## Flex 2.0 Reference Resolutions for UI's

Last Modified on 11/11/2022 3:19 pm EST

TC Flex 2.0 software offers a higher degree of personalization & customization to projects and the various URC Graphical User Interfaces (GUI's).

When you build your graphics at **Reference Resolution**, you can add them to the Gallery for easy drag-and-drop placement. The images will scale to the same relative size on any of the simulators, which allows you to use the same graphics set across all devices.

This article details how to create graphics using the **Reference Resolution** in TC Flex 2.0

## Flex 2.0 Reference Resolutions for UI's

As for the screen resolution, this gets a little complicated to explain, but it actually is split into various sections:

Flex 2.0 uses several different simulators currently.

On each, the screen is split into **Upper System Area**, **Menu Area**, and **Lower System Area** sections.

Here are the dimensions for each of these:

LANDSCAPE	Upper System Area (Top	Menu Area	Lower System Area
MODE	Bar)	Mellu Alea	(Bottom Bar)
TKP-5600	960x55	960x402	960x83
TKP-7600/TKP-9600	1280x73	1280x616	1280×111
TDC-7100/TDC-	1280×73	1280v616	1280v111
9100	1200775	1200/010	1200/111
Android/iOS	1024×50	1024×452	1024×80
Devices	1024733	10247432	1024X05

Upper System Area (Top Bar)	Menu Area	Lower System Area (Bottom Bar)
540x55	540x822	540x83
800x73	800×1096	800×111
600x59	600×876	600×89
	Upper System Area (Top   Bar)   540x55   800x73   600x59	Upper System Area (Top Bar) Menu Area   540x55 540x822   800x73 800x1096   600x59 600x876

You can create graphics for these specific resolutions, which will give you precise pixel-level

control of your UI, but doing so will also require that you build the graphics and layouts separately for each device and orientation.

**However**, you can save this extra work by creating graphics for what URC calls the "**Reference Resolution**." The Reference Resolution for TC Flex 2.0 is 4096x2400, which breaks down to:

LANDSCAPE	Upper System Area (Top	Menu Area	Lower System Area
MODE	Bar)		(Bottom Bar)
Reference	4096x236	4096x1808	4096x356

PORTRAIT MODE	Upper System Area (Top Bar)	Menu Area	Lower System Area (Bottom Bar)
Reference	2400×236	2400x3504	2400x356

When you build your graphics at **Reference Resolution**, you can add them to the Gallery for easy drag-and-drop placement. The images will scale to the same relative size on any of the simulators, which allows you to use the same graphics set across all devices. When building graphics for **Reference Resolution**, try not to use any lines or spacing smaller than 4 pixels, because when the graphics get scaled down to TKP-5600 or low resolution mobile devices, some details might get lost in the scaling.

Finally, in TC Flex 2.0 Main Menu buttons work just like any other button. So yes, you can create them at any size you like.

Buttons & graphics can be added to all three (3) sections available:

• **Upper System Area**: Outside of the system buttons, any button can be added and programmed.

• Menu Area: Almost any button can be placed in this available space.

• Lower System Area: Outside of the system buttons, any button can be added and programmed.

(iii)	TDC-7100 / TKP-7600 SIMULATOR	<b>4</b>	
			Upper System Area
Watch Cable		•	Menu Area
— Mute (+)		Main 🕕	Lower System Area

## Determining an Image Dimensions & Bit Depth

To determine an image dimensions and/or bit depth, do the following in Windows:

- 1. Locate your desired image.
- 2. Right-click on the image and select "Properties" (as shown below):

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arm_eas		<u>Open</u>	
		Edit with Photos	
		Edit with Paint 3D	
		Set as desktop <u>b</u> ackground	
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		Cast to Device >	
		Move to OneDrive	
	e	Scan with ESET Internet Security	
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 Select the "Details" tab to view the image details (as shown below): This process allows you to determine if the image is suitable for use as a background image.

ieneral Security Details	Previous Versions		58 !d		
Property	Value	^			
lmage					
Image ID					
Dimensions	1200 x 794				
Width	1200 pixels				
Height	794 pixels				
Horizontal resolution	96 dpi				
Vertical resolution	96 dpi				
Bit depth	24				
Compression					
Resolution unit					
Color representation					
compressed bits/pixer					
Camera					
Camera maker					
Camera model					
F-stop					
Exposure time					
150 speed					
Remove Properties and P	ersonal Information				

## Additional Information & Resources:

Please refer to the article **Programming:URC Accelerator vs. TC Flex** for additional information on the differences between Accelerator & TC Flex.

Please refer to the article on **TC Flex Background-and-Button Graphics & Scaling** for additional information for graphics and resolution for the various URC user interfaces.

To learn more about TC Flex configuration and programming, please download the TC Flex **Programming Guide**.