

# Total Control

## Graphics within a Custom Driver



# Adding Graphics to Driver

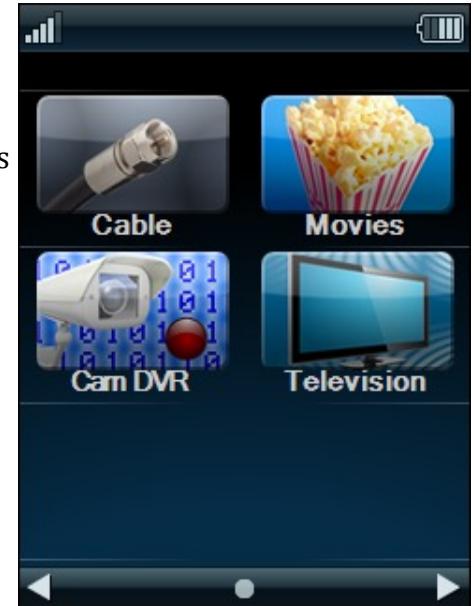
## Overview:

Universal Remote Control Inc. has added the ability to incorporate graphics into any custom driver. This feature adds a greater degree of personalization that allows installers to save time by having drivers that automatically sets a pre-selected image, saved into their personal driver repository. The goal is to modify custom drivers to allow the application of an image to a Main Menu icon that is displayed on all URC user interfaces.

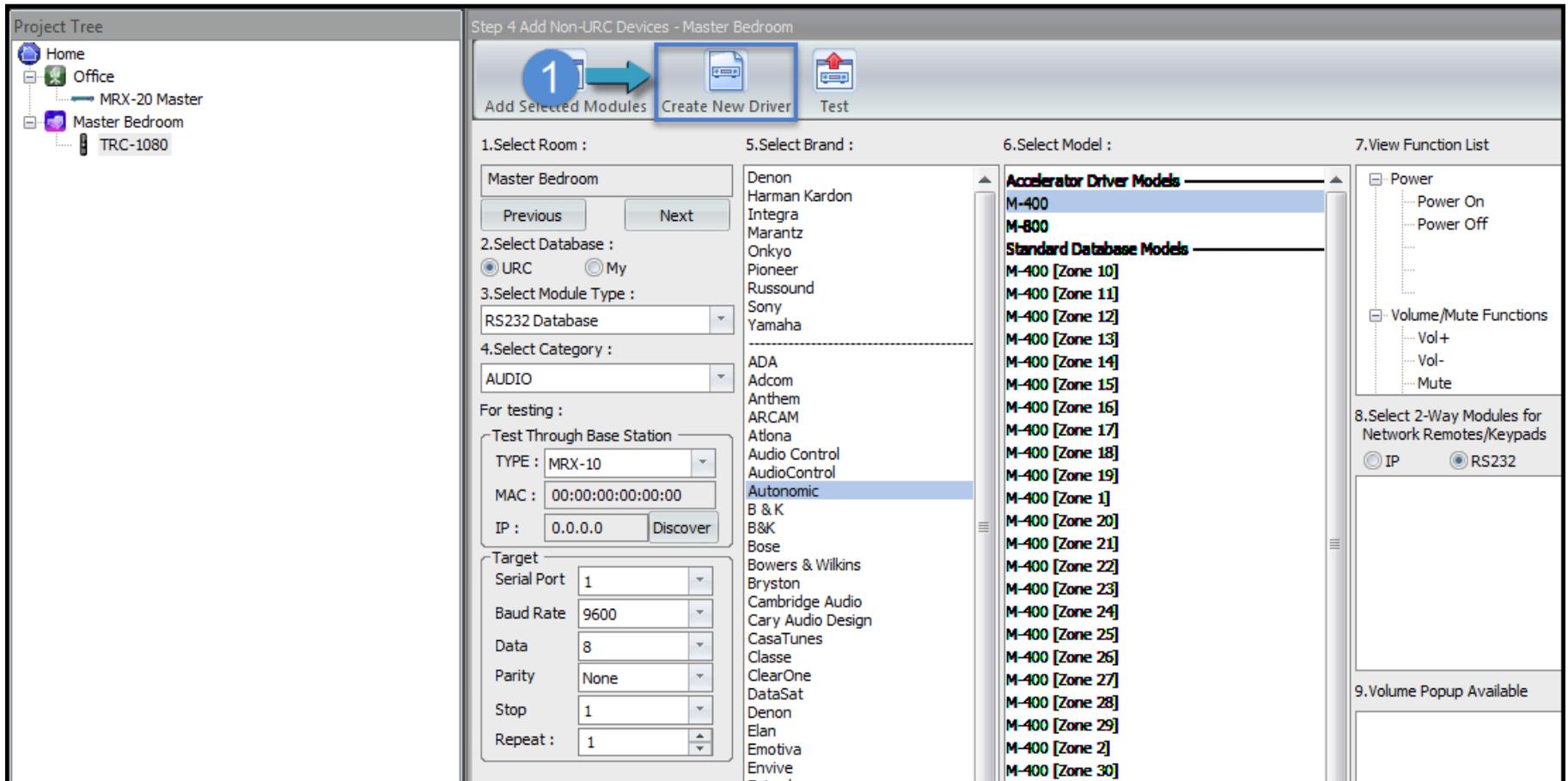
## Note:

