CMS / CMS Player

Skin Change Guide

Version 2.1

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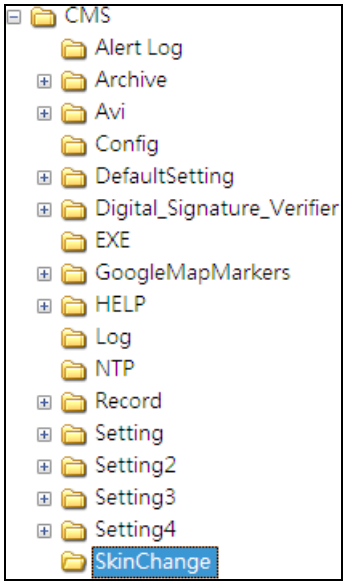
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1. Change CMS Skin

If you wish to change CMS skin, first create your own UI icons, backgrounds, etc., according to the instructions in the following sections. After the CMS is installed, copy the image files to the folder "\CMS\SkinChange\" (as shown on the right) and it's done. When the CMS is started, your own skin will be applied.



Note that a sample set of image files is provided so that you can test if it works after the image files are copied to the designated folder.

1.1 CMS Background

1. The original picture size should be 1280x1024 pixels in bitmap format. Refer to the sample picture shown on the right.
2. The file should be named as **Background.bmp**.



The background picture is suggested to be a simple plain picture.

1.2 CMS Logo

1. The original picture size should be 245x122 pixels in bitmap format. Refer to the sample picture shown on the right.
2. The file should be named as **Logo.bmp**.



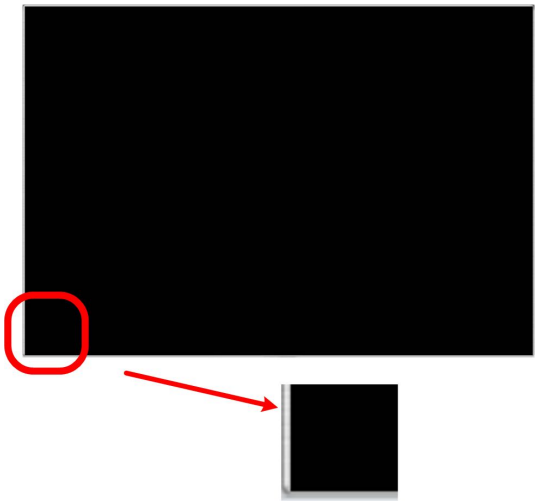
1.3 CMS Time Bar

1. The original picture size should be 245x36 pixels in bitmap format. Refer to the sample picture shown on the right.
2. The file should be named as **TimeBar.bmp**.



1.4 Frame of Video Display Area

1. Create a picture showing the frame of video display area. The picture size should be 1300x900 pixels in bitmap format. Refer to the sample picture shown on the right.
2. The width of the frame should be 6 pixels.
3. The file should be named as **Img.bmp**.



1.5 CMS Invalid View

A display picture should be created for showing in the grids when CMS initially starts up. Follow the steps below.

1. The picture size should be 500x385 pixels in bitmap format. Refer to the sample picture shown on the right.
2. The file should be named as **bg.bmp**.



1.6 CMS Icon

CMS Icon will be shown on the top left corner of Emap window, Alert window and in the system tray. Two icons, normal & alert, should be created. In addition, the joystick icon should also be created for display while a joystick is connected.

1.6.1 Normal Icon

The normal icon should include a total of 6 pictures as listed below.

No.	Picture	Resolution	Color	File Name
1		16x16	256 Color	CMS_ICON.ico
2			24-Bit	
3		32x32	256 Color	
4			24-Bit	
5		48x48	256 Color	
6			24-Bit	

1.6.2 Alert Icon

The normal icon should include a total of 6 pictures as listed below.

No.	Picture	Resolution	Color	File Name
1		16x16	256 Color	CMS_ Alert.ico
2			24-Bit	
3		32x32	256 Color	
4			24-Bit	
5		48x48	256 Color	
6			24-Bit	

1.6.3 Joystick Icon

The Joystick icon will be displayed in accordance with the joystick function. It should include a total of 6 pictures as listed below.

No.	Picture	Resolution	Color	File Name
1		16x16	256 Color	CMS_Joystick.ico
2			24-Bit	
3		32x32	256 Color	
4			24-Bit	
5		48x48	256 Color	
6			24-Bit	

1.7 Functional Buttons

This section will guide you to create pictures of function buttons, under normal condition or when users are clicking on the buttons.

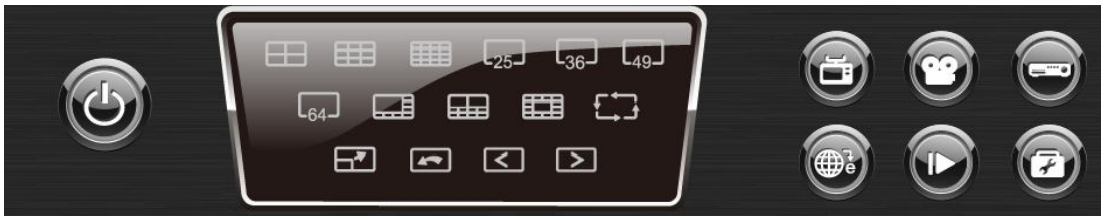
1.7.1 Normal Functional Buttons

First, create the pictures of the functional buttons under normal condition. There are 4 situations:

