

e-Series URCaps Style Guide v.1.0














1) Introduction















The URCaps Style Guide helps URCap Developers to develop a single UI system that allows a Universal Robots user to have a unified experience between the URCap and PolyScope.

This guide contains which UI components can the developer use on its URCap and which rules does the developer need to follow to provide a seamless experience between PolyScope and the URCap.

2) Style Guide

Color Palette

BLACK  R0 G0 B0	DARK_GRAY  R51 G51 B51	GRAY_1  R100 G100 B100	GRAY_2  R115 G115 B115	GRAY_3  R136 G136 B136	GRAY_4  R179 G179 B179	GRAY_5  R192 G192 B192
GRAY_6  R205 G205 B205	LIGHT_GRAY_1  R210 G210 B210	LIGHT_GRAY_2  R230 G230 B230	LIGHT_GRAY_3  R240 G240 B240	LIGHT_GRAY_4  R243 G243 B243	WHITE  R255 G255 B255	

<p>NAVY_BLUE</p>  <p>R47 G91 B183</p>	<p>UR_BLUE</p>  <p>R86 G160 B211</p>	<p>LIGHT_BLUE</p>  <p>R194 G225 B246</p>				
<p>DARK_YELLOW</p>  <p>R204 G168 B99</p>	<p>GOLD