Prior knowledge of driver creation is necessary to understand the material. For further assistance please refer to the following training materials:

- For further assistance on how to create drivers check the following link:  
<http://www.urcontrolroom.com/tc/design/drivers/basics>
- Remember, URC always recommends using and saving custom drivers. This saves time and builds a reliable library that can be used at multiple project locations.
- For additional graphics download the Total Control Expansion Pack located on the following



# Adding Graphics to Driver

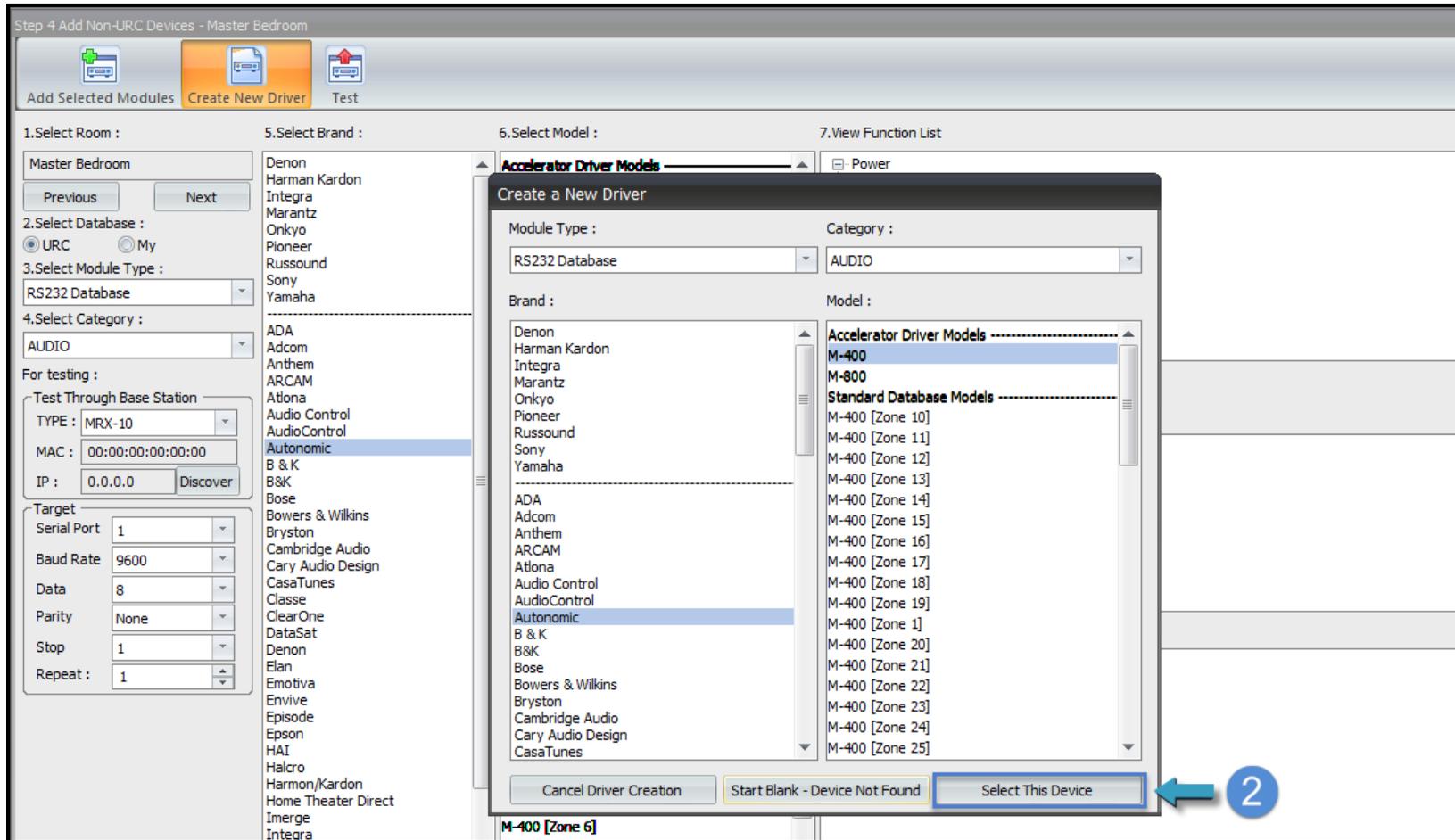


1. In **Step 4: Add Other Devices**, choose your device and select **Create New Driver** ( e.g. *this uses the M-400 by Autonomic*).

*Note:*

*This opens the Create Driver window that is defaulted by the device selected in this process.*

# Adding Graphics to Driver

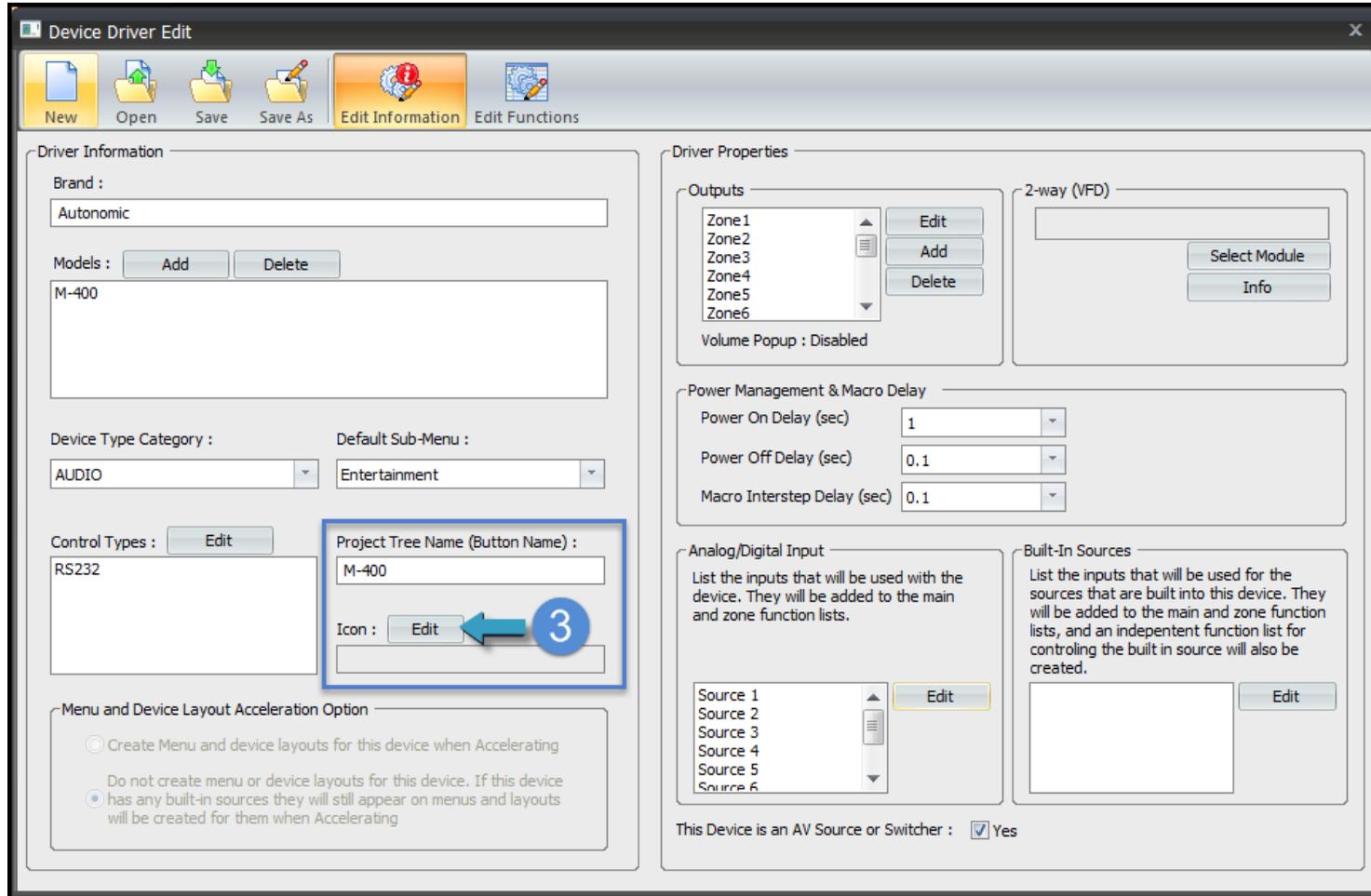


2. Click on **Select This Device**

*Note:*

*This opens a customizable driver based upon the selected device from this window.*