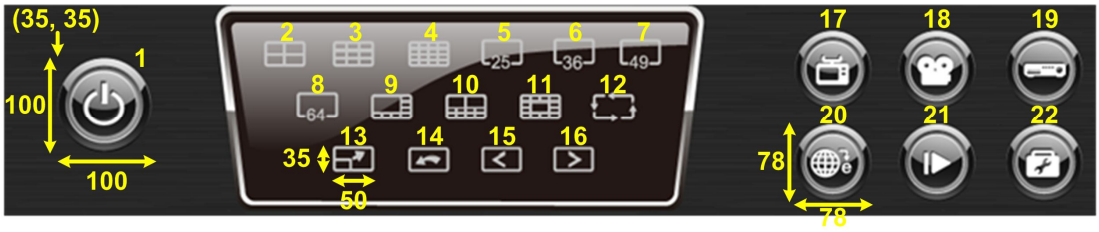
1. when sequence display is OFF and CMS system is unlocked
2. when sequence display is ON and CMS system is unlocked
3. when sequence display is OFF and CMS system is locked
4. when sequence display is ON and CMS system is locked

1.7.1.1 Sequence Display OFF and CMS System Unlocked

1. The functional buttons located at the bottom of CMS window should be of size 940x180 pixels in bitmap format.



2. As shown in below figure, the power button should be 100x100 pixels, display mode buttons should be 50x35 pixels, and function buttons should be 78x78 pixels. Suppose the coordinates at the top left corner is (0, 0), the coordinates of each button are listed in below chart.

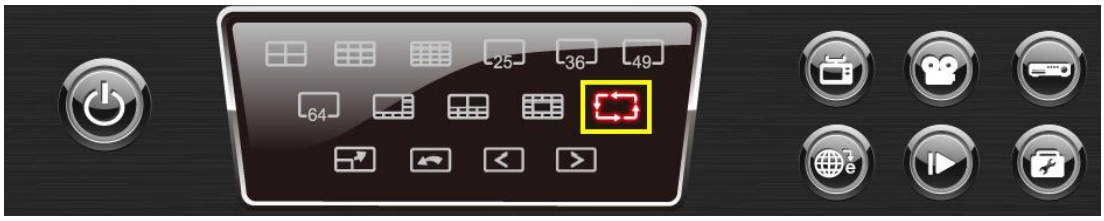


No.	Position	No.	Position	No.	Position	No.	Position
1	(35, 35)	7	(552, 24)	13	(276, 115)	19	(855, 15)
2	(215, 24)	8	(244, 68)	14	(337, 115)	20	(675, 95)
3	(276, 24)	9	(307, 68)	15	(402, 115)	21	(765, 95)
4	(337, 24)	10	(370, 68)	16	(465, 115)	22	(855, 95)
5	(402, 24)	11	(433, 68)	17	(675, 15)		
6	(465, 24)	12	(496, 68)	18	(765, 15)		

3. The file should be named as **Function.bmp**.

1.7.1.2 Sequence Display ON and CMS System Unlocked

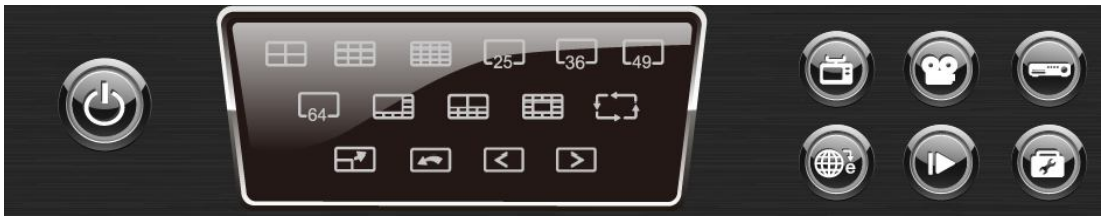
1. A new picture of functional buttons with a “Sequence ON” icon should be created. Picture size is the same, 940x180 pixels in bitmap format.



2. The size and coordinates of buttons are the same as the above.
3. The file should be named as **Function_Sequence.bmp**.

1.7.1.3 Sequence Display OFF and CMS System Locked

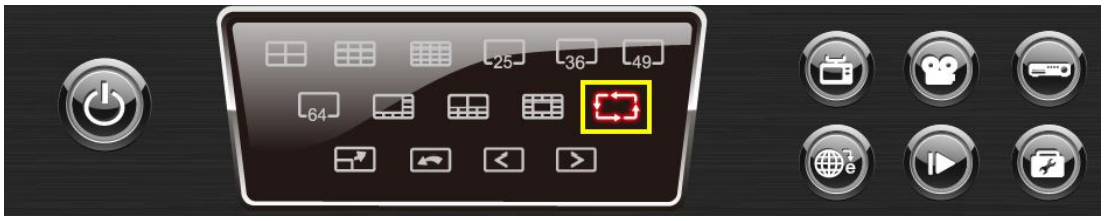
1. A new picture of functional buttons with a “Locked” icon should be created. Picture size is the same, 940x180 pixels in bitmap format.



2. The size and coordinates of buttons are the same as the above.
3. The file should be named as **Function_Lock.bmp**.

1.7.1.4 Sequence Display ON and CMS System Locked

1. A new picture of functional buttons with “Sequence ON” and “Locked” icons should be created. Picture size is the same, 940x180 pixels in bitmap format.



