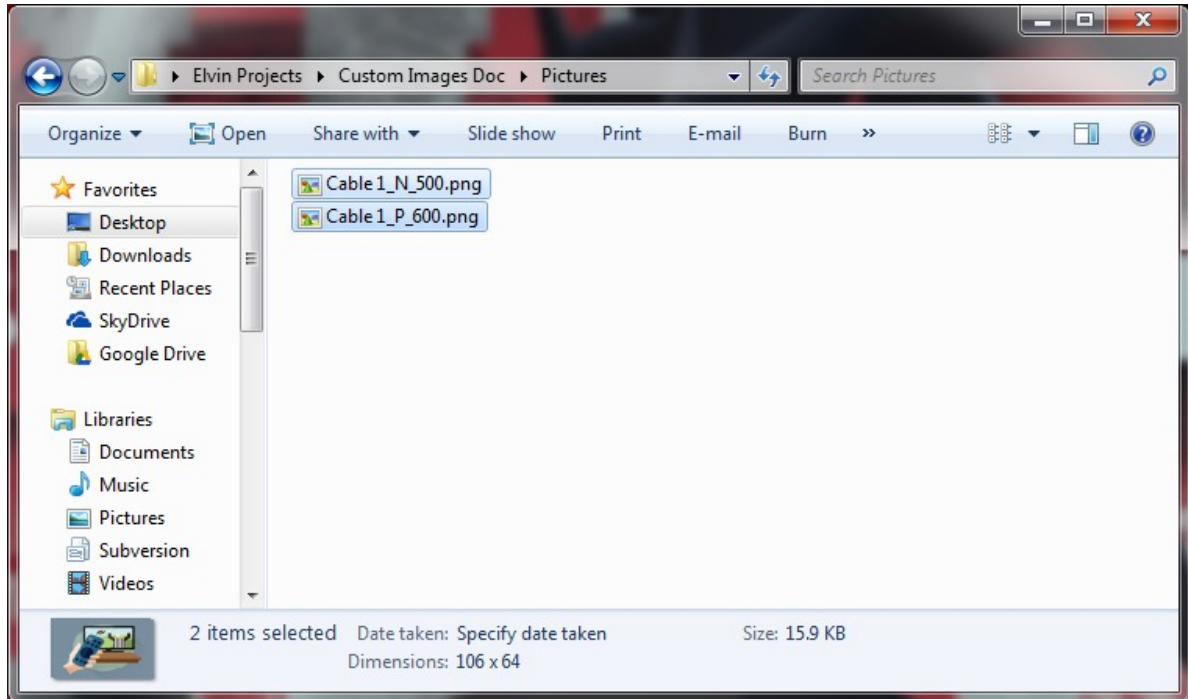

2. Take the images and copy and/or drag them into the **DevImages** folder (shown below)
   This example drags the images into the Devices Folder.
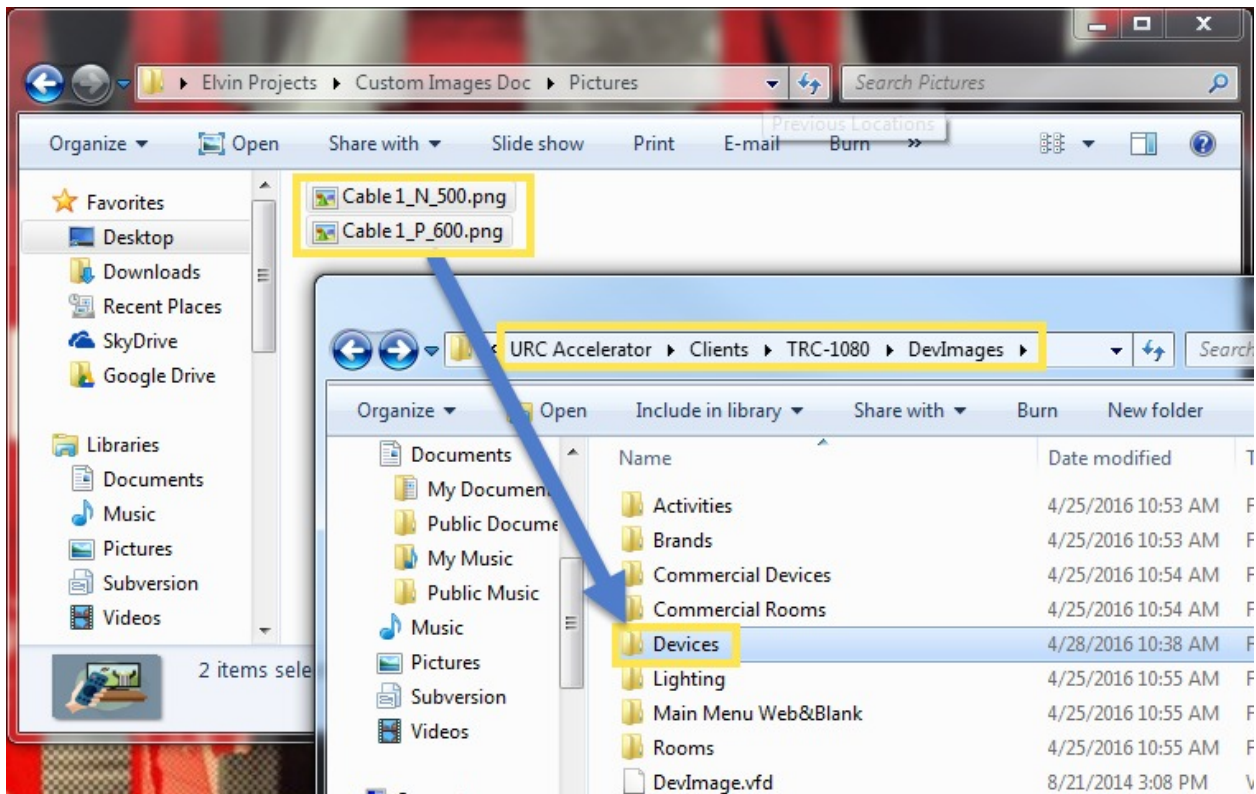
Using Custom Graphics in Accelerator

After the images are in the **DevImages** folder, the graphics can be used in Total Control. Follow these steps to add custom graphics:

1. Open **Step 14: Themes & Graphics** in URC Accelerator and select the "**...**" icon (*see below*) This opens the graphics folder and allows the programmer to open any of the different folders found in **DevImages** location.
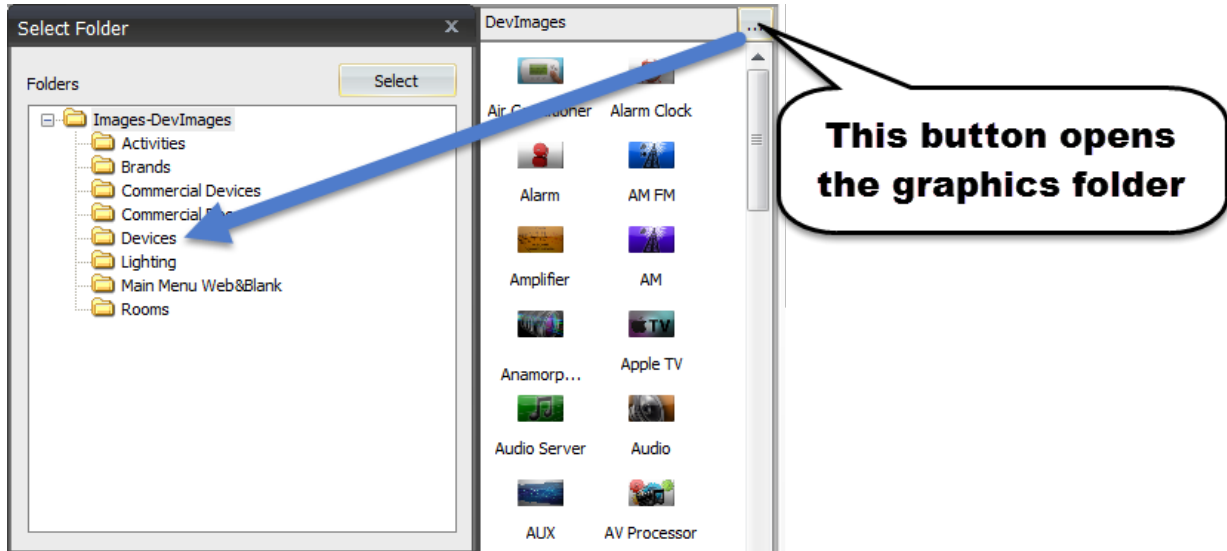

2. Select **Devices**
   This example uses Devices because that is the folder where the images were placed. On other projects, use the folder where any custom graphics have been placed.

