



## GUIDE TO IMPORTING CUSTOM GRAPHICS INTO UNIVERSAL DRAGON

**Applies To:** SPLCD39G, SPLCD64G, SPLCD64V and XTR39

**Note:** *Not all custom graphics will look acceptable in a lower resolution display (SPLCD39G or XTR39)*

**Adding Custom Background:** 1. Open your image in any paint program. Resize and crop it to the size you wish it to be on the device.

### Background Sizes (Pixels)

- SPLCD39G – 320X240
- SPLCD64G/SPLCD64V – 640X480
- XTR39 – 240X320

2. Save your image as '.png' or '.bmp' format in the appropriate directory:

*Note: "Show Hidden Files and Folders" needs to be activated.*

- SPLCD64G/SPLCD64V - Windows XP:

C:\Documents and Settings\All Users\Application Data\Xantech Corporation\Universal Dragon\Icons\SPLCD\16Bitbmps\Aurora\Backgrounds

- SPLCD64G/SPLCD64V - Windows Vista:

C:\ProgramData\Xantech Corporation\Universal Dragon\Icons\SPLCD\16Bitbmps\Aurora\Backgrounds

- SPLCD39G - Windows XP:

C:\Documents and Settings\All Users\Application Data\Xantech Corporation\Universal Dragon\Icons\SPLCD\8Bitbmps\Aurora\Backgrounds

- SPLCD39G - Windows Vista:

C:\ProgramData\Xantech Corporation\Universal Dragon\Icons\SPLCD\SPLCD\8Bitbmps\Aurora\Backgrounds

- XTR39 - Windows XP:

C:\Documents and Settings\All Users\Application Data\Xantech Corporation\Universal Dragon\Icons\SPLCD\8Bitbmps\Aurora\XTR39

- XTR39 - Windows Vista:

C:\ProgramData\Xantech Corporation\Universal Dragon\Icons\SPLCD\8Bitbmps\Aurora\XTR39

3. Restart Dragon and your new graphics will be available for use.



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***Adding Custom  
Function Buttons:***

1. Open your image in any paint program. Resize and crop it to the size you wish it to be on the device. Please also note that buttons require an UP and DOWN state. You will need to create both states.

2. Save your image as '.png' or '.bmp' format in the appropriate "Down Buttons" and "Up Buttons" directory:.

*Note: "Show Hidden Files and Folders" needs to be activated.*

- SPLCD64G/SPLCD64V - Windows XP:

C:\Documents and Settings\All Users\Application Data\Xantech Corporation\Universal Dragon\Icons\SPLCD\16Bitbmps\Aurora\Buttons

- SPLCD64G/SPLCD64V - Windows Vista:

C:\ProgramData\Xantech Corporation\Universal Dragon\Icons\SPLCD\16Bitbmps\Aurora\Buttons

- SPLCD39G/XTR39 - Windows XP:

C:\Documents and Settings\All Users\Application Data\Xantech Corporation\Universal Dragon\Icons\SPLCD\8Bitbmps\Aurora\Buttons

- SPLCD39G/XTR39 - Windows Vista:

C:\ProgramData\Xantech Corporation\Universal Dragon\Icons\SPLCD\8Bitbmps\Aurora\Buttons

3. Restart Dragon and your new graphics will be available for use.



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***Adding Custom Source Buttons:***

1. Open your image in any paint program. Resize and crop it to the size you wish it to be on the device. Please also note that buttons require an UP and DOWN state. You will need to create both states.

2. Save your image as '.png' or '.bmp' format in the appropriate "Down Sources" and "Up Sources" directory..

*Note: "Show Hidden Files and Folders" needs to be activated.*

- SPLCD64G/SPLCD64V - Windows XP:

C:\Documents and Settings\All Users\Application Data\Xantech Corporation\Universal Dragon\Icons\SPLCD\16Bitbmps\Aurora\Sources

- SPLCD64G/SPLCD64V - Windows Vista:

C:\ProgramData\Xantech Corporation\Universal Dragon\Icons\SPLCD\16Bitbmps\Aurora\Sources

- SPLCD39G/XTR39 - Windows XP:

C:\Documents and Settings\All Users\Application Data\Xantech Corporation\Universal Dragon\Icons\SPLCD\8Bitbmps\Aurora\Sources

- SPLCD39G/XTR39 - Windows Vista:

C:\ProgramData\Xantech Corporation\Universal Dragon\Icons\SPLCD\8Bitbmps\Aurora\Sources

3. Restart Dragon and your new graphics will be available for use.