

A skin allows you to change the appearance of the graphic interface. This allows you to pick and choose a look that fits the room. There are two kinds of skins available: Standard and Designer Skins.

A Standard skin provides the installer with a certain look and the ability to adjust the colors of the selected skin.

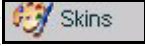
Designer skins have a pre-determined look and lack the ability to do any customization. The following sections show you how to apply skins to your interface.

Skins Interface

To access the Skins interface, complete the following steps:

1. Open Dealer Setup (see *Running DigiLinX Dealer Setup* in Chapter 2).
2. Open a project in Dealer Setup (see *Opening a Project* in Chapter 4).

NOTE: You must have rooms added to the project before you can assign skins.

3. Click on the Skins icon () in the Project area of the *DigiLinX* Dealer Setup window.

A Skins welcome window displays (see Figure 14-1).

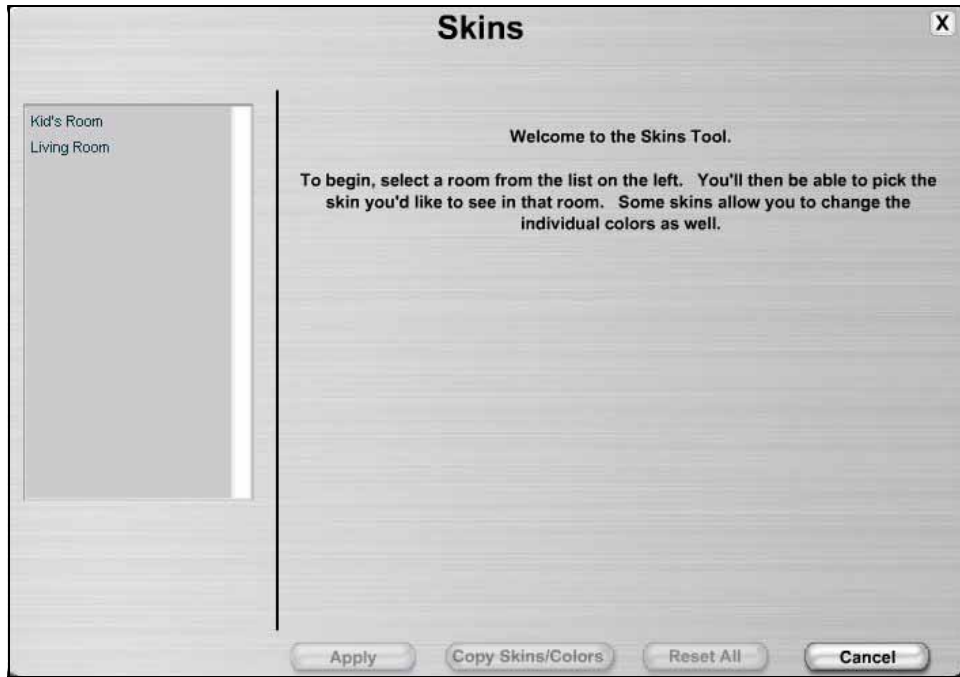


Figure 14-1 Skins welcome window

4. Highlight a room from the list on the left.
Skins options display on the right (see Figure 14-2).



Figure 14-2 Skins options window

Selecting a Skin

As previously mentioned, there are two types of skins: Standard and Designer. If you select a Standard skin, several additional screen options become available so that you can change the color scheme of your interface. Designer skins will not have these buttons and are static in nature.

To select the skin you want to use for the selected room, complete the following steps:

1. Click the down arrow next to Skins for ___ Room.
A dropdown list displays (see Figure 14-3).



Figure 14-3 Skin dropdown list

2. Select the desired skin.

A sample displays at the bottom of the screen. (see Figure 14-4).

NOTE: The skin in this example is a Standard skin which makes new button options available. Depending on the skin you select, some of these options may or may not display.