# Adding Graphics to Driver

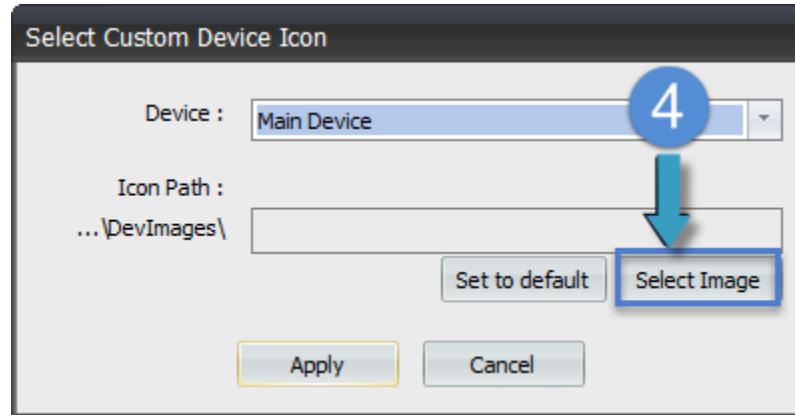


3. In the **Project Tree Name (Button Name)** section, select **Edit**

*Note:*

*This opens a window that allows you to set a custom icon for a device.*

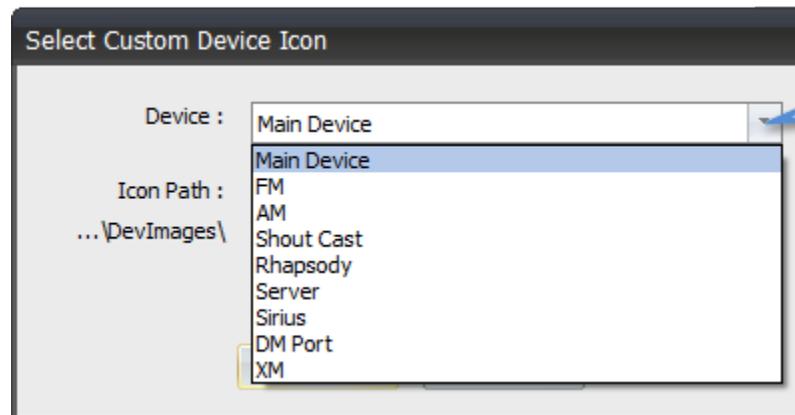
# Adding Graphics to Driver



4. Click on **Select Image**

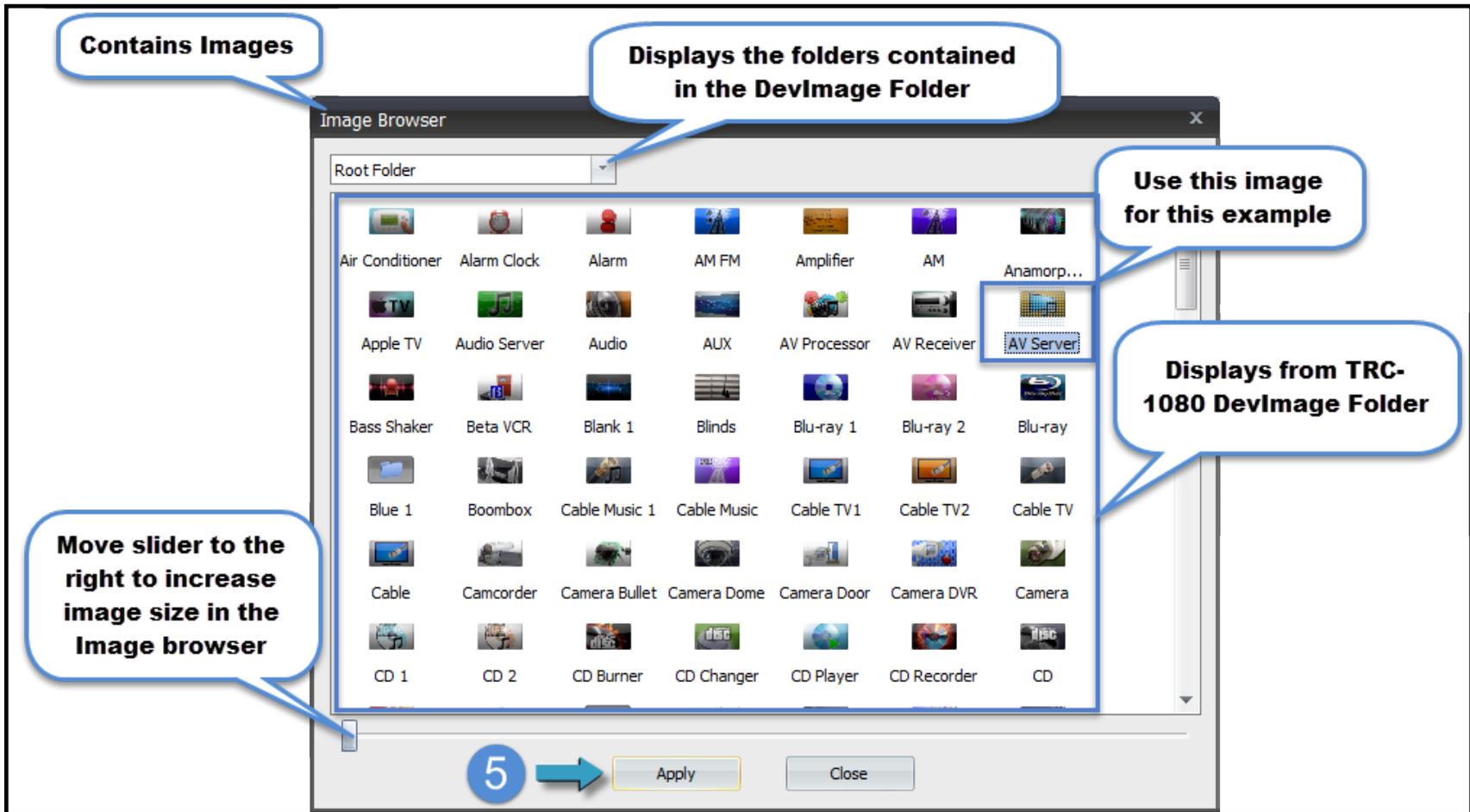
*Note:*

*This opens the Image Browser window. Also for devices with built-in sources, Accelerator allows you to add a graphic to each individual source. When a device has more than one source built into it this window is displayed as such:*