2. The size and coordinates of buttons are the same as in the previous page.
3. The file should be named as **Function_Sequence_Lock.bmp**.

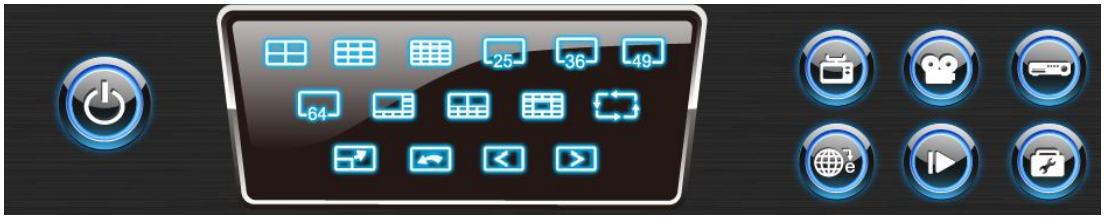
1.7.2 Clicking on Functional Buttons

This section will show how the functional buttons will look like when clicking on them. Same as under the normal condition, there are 4 situations:

1. when sequence display is OFF and CMS system is unlocked
2. when sequence display is ON and CMS system is unlocked
3. when sequence display is OFF and CMS system is locked
4. when sequence display is ON and CMS system is locked

1.7.2.1 Sequence Display OFF and CMS System Unlocked

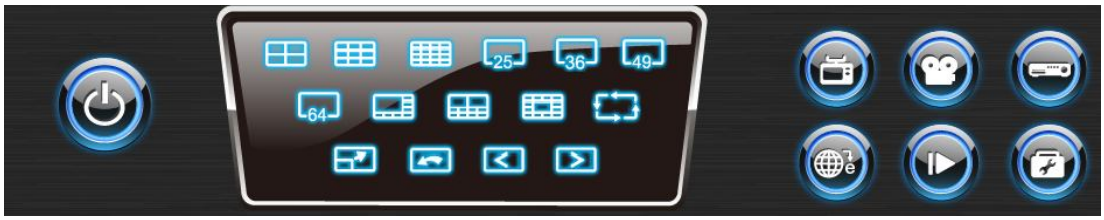
1. The functional buttons located at the bottom of CMS window should be of size 940x180 pixels in bitmap format.



2. The size and coordinates of the buttons are the same as in the previous section.
3. The file should be named as **Function_Down.bmp**.

1.7.2.2 Sequence Display ON and CMS System Unlocked

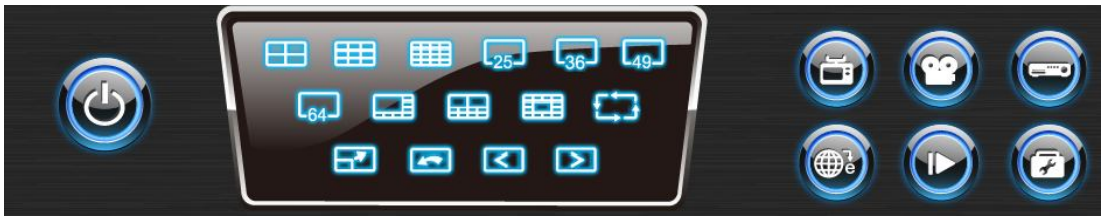
1. A new picture of functional buttons with a “Sequence ON” icon should be created. Picture size is the same, 940x180 pixels in bitmap format.



2. The size and coordinates of buttons are the same as in the previous section.
3. The file should be named as **Function_Sequence_Down.bmp**.

1.7.2.3 Sequence Display OFF and CMS System Locked

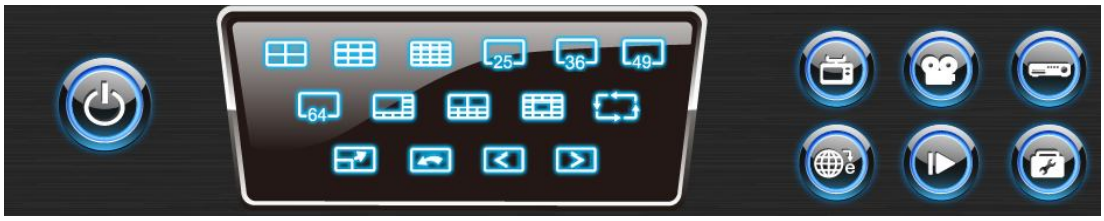
1. A new picture of functional buttons with a “Locked” icon should be created. Picture size is the same, 940x180 pixels in bitmap format.



2. The size and coordinates of buttons are the same as in the previous section.
3. The file should be named as **Function_Lock_Down.bmp**.

1.7.2.4 Sequence Display ON and CMS System Locked

1. A new picture of functional buttons with “Sequence ON” and “Locked” icons should be created. Picture size is the same, 940x180 pixels in bitmap format.

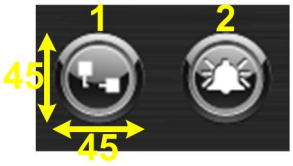


2. The size and coordinates of buttons are the same as in the previous section.
3. The file should be named as **Function_Sequence_Lock_Down.bmp**.