3. Choose the remote and menu where custom graphics are to be used
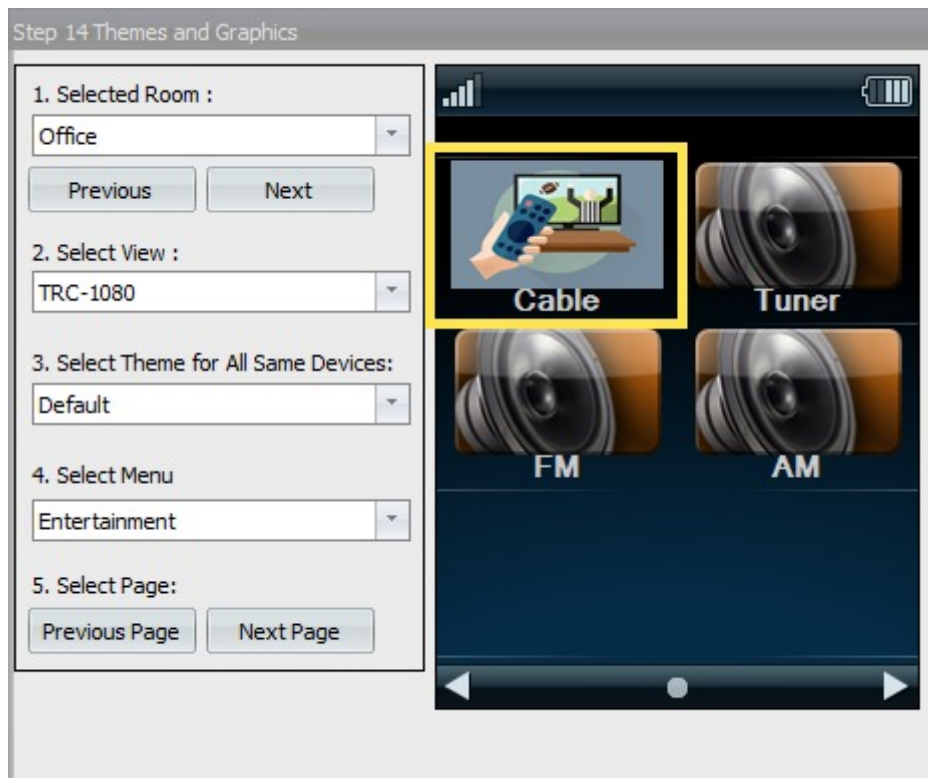   *For this example select TRC-1080 and the Entertainment Menu*
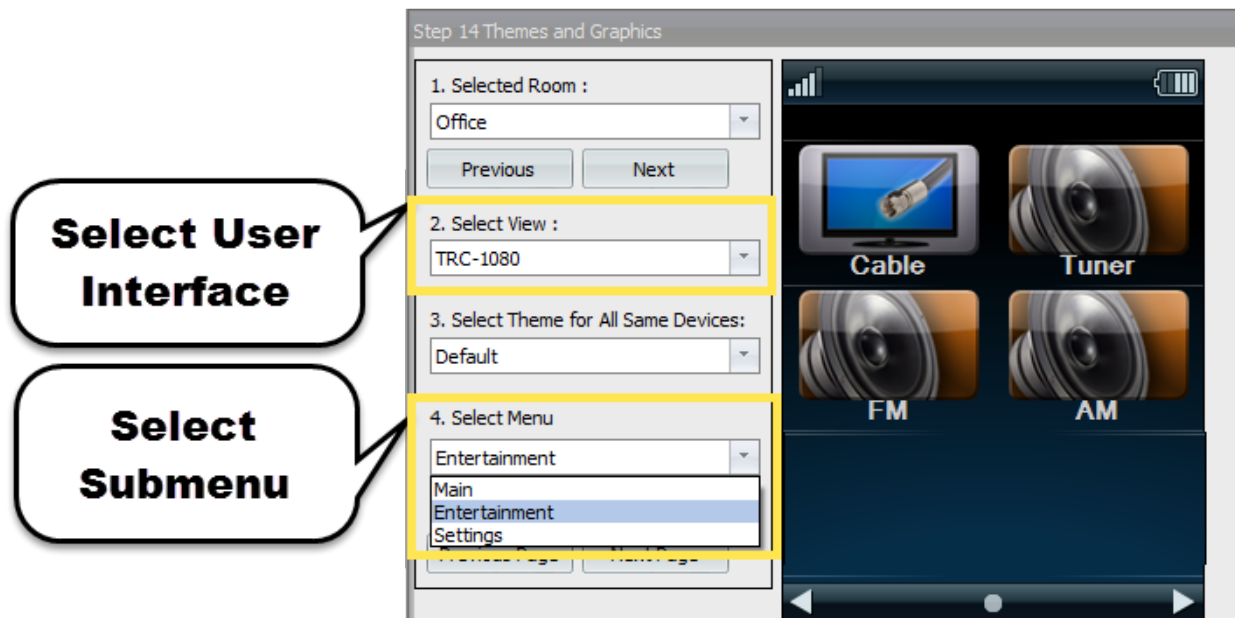
   Note: Step: 14 Themes & Graphics an icon must be swapped for each and every interface for every room in the project.