**Click to show list of available built-in sources**

# Adding Graphics to Driver

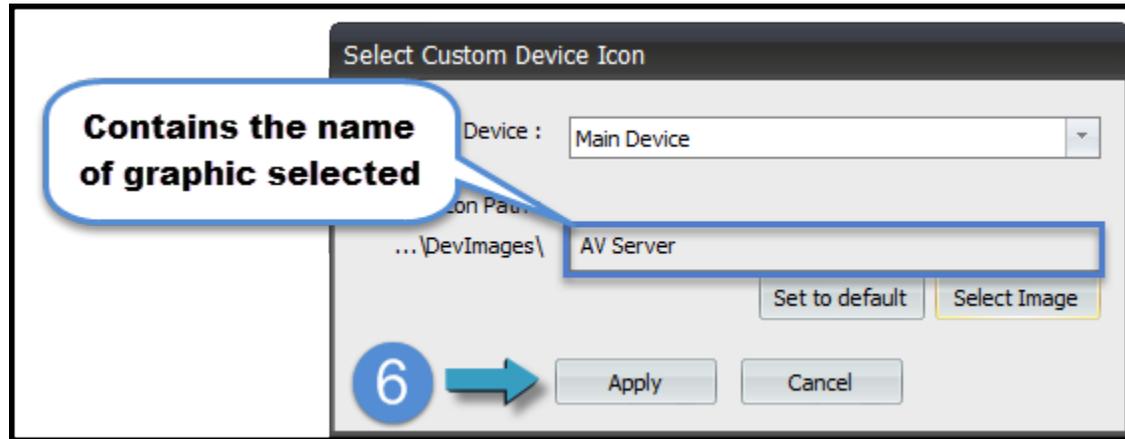


5. From the **Image Browser**, select desired image (e.g. uses *AV Server* image) and click apply

*Note:*

*The slider at the bottom of the window changes the size of how the icons are displayed in the Image Browser. Additionally, if there are more folders in DevImage you can use the drop down at the top to view those folders.*

