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Resource Files

Individual pictures can be imported to use them as TFT background and TFT graphics. The Picture file format is `.png.`. Alpha channel (transparency) is supported.
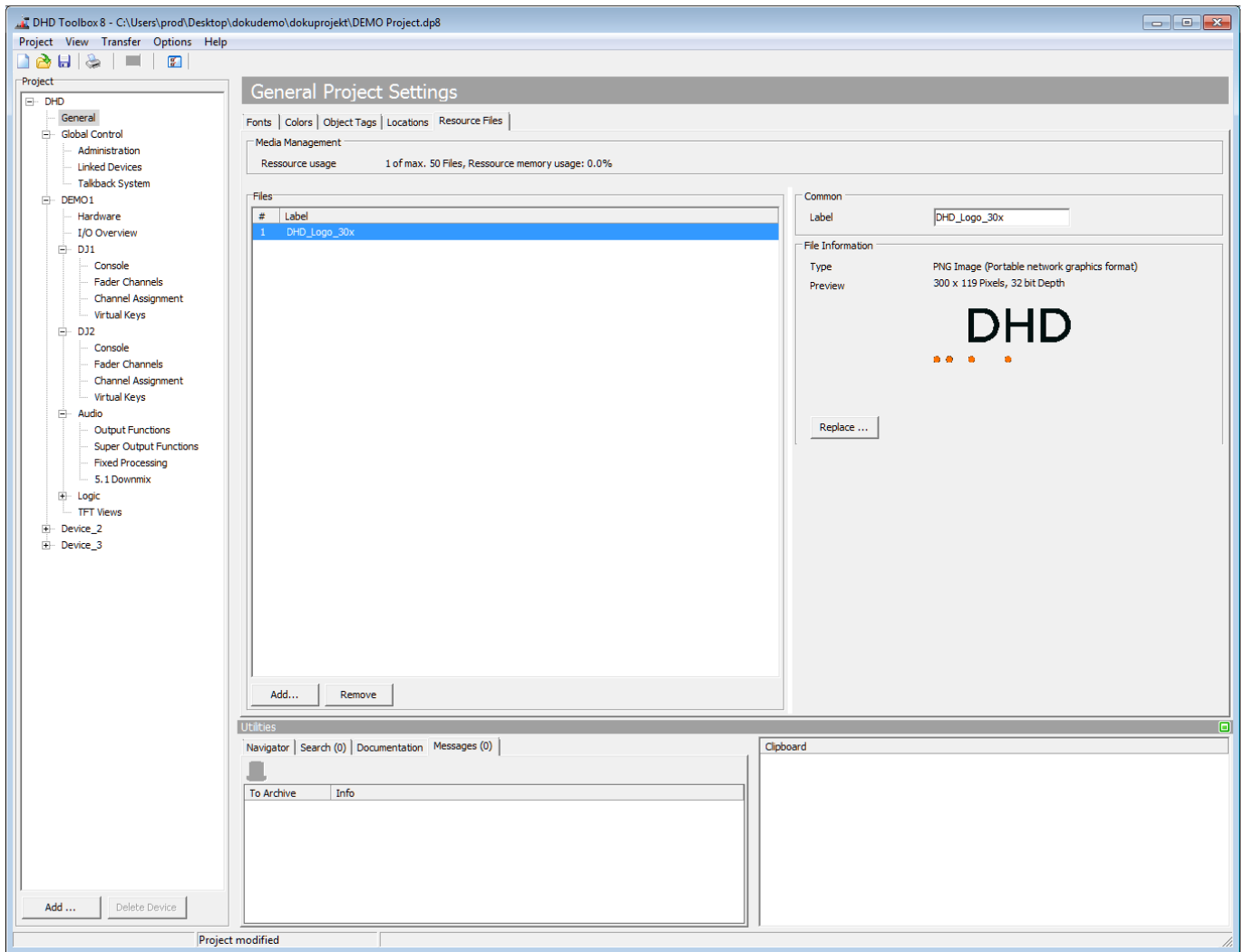
To add a resource file do following:

- Click `Add`, the Windows Explorer opens. Navigate to the designated file and open it.
- The image is attached to your config file.
- In the `Label` box, enter a distinctive name.
- You can use the image now at `<Device>/TFT Views`. There is a `Picture` element available or you can choose it as `Background Image` on the view options tab. See TFT View Creation and Design for further information on editing views.

If, for example your company's logo changes and is used in many TFT Views, you can use the `Replace` function. You can replace the attached file without changing its properties.

> **Note**
> Hardware allows a maximum of 50 MB of resource files in total and a maximum of 50 files. So there are 50 resource files with 1 MB per file possible or 1 resource file with 50 MB.

Adding Resource Files

TFT Display Resolutions

For usage as background image, please note the screen resolutions of your TFT hardware.

Type	Module Name	Resolution	Ratio
52-4018A	TFT/Touch Display, 7" IPS	800×480	5:3
52-4010A	10.1" Multitouch IPS TFT Display	1280×800	16:10
52-4510A	10.1" TFT Display for housing	1280×800	16:10
52-1156A/B	TX 10.1" Multitouch Mixer	1280×800	16:10

Important

Individual pictures can be used only with DSP cores including a microSD-card (52-744xA with 52-7450A Controller, 52-744xA with 52-7456A Controller, 52-7403C, 52-7402C, 52-7400C, 52-7420A, 52-7410A, 52-7423A, 52-1804C, 52-1801C, 52-1810A, 52-1830A or later revisions).

Individual pictures are supported by TFT displays 52-4010A, 52-4018A, 52-1156A/B and 52-4510A.

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