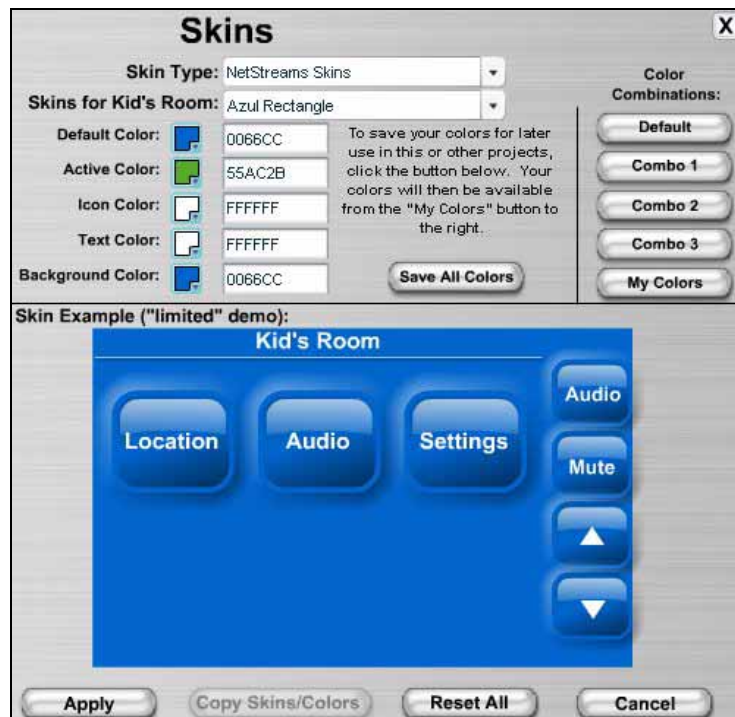


Figure 14-4 Displaying the skin

See Table 14-1 for the options available from this window:

Table 14-1
Skins Options

Field	Description
Skins for ___ Room	Provides a variety of buttons and Designer Skins to apply to the room.
Default Color	This is the inactive (default) color of your buttons for that room.
Active Color	This is the color of buttons as you click on them (make them activate).
Icon Color	Changes the color of icons on buttons (such as up and down arrows).
Text Color	Changes the color of text on buttons (such as Audio or Mute).
Background Color	Only available when certain skins are displayed. Changes the color of background.
Save All Colors	If you have created custom colors for a Standard skin, you can select this to save your color scheme.
Color Combinations	<ul style="list-style-type: none"> <input type="radio"/> Default - resets to the default colors <input type="radio"/> Combo 1 through 3 - provide additional color schemes <input type="radio"/> My Colors
Apply	Applies settings to the TouchLinX.
Copy Skins/Colors	Copies a color scheme to other rooms in the project.
Reset All	Resets skins to the default settings.
Cancel	Cancels changes made to the skins.

Standard Skins

Some of the editable Standard Skins include:

- Standard DigiLinX Colorizable
- Standard DigiLinX Colorizable (Intl) - If Non-English languages are used this skin must be selected for ALL rooms.
- Bubble Buttons
- Gel Buttons
- Azul
- Azul Rectangle
- Gel Square Buttons.

NOTE: More Standard Skins may become available in future versions of *DigiLinX* Dealer Setup.

Designer Skins

Some non-editable Designer Skins include:

- Renaissance
- X-Power

- Monet
- Golf.

NOTE: More Designer Skins will be available in future versions of *DigiLinX Dealer Setup*.

Editing Skins

The Standard skins have features that can be customized (remember that some options display for certain skins and not for others). You can change the appearance of the selected skin in a couple of ways: manually or by using Color Combinations.

The Color Pallet

To change colors used in a skin, complete the following steps:

1. Move your cursor to one of the color swatches (see Figure 14-5).



Figure 14-5 Color swatches

The cursor turns into a “pointer” over the swatch indicating you can make a selection.

2. Click the swatch.

A color pallet displays (see Figure 14-6).