# Adding Custom Graphics to a Total Control Driver

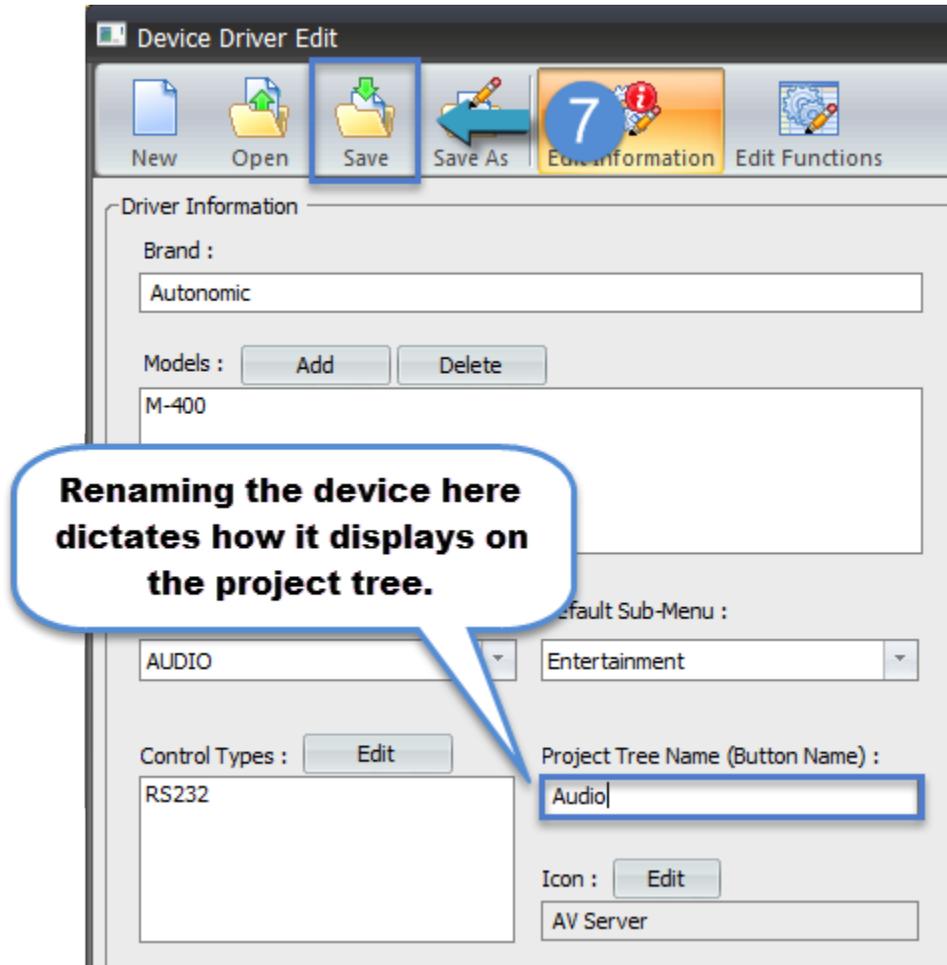


6. Select **Apply** to assign the graphic to the device/source

*Notes:*

*The Set to default option resets the image to the default graphic Accelerator automatically assigns.*

