Flex 2.0 Reference Resolutions for UI's

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

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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 MODE	Upper System Area (Top Bar)	Menu Area	Lower System Area (Bottom Bar)
TKP-5600	960x55	960x402	960x83
TKP-7600/TKP-9600	1280x73	1280x616	1280x111
TDC-7100/TDC-9100	1280x73	1280x616	1280x111
Android/iOS Devices	1024x59	1024x452	1024x89

PORTRAIT MODE	Upper System Area (Top Bar)	Menu Area	Lower System Area (Bottom Bar)
TKP-5600	540x55	540x822	540x83
TKP-7600/TKP-9600	800x73	800x1096	800x111
Android/iOS Devices	600x59	600x876	600x89

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

PORTRAIT MODE	Upper System Area (Top Bar)	Menu Area	Lower System Area (Bottom Bar)
Reference	2400x236	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.
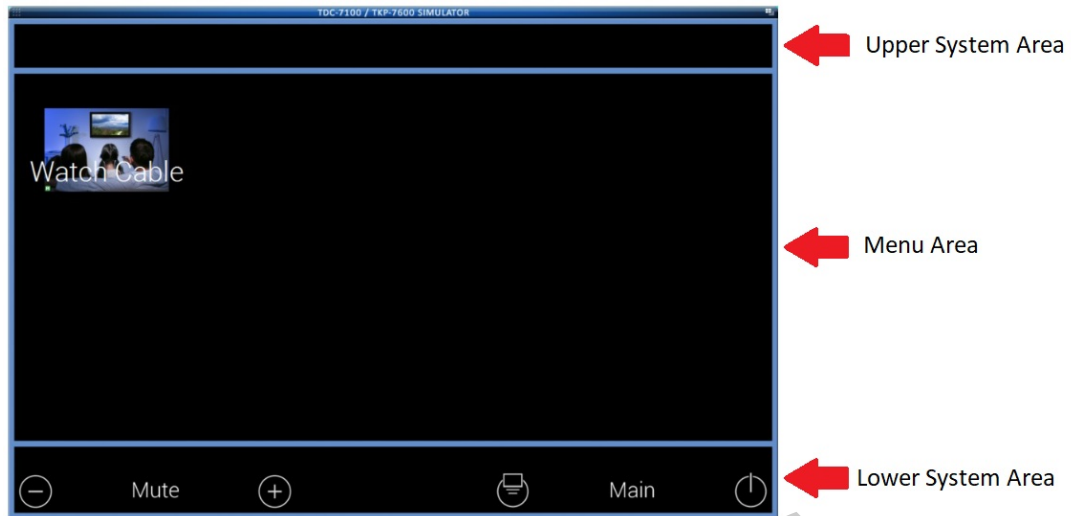

Determining an Image Dimensions & Bit Depth

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):
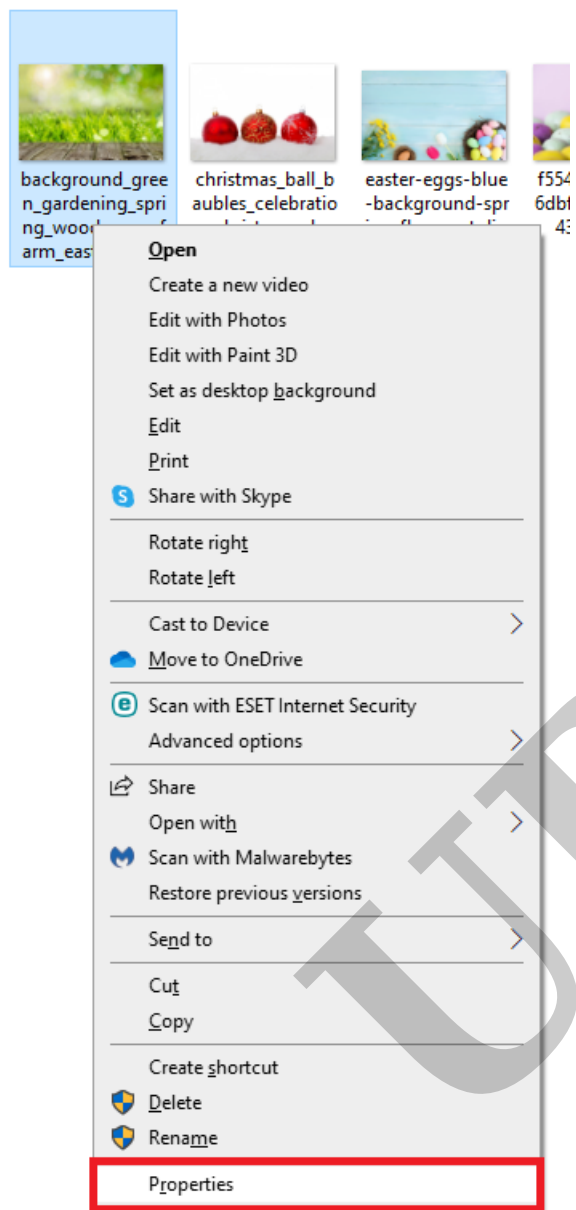
3. Select the "Details" tab to view the image details (as shown below):
This process allows you to determine if the image is suitable for use as a background image.
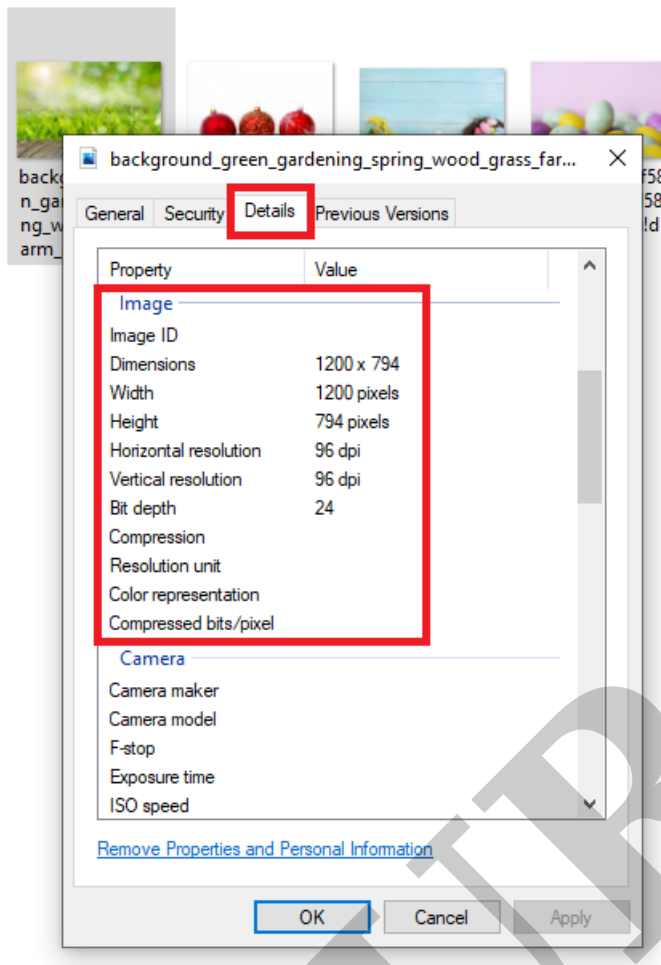
Additional Information & Resources:

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**.