4. **Drop** the desired image over an existing image to be replaced
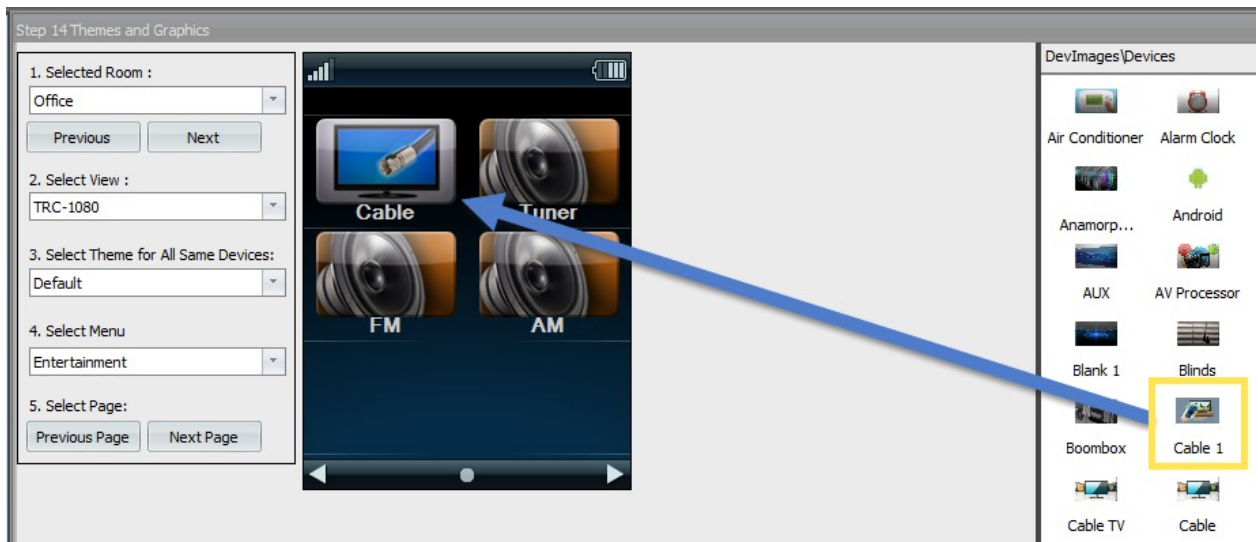
Example of a custom image:

5. Click on **Download** and download to the **Master System Controller** and to **all user interfaces**