1.8 Disconnection and Alert Buttons

This section will guide you to create pictures of disconnection and alert buttons: under normal condition, when users are clicking on the buttons, or when disconnection / alert events triggered.

1.8.1 Normal Disconnection and Alert Buttons



1. The disconnection and alert buttons located at the bottom of CMS window should be of size 127x73 pixels in bitmap format.
2. As shown on the right, each button should be 45x45 pixels. Suppose the coordinates at the top left corner is (0, 0), the coordinates of each button are listed as below.
   - ●1: Disconnection button: (7, 9)
   - ●2: Alert button: (65, 8)
3. The file should be named as **DisconAlertOff.bmp**.

1.8.2 Clicking on Disconnection and Alert Buttons

A new picture of the disconnection and alert buttons has to be created to shown different buttons when clicking on them.



1. Picture size is the same, 127x73 pixels in bitmap format.
2. The size and coordinates of buttons are the same as the above.
3. The file should be named as **DisconAlertDown.bmp**.

1.8.3 Triggered Disconnection and Alert Buttons



A new picture of the disconnection and alert buttons has to be created to be shown when disconnection or alert event triggered.

1. Picture size is the same, 127x73 pixels in bitmap format.
2. The size and coordinates of buttons are the same as the above.
3. The file should be named as **DisconAlertOn.bmp**.

1.9 Playback Control Buttons

This section will guide you to create pictures of playback control buttons, under normal condition or when users are clicking on the buttons.

1.9.1 Normal Playback Control Buttons

First, create the pictures of the playback control buttons under normal condition. There are 2 situations:

1. when playback is started;
2. when playback is paused.

1.9.1.1 Playback Started



1. The playback control buttons located at the bottom of CMS window should be of size 241x97 pixels in bitmap format.
2. As shown on the right, each button should be 55x55 pixels. Suppose the coordinates at the top left corner is (0, 0), the coordinates of each button are listed as below.
   - ●1st button: (21, 22)
   - ●2nd button: (92, 22)
   - ●3rd button: (160, 22)
3. The file should be named as **PbCtrl_u.bmp**.

1.9.1.2 Playback Paused



1. A new picture of playback control buttons with a “Play” icon replacing the “Pause” icon should be created. Picture size is the same, 241x97 pixels in bitmap format.
2. The size and coordinates of buttons are the same as the above.
3. The file should be named as **Pb_Pause.bmp**.

1.9.2 Clicking on Playback Control Buttons

This section will show how the playback control buttons will look like when clicking on them. Same as under the normal condition, there are 2 situations:

1. when playback is started;
2. when playback is paused.

1.9.2.1 Playback Started



1. The playback control buttons located at the bottom of CMS window should be of size 241x97 pixels in bitmap format.
2. The size and coordinates of buttons are the same as in the previous section.
3. The file should be named as **Pb_Down.bmp**.

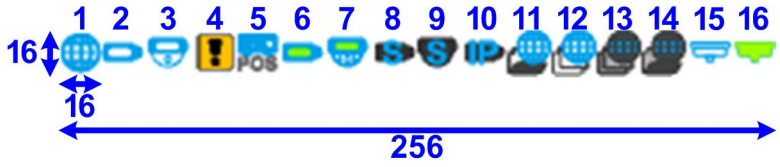
1.9.2.2 Playback Paused



1. A new picture of playback control buttons with a “Play” icon replacing the “Pause” icon should be created. Picture size is the same, 241x97 pixels in bitmap format.
2. The size and coordinates of buttons are the same as in the previous section.
3. The file should be named as **Pb_Pause_Down.bmp**.

1.10 Camera Icons in the Site Tree

1. The camera icons in site tree should be of size 256x16 pixels in bitmap format. Each icon should be 16x16 pixels. Icons from left to right represent:

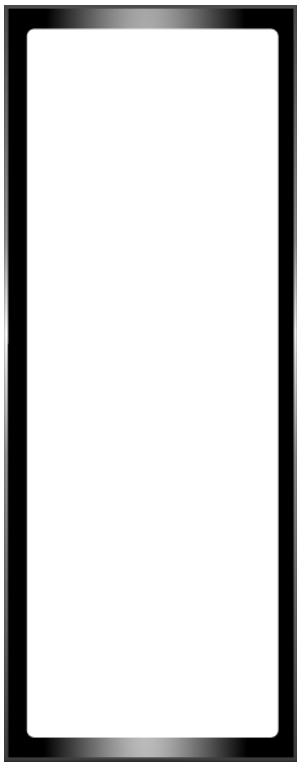


1	Site	7	Dome Camera	13	Collapsed Group Icon
2	Reserved Icon for Camera	8	Camera in Sequence List	14	Expanded Group Icon
3	Reserved Icon for Dome Camera	9	Dome Camera in Sequence List	15	Reserved Icon for Fisheye Camera
4	Alert Message	10	IP Camera	16	Fisheye Camera
5	DVR with POS function	11	Expanded Start Group Icon		
6	Camera	12	Collapsed Start Group Icon		

2. The file should be named as **TreeIcon.bmp**.

1.11 The Site Tree

1. Picture of the site tree should be of size 240x620 pixels in bitmap format.
2. The width of the frame at the right hand side is 15 pixels. All other three sides are 20 pixels.
3. The file should be named as **Tree.bmp**.



1.12 Dome Camera Control Panel

This section will guide you to create pictures of the dome camera control panel, under normal condition or when users are clicking on the buttons.

