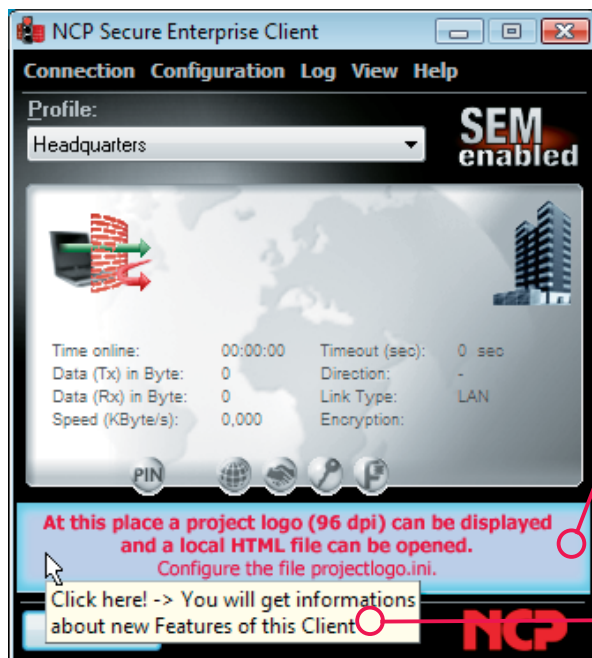


Company and Project Logos integrated into Client Interface

During the installation of the Client software, the file **Projectlogo.ini** is created in the installation directory. This file contains a description of how a company or project logo should be integrated into the Client's user interface, which will activate a mouse-over quick info display for the logo. A click on the logo will open a local HTML page via the preinstalled browser.

The file **Projectlogo.ini** can include the following entries:

```
[GENERAL]
Picture_96 = Logo
Picture_120 = Logo
ToolTip1 = Text Line
HtmlLocal = local HTML File
```



Logo

The logo will appear in a panel of the Client at the very bottom, across the entire width of the Monitor. A bitmap (96 or 120dpi) is required for the logo, 96dpi for a display with small fonts, or 120dpi for a display with large fonts. The size of the bitmap is predetermined at “min. 24 pixels in width” and “exactly 328 pixels in height” for small fonts, and “min. 29 pixels” and “exactly 404 pixels” for large fonts. The bitmap can be stored in any local directory. If it is stored in the installation directory, no path has to be specified in the INI file, otherwise the bitmap name will be specified with a path.

Text Line

Text lines for Quick Info are listed with consecutive numbers per line, e.g.:

```
ToolTip[1] = Per mouse click you will get
ToolTip[2] = the new features of this client
```

Local HTML File

The HTML page to be displayed, once the project logo was clicked, must be stored in a local directory of the computer. Where no path is specified, the file will be called from the client's installation directory. Example: (illustration left):

```
HtmlLocal = Whatsnew.html
```

