

# Custom Style Switchboards in

## ***RAILROAD & Co. TrainController™***

***RAILROAD & Co. TrainController™*** uses a set of predefined icons to draw its on-screen switchboards. These icons can be changed if you want to display a custom style control panel. This document describes how this is done.

**This document and the files contained in this package are provided as an additional goodie and free of charge. You can use them on your own responsibility for your pleasure; but no support is given in case of any problems. By removing these files from your computer you can easily return to the default status in case of any problems.**

### **Installation:**

This document comes with the following four files, which contains the icons used for switchboard drawing. These files can only be used with ***TrainController™ Version 5***. If you have used this function with a previous version of ***TrainController™***, then your versions of the files StateLrg.bmp and StateSm.bmp must be adapted to a changed layout in order to use your files with **Version 5**, too.

TrackLrg.bmp: used to draw track elements in large view  
TrackSm.bmp: used to draw track elements in small view  
StateLrg.bmp: used to draw turnout, signal and accessory states in large view  
TrackSm.bmp: used to draw turnout, signal and accessory states in small view

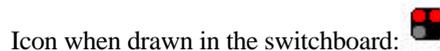
Create a new directory "Images" in the directory, where ***RAILROAD & Co. TrainController™*** is installed. This name is reserved and you cannot change it. If you use another name for your directory, ***TrainController™*** will not display your versions of the icons.

Copy the four files listed above into this directory. These files can be used as template or starting point to create your own icons.

### **Change the Images:**

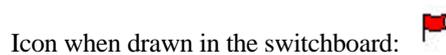
Open the files in a bitmap editor (e.g. MS Paint) and change the images as desired. The following rules apply:

- The color depth of the images is 4 bit – i.e. the images contain 16 colors. Don't change this color depth.
- The icons are arranged in a grid of lines and columns. Each icon represents a certain track type or element state. When a certain element is drawn **RAILROAD & CO. TrainController™** locates the icon to be used for drawing via a predefined grid position. You may change the colors or shape of each icon, but don't change the grid position of any icon.
- The same icon is used for all elements of the same type. That means that only one icon is used as a base to draw push buttons, for example. If you change the shape of this icon, then all push buttons displayed by **TrainController™** are affected.
- The width and height of each grid cell is 26 x 26 pixels for the large view and 18 x 18 pixels for the small view. These sizes cannot be changed. Please maintain these sizes for your own icons as well.
- The reserved background color is set to *Magenta* (Red=255; Green=0; Blue=255). This color is drawn transparently in the switchboard.



Use this color for all parts of your images, too, which shall be drawn transparently. This color cannot be changed. As a consequence it is not possible to draw any visible area of your own icons with *Magenta*.

- The reserved color for dynamic color replacement is set to *Dark Magenta* (Red=128; Green=0; Blue=128). This color marks all areas of your state icons, which shall be drawn with the color specified for the related object in **TrainController™**. If, for example, the highlight color of an indicator element is red, then all *Dark Magenta* parts of your icon, which is used to draw indicator elements, are drawn red.



Use this color for all parts of your icons which shall be dynamically highlighted with the color specified for the related element. This color cannot be changed. As a consequence it is not possible to draw any visible area of your own icons with *Dark Magenta*.

- Taking in account the color depth of the icons and that two colors are reserved for transparency and dynamic highlighting 14 actual colors are left to draw your icons.

**Displaying the images:**

Store your own versions of the image files under the same name as the corresponding original files in the directory "Images", start ***TrainController***<sup>™</sup> and have fun.

**Changing back to the default images:**

In case of problems or if you want to return to the default layout used by ***TrainController***<sup>™</sup> for any other reason simply delete the directory "Images".