1.12.1 Normal Display of the Dome Camera Control Panel

1. Picture of the dome camera control panel should be of size 157x340 pixels in bitmap format.
2. As shown on the right, buttons 1~6 should be 44x44 pixels, buttons 7~10 should be 40x40 pixels, and buttons 11 includes four direction arrows that each is 14x14 pixels. The shape and size of the background of button 11 can be self-customized. Last is a word string “Speed”, in 20x15 pixels, to be displayed at the bottom. Suppose the coordinates at the top left corner is (0, 0), the coordinates of each button are listed as below.



No.	Button	Position	No.	Button	Position
1	Focus Near	(29, 12)	9	Set Preset	(16, 249)
2	Focus Far	(83, 12)	10	Set ID	(102, 249)
3	Iris Close	(29, 55)	11	Directions	(49, 190)
4	Iris Open	(83, 55)	11a	Left	(49, 212)
5	Zoom In	(29, 100)	11b	UP	(70, 190)
6	Zoom Out	(83, 100)	11c	Right	(91, 212)
7	Auto Focus	(15, 150)	11d	Down	(70, 235)
8	Go to Preset	(102, 155)	12	Speed	(120, 290)

3. The file should be named as **Dome_2.bmp**.

1.12.2 Clicking on Dome Camera Control Panel

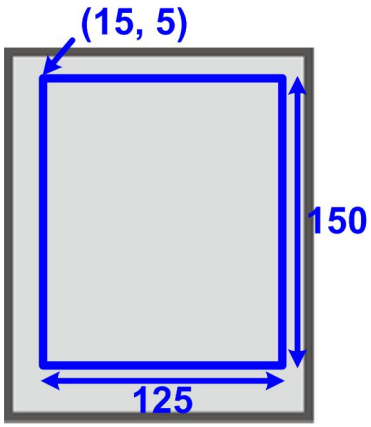
A new picture of the dome camera control panel has to be created to shown different buttons when clicking on them.



1. Picture size is the same, 157x340 pixels in bitmap format.
2. The size and coordinates of buttons are the same as the above.
3. The file should be named as **Dome_Down_2.bmp**.

1.13 Information of the HDD

1. Picture of information of the HDD should be of size 155x188 pixels in bitmap format.
2. Since the box (125x150 pixels) as shown on the right will show the information of all installed HDD, everything within the box might be overlapped. Suppose the coordinates at the top left corner is (0, 0), the coordinates of the box should be (15, 5).
3. The file should be named as **Drive_Info.bmp**.

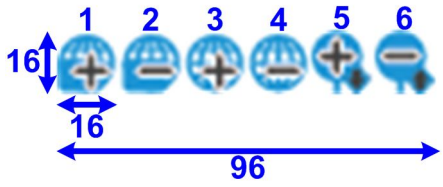


1.14 Icons in the Setting Window

This section will create icons to be used in the setting window.

1.14.1 Edit of Groups and Sites

1. The icons for editing groups and sites should be of size 96x16 pixels in bitmap format. Each icon should be 16x16 pixels. Icons from left to right represent:

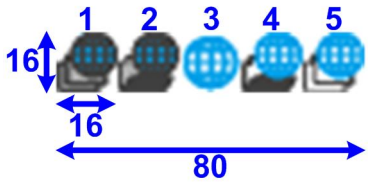


1	Add a new Group	3	Add a new Site	5	Expand the selected Group/Site
2	Remove the selected Group	4	Remove the selected Site	6	Collapse the selected Group/Site

2. The file should be named as **Group.bmp**.

1.14.2 Display of Groups and Sites

1. The icons displaying groups and sites should be of size 80x16 pixels in bitmap format. Each icon should be 16x16 pixels. Icons from left to right represent:

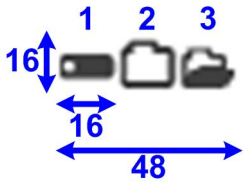


1	Collapsed Group	3	Site	5	Expanded Start Group
2	Expanded Group	4	Collapsed Start Group		

2. The file should be named as **Group_Tree.bmp**.

1.14.3 File Path Icons

1. The icons in file path setup should be of size 48x16 pixels in bitmap format. Each icon should be 16x16 pixels. Icons from left to right represent:

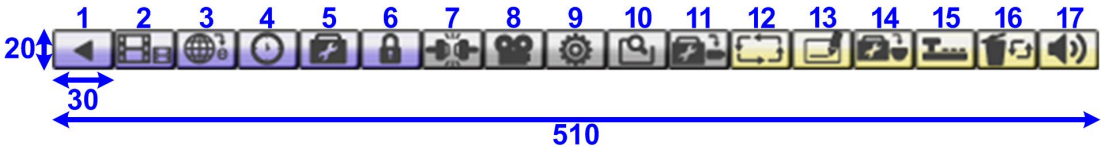


1	Hard Disk Drive	2	Unselected Folder	3	Selected Folder

2. The file should be named as **Drive_Image.bmp**.

1.14.4 Function List Icons in User Attribution Setup

1. The function list icons in User Attribution Setup should be of size 510x20 pixels in bitmap format. Each icon should be 30x20 pixels. Icons from left to right represent:

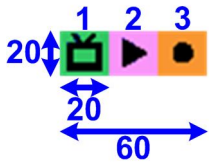


1	Playback	7	Reconnect/disconnect (per site)	13	Rename (per camera)
2	Player	8	Record (per site)	14	Dome setting (per camera)
3	Emap	9	Configuration (per site)	15	Dome control (per camera)
4	Schedule Record	10	Event search (per site)	16	Remove (per camera)
5	Setting	11	Camera setting (per site)	17	Sound notification (per camera)
6	Lock	12	Sequence (per camera)		

2. The file should be named as **Function_List.bmp**.

1.14.5 Video Mode Icons in User Attribution Setup

1. The video mode icons in User Attribution Setup should be of size 60x20 pixels in bitmap format. Each icon should be 20x20 pixels. Icons from left to right represent:



1	Live	2	Playback	3	Record

2. The file should be named as **Video_Mode.bmp**.

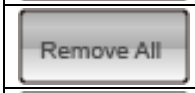
1.15 Buttons and Icons in Emap

This section will create buttons and icons used in the Emap window. All pictures should be in bitmap file type.

1.15.1 Emap Buttons

The following chart shows buttons used in the Emap window.

Button	Name	Picture Size	File Name
	AngelEye Mode	60x20 pixels	**AngelEyeMode.bmp**
	Picture Mode	60x20 pixels	**PictureMode.bmp**
	Picture Mode Disabled	60x20 pixels	**PictureMode_d.bmp**
	AngelEye Mode Setup	60x20 pixels	**AngelEyeSetup.bmp**
	AngelEye Mode Setup Disabled	60x20 pixels	**AngelEyeSetup_d.bmp**
	Original	60x20 pixels	**Emap_Original.bmp**
	Original Disabled	60x20 pixels	**Emap_Original_d.bmp**
	Double	60x20 pixels	**Emap_Double.bmp**
	Double Disabled	60x20 pixels	**Emap_Double_d.bmp**
	Half	60x20 pixels	**Emap_Half.bmp**
	Half Disabled	60x20 pixels	**Emap_Half_d.bmp**
	Fill	60x20 pixels	**Emap_Fill.bmp**
	Fill Disabled	60x20 pixels	**Emap_Fill_d.bmp**

	OK	60x20 pixels	**Ok.bmp**
	OK Disabled	60x20 pixels	**Ok_d.bmp**
	Cancel	60x20 pixels	**Cancel.bmp**
	Cancel Disabled	60x20 pixels	**Cancel_d.bmp**
	Emap Snapshot	72x32 pixels	**emap_snapshot.bmp**
	Emap Snapshot Disabled	72x32 pixels	**emap_snapshot_d.bmp**
	Remove All Camera	72x32 pixels	**RemoveAll.bmp**
	Remove All Camera Disabled	72x32 pixels	**RemoveAll_d.bmp**
	Display Mode	72x32 pixels	**DisplayMode.bmp**
	Display Mode Disabled	72x32 pixels	**SettingMode.bmp**
	Save	72x32 pixels	**AngelSave.bmp**
	Save Disabled	72x32 pixels	**AngelSave_d.bmp**

1.15.2 Camera Icons

The following chart shows camera icons used in the Emap window.

Icon	Name	Picture Size	File Name
	Unselected Camera	100x70 pixels	**Camera.bmp**
	Selected Camera	100x70 pixels	**Camera_Sel.bmp**
	Unselected Dome Camera	100x70 pixels	**Dome_Img.bmp**
	Selected Dome Camera	100x70 pixels	**Dome_Img_Sel.bmp**
	Unselected Fisheye Camera	70x100 pixels	**Fisheye.bmp**
	Selected Fisheye Camera	70x100 pixels	**Fisheye_Sel.bmp**

1.15.3 Alert Icons

The following chart shows alert icons used in the Emap window.

Icon	Name	Picture Size	File Name
	Unselected Alert Icon 1	100x70 pixels	**Alert.bmp**
	Unselected Alert Icon 2	100x70 pixels	**Alert2.bmp**
	Selected Alert Icon 1	100x70 pixels	**Alert_Sel.bmp**
	Selected Alert Icon 2	100x70 pixels	**Alert2_Sel.bmp**

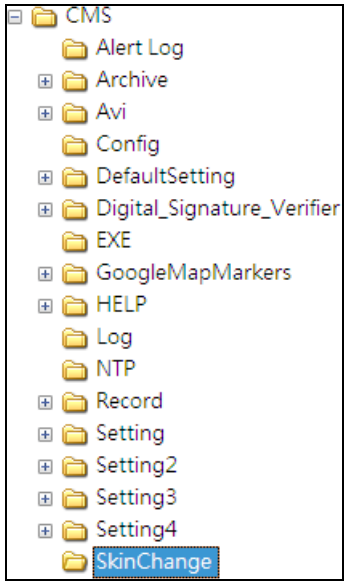
1.16 CMS Event Icons

The following chart shows event icons that will be displayed in CMS. All pictures should be in bitmap file type.