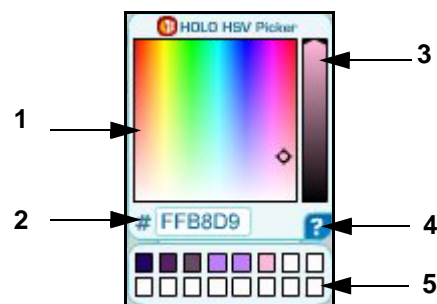


Figure 14-6 Color Pallet

The color pallet consists of the following areas:

- 1 the color picker - allows you to click and drag until your color choice is selected.
- 2 the hexadecimal code for that color - the hexadecimal code for the color selected.

NOTE: You can also enter the hexadecimal code manually to select a color.

- 3 a color slider - allows you to click and slide the controls vertically until your color is selected.
- 4 color help - provides additional assistance with your color choices.
- 5 swatches pallet - stores colors you've previously selected and saved.

Color Pallet Help

To access online help for the color pallet, complete the following steps:

1. Click the ? in the lower right-hand corner of the color pallet.
A small help window displays (see Figure 15-7).



Figure 14-7 Color help

2. This Help window explains how to:
 - save a color
 - pick a saved color
 - delete a color.

Saving a Color

To save a color so that you can re-use it later, complete the following steps:

1. Select a color using procedures in *The Color Pallet* on page 14-5.
2. Hold the Shift key down.
3. Move the cursor to an empty square on the swatch pallet.
The cursor turns into a paint bucket icon.
4. Click the mouse button and release the Shift key.
The color is stored in the swatch pallet.

Picking a Saved Color

To pick a saved color, click the color in the swatches pallet.

The color is applied.

Deleting a Color

To delete a saved color, complete the following steps:

1. Open the color pallet.

2. Press **CTRL** and click on the swatch in the swatches pallet you want to delete.
The color is deleted.

Selecting Skin Colors

1. Click and hold the pointer as you drag it across the color picker or up and down the color slider.
The color swatch changes colors as you drag the pointer.
2. Release the pointer when you've reached the desired color.
The swatch and the Skin example (displayed in the same window) change to the color you've selected for that attribute (default, active, icon, or text).

Saving Color Schemes

To create your own default color scheme, complete the following steps:

1. From the Skin options window, set the colors for the following:
 - Default Color
 - Active Color
 - Icon Color
 - Text Color
 - Background Color.
2. Select **Save My Colors**.
A dialog box displays that notifies you colors have been saved (see 15-8).



Figure 14-7. Save my colors dialog box

3. Close the dialog box.
These colors are now available when you select the My Colors button (see *Color Combinations* on page 14-8).
4. Select **Apply**.
This saves the active window with the colors selected. The Copy Skins/Colors button activates.

Copying a Saved Color Scheme

If you want to copy a color scheme to the interfaces in other rooms, complete the following steps:

1. Display the skin you want to copy to other interfaces.
2. Select **Copy Skins/Colors**.

A Select Room to Update dialog box displays (see Figure 14-8).



Figure 14-8. Select Room to Update dialog box

3. From this dialog box you can either:
 - Select rooms individually using Ctrl+Click
 - Select All rooms using the Select All Button.
 Once selections are made, the OK button displays.
4. Select **OK**.
The color scheme is applied to all selected rooms.

Color Combinations

Color combinations offer you several pre-configured color schemes for the selected skin. To use color combinations, complete the following steps:

1. Select a Skin (see *Selecting a Skin* on page 14-3).
2. Select from any of the color combinations:
 - Default - resets to the default colors
 - Combo 1 through 3 - provide additional color schemes
 - My Colors - allows you to retrieve your saved color scheme (see *Saving Color Schemes* on page 14-7).

Applying Skins

To apply settings to the TouchLinX, select **Apply**.

Resetting Colors

To reset skins to the default settings, select **Reset All**.

Cancel Changes

To cancel changes you've made to the skins, select **Cancel**.

Sending the Configuration Files

After making any changes to the skins, send the configuration to the device (see *Sending the Configuration Without the Wizard* on page 6-2).