# Adding Custom Graphics to a Total Control Driver

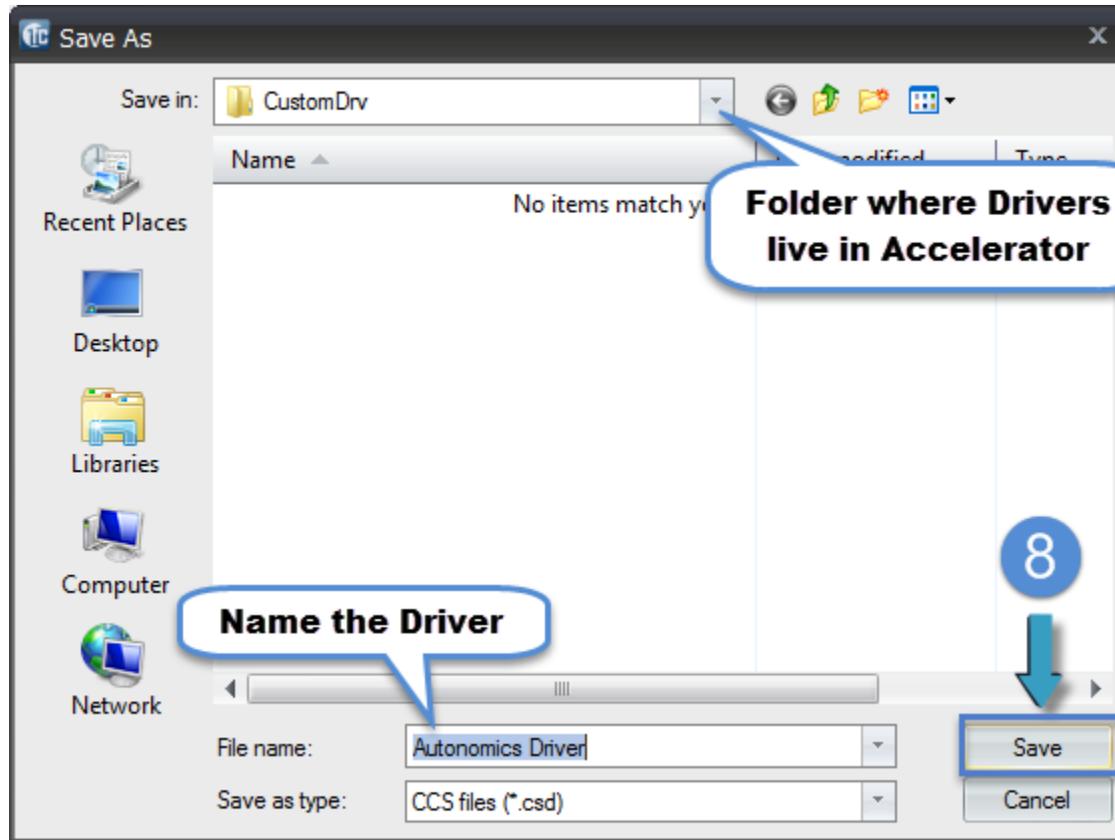


7. **Save** the driver

*Note:*

*URC ALWAYS promotes saving and using custom drivers. This builds a reliable library that works consistently.*

# Adding Custom Graphics to a Total Control Driver

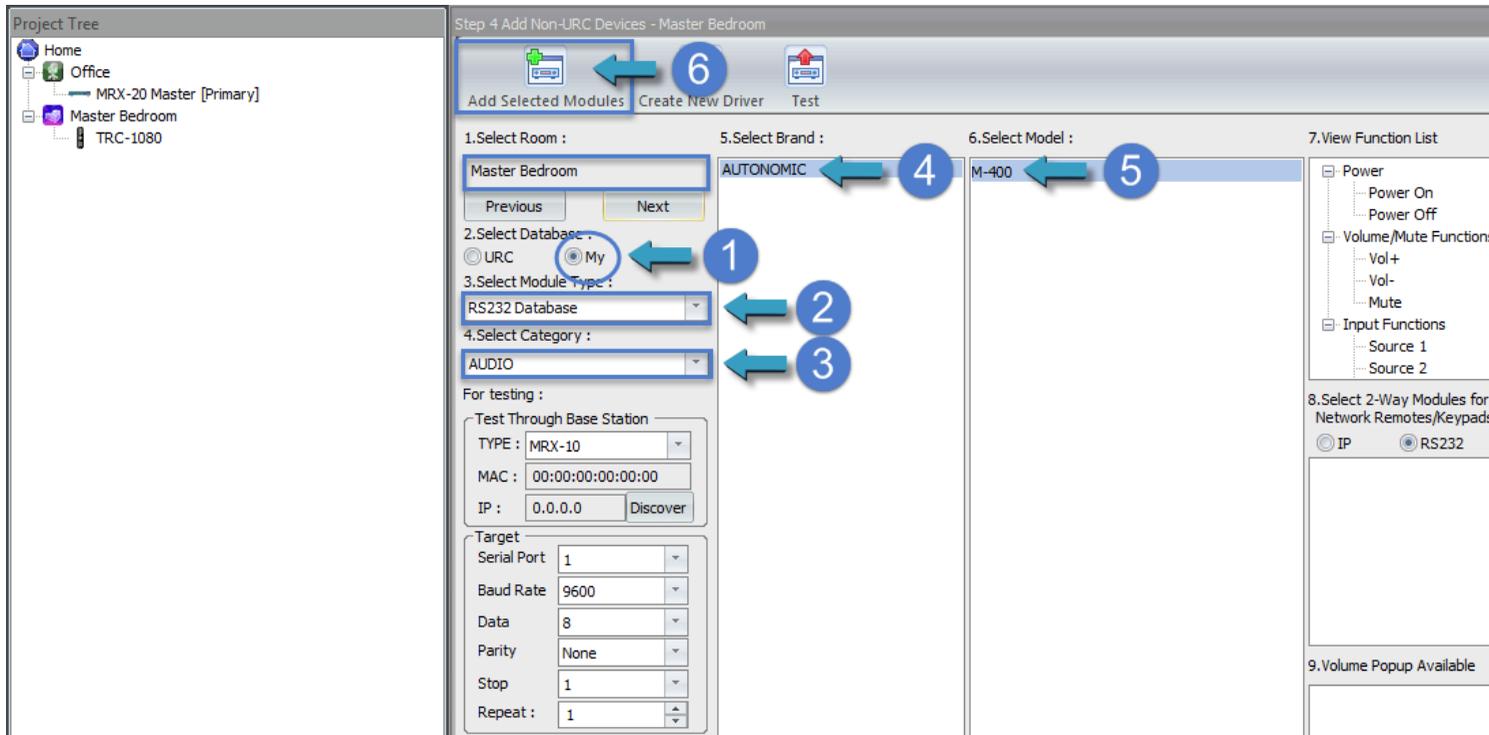


8. Rename and save the driver to the **CustomDrv** folder

*Note:*

*Drivers can be saved in a different folder, this is just the default one used by URC.*

# Adding Custom Graphics to a Total Control Driver



1. To add a custom driver in Accelerator go to the **My** option (*all custom drivers are located there*).
2. Select **RS232 Database** (*always make sure you have the right control type selected for your driver*).
3. Choose **AUDIO** (*always make sure you have the right category for your driver*).
4. Select the **Brand** of your driver (*in this example it is Autonomic*)
5. Select the **Model** (*in this example it is the M-400*).
6. Click on **Add Selected Modules** to add driver to the project tree.

# Adding Custom Graphics to a Total Control Driver

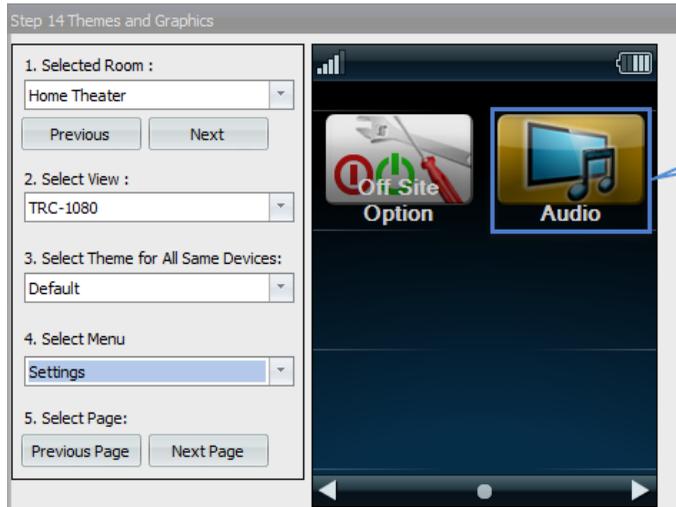
Dictated by Project Tree Name in the Device Driver Edit window

5

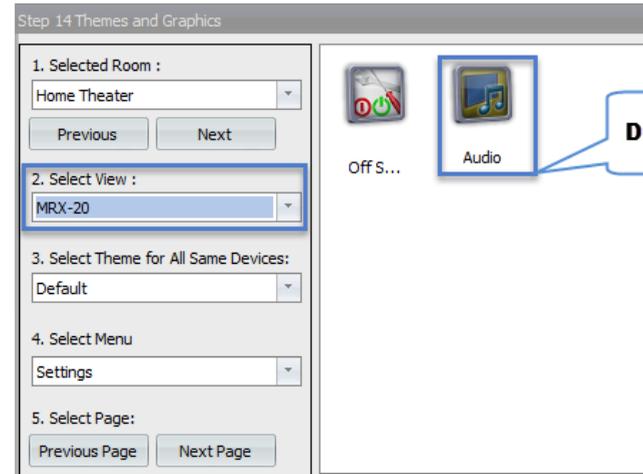
6

5. In the **Step 10: Edit User Interface**, select **“Accelerate”**
6. Click **“OK”**

# Adding Custom Graphics to a Total Control Driver



Graphic added from driver



Driver add graphics

7. Go to **Step 14: Themes & Graphics**, from here the graphics assigned to confirm the driver display under any interface.