Icon	Name	Picture Size	File Name
	Motion	12x12 pixels	**Motion12x12.bmp**
		16x16 pixels	**Motion16x16.bmp**
	Alarm	12x12 pixels	**Alarm12x12.bmp**
		16x16 pixels	**Alarm16x16.bmp**
	Video Loss	12x12 pixels	**VideoLoss12x12.bmp**
		16x16 pixels	**VideoLoss16x16.bmp**
	Covert	12x12 pixels	**Covert12x12.bmp**
		16x16 pixels	**Covert16x16.bmp**
	Cross Line	12x12 pixels	**CrossLine12x12.bmp**
		16x16 pixels	**CrossLine16x16.bmp**
	Fisheye	12x12 pixels	**Fisheye12x12.bmp**
		16x16 pixels	**Fisheye16x16.bmp**

2. Change CMS Player Skin

If you wish to change CMS Player skin, first create your own UI icons, backgrounds, etc., according to the instructions in the following sections. After the CMS is installed, copy the image files to the folder "\CMS\SkinChange\" (as shown on the right) and it's done. When the CMS is started, your own skin will be applied.



Note that a sample set of image files is provided so that you can test if it works after the image files are copied to the designated folder.

2.1 CMS Player Background

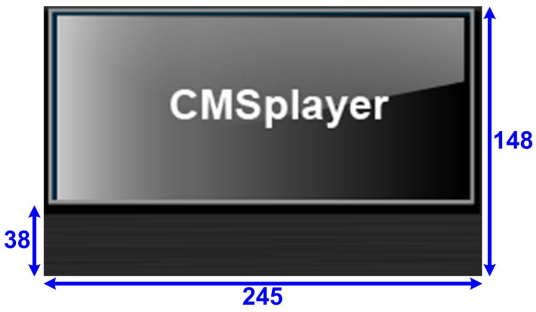
1. The original picture size should be 1280x1024 pixels in bitmap format. Refer to the sample picture shown on the right.
2. The file should be named as **Player_Background.bmp**.



The background picture is suggested to be a simple plain picture.

2.2 CMS Player Logo

1. The original picture size should be 245x148 pixels in bitmap format. Refer to the sample picture shown on the right.
2. The file should be named as **Player_Brand.bmp**.



2.3 CMS Player Invalid View

A display picture should be created for showing in the grids when CMS Player initially starts up. Follow the steps below.

1. The picture size should be 500x385 pixels in bitmap format. Refer to the sample picture shown on the right.
2. The file should be named as **Player_bg.bmp**.



A new picture should be created for displaying at grids where videos are not available. The difference is that there are 2 pixels frames at each edge.

1. The picture size should be 500x385 pixels in bitmap format. Refer to the sample picture shown on the right.
2. The file should be named as **Player_bg2.bmp**.



2.4 CMS Player Icon

The CMS Player icon will be shown on the top left corner of the CMS Player main window. It should include a total of 6 pictures as listed below.

No.	Picture	Resolution	Color	File Name
1		16x16	256 Color	**Player_ICON.ico**
2			24-Bit	
3		32x32	256 Color	
4			24-Bit	
5		48x48	256 Color	
6			24-Bit	

2.5 Power Button

The power button should also have two pictures: one is at normal state, and one is when it is clicked.

Icon	Status	Picture Size	File Name
	Normal	90x90 pixels	**Power.bmp**
	Clicked	90x90 pixels	**Power_D.bmp**

2.6 Functional Buttons

This section will guide you to create pictures of function buttons, under normal condition or when users are clicking on the buttons.

2.6.1 Normal Functional Buttons

1. The panel with functional buttons on it should be of size 246x243 pixels in bitmap format.
2. As shown on the right, each button should be 70x70 pixels. Suppose the coordinates at the top left corner is (0, 0), the coordinates of each button are listed in below chart.



No.	Position	No.	Position	No.	Position
1	(46, 8)	4	(135, 82)	7	(162, 163)
2	(137, 8)	5	(18, 163)		
3	(46, 79)	6	(91, 163)		

3. The file should be named as **Player_Mode_U.bmp**.

2.6.2 Clicking on Functional Buttons

A new picture of functional buttons should be created to be shown when clicking on the buttons.

1. Picture size is the same, 246x243 pixels in bitmap format.
2. The size and coordinates of the button are the same as the above.
3. The file should be named as **Player_Mode_D.bmp**.

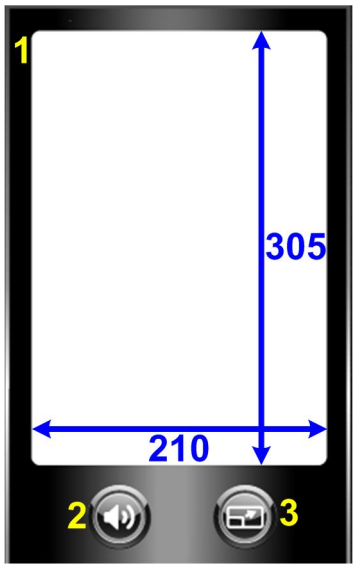


2.7 The Site Tree

This section will guide you to create pictures of the site tree, under normal condition or when users are clicking on the buttons.

2.7.1 Normal Display of the Site Tree

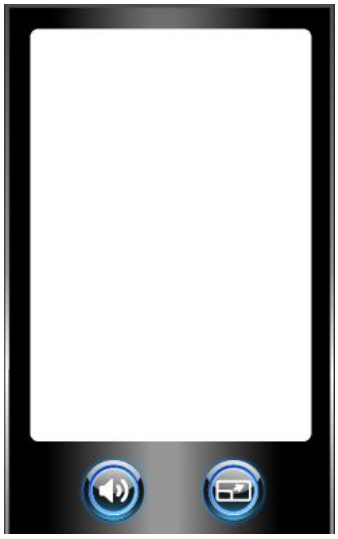
1. Picture of the site tree should be of size 246x395 pixels in bitmap format.
2. As shown on the right, box 1 will show information of sites in start group, button 2 allows users to enable or disable audio, and button 3 is for showing full-screen display. Therefore everything within box 1 might be overlapped. Suppose the coordinates at the top left corner is (0, 0), the coordinates of each item are listed as below.
   - 1: 210x305 pixels, (20, 20)
   - 2: 50x50 pixels, (54, 335)
   - 3: 50x50 pixels, (143, 335)
3. The file should be named as **Player_TreeAudOff.bmp**.



2.7.2 Clicking on the Site Tree Buttons

A new picture of the site tree should be created to be shown when clicking on the buttons.

1. Picture size is the same, 246x395 pixels in bitmap format.
2. The size and coordinates of boxes are the same as in the previous section.
3. The file should be named as **Player_TreeAudOff_D.bmp**.



2.8 Camera Icon in the Site Tree

1. The camera icons in site tree should be of size 144x16 pixels in bitmap format. Each icon should be 16x16 pixels. Icons from left to right represent:



1	Site	4	Alert Message	7	Dome Camera
2	Reserved Icon for Camera	5	DVR with POS function	8	Camera in Sequence List
3	Reserved Icon for Dome Camera	6	Camera	9	Dome Camera in Sequence List

2. The file should be named as **Player_Sitetree.bmp**.

2.9 Playback Control Buttons

This section will guide you to create pictures of playback control buttons, under normal condition or when users are clicking on the buttons.

2.9.1 Normal Playback Control Buttons

First, create the pictures of the playback control buttons under normal condition. There are 2 situations:

1. when playback is started;
2. when playback is paused.

2.9.1.1 Playback Started



1. The playback control buttons located at the bottom of CMS Player window should be of size 241x96 pixels in bitmap format.
2. As shown on the right, each button should be 54x54 pixels. Suppose the coordinates at the top left corner is (0, 0), the coordinates of each button are listed as below.
   - ●1st button: (15, 23)
   - ●2nd button: (69, 23)
   - ●3rd button: (123, 23)
   - ●4th button: (176, 23)
3. The file should be named as **Player_Playmode_U.bmp**.

2.9.1.2 Playback Paused



1. A new picture of playback control buttons with a “Play” icon replacing the “Pause” icon should be created. Picture size is the same, 241x96 pixels in bitmap format.
2. The size and coordinates of buttons are the same as on the previous page.
3. The file should be named as **Player_Playmode_P_U.bmp**.

2.9.2 Clicking on Playback Control Buttons

This section will show how the playback control buttons will look like when clicking on them. Same as under the normal condition, there are 2 situations:

1. when playback is started;
2. when playback is paused.

2.9.2.1 Playback Started



1. The playback control buttons located at the bottom of CMS Player window should be of size 241x96 pixels in bitmap format.
2. The size and coordinates of buttons are the same as in the previous section.
3. The file should be named as **Player_Playmode_D.bmp**.

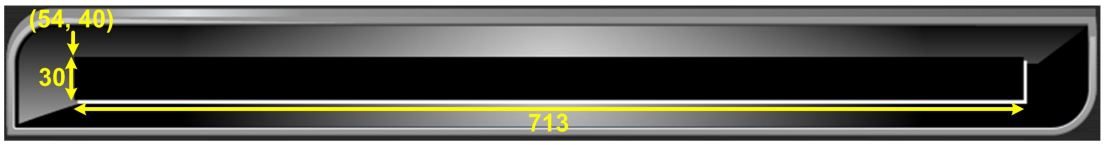
2.9.2.2 Playback Paused



1. A new picture of playback control buttons with a “Play” icon replacing the “Pause” icon should be created. Picture size is the same, 241x96 pixels in bitmap format.
2. The size and coordinates of buttons are the same as in the previous section.
3. The file should be named as **Player_Playmode_P_D.bmp**.

2.10 Playback Status Bar

1. The playback status bar should be 825x101 pixels in bitmap format.



2. As shown in above figure, a slider bar will occupy the center 713x30 pixels, located at the coordinate of (54, 40). Whatever lies within the slider bar position will be overlapped.
3. The file should be named as **Player_SliderBk.bmp**.

2.11 CMS Player Event Icons

The following chart shows event icons that will be displayed in CMS Player. All pictures should be in bitmap file type.

Icon	Name	Picture Size	File Name
	Motion	12x12 pixels	**PlayerMotion12x12.bmp**
		16x16 pixels	**PlayerMotion16x16.bmp**
	Alarm	12x12 pixels	**PlayerAlarm12x12.bmp**
		16x16 pixels	**PlayerAlarm16x16.bmp**
	Video Loss	12x12 pixels	**PlayerVideoLoss12x12.bmp**
		16x16 pixels	**PlayerVideoLoss16x16.bmp**
	Covert	12x12 pixels	**PlayerCovert12x12.bmp**
		16x16 pixels	**PlayerCovert16x16.bmp**
	Cross Line	12x12 pixels	**PlayerCrossLine12x12.bmp**
		16x16 pixels	**PlayerCrossLine16x16.bmp**
	Fisheye	12x12 pixels	**PlayerFisheye12x12.bmp**
		16x16 pixels	**PlayerFisheye16x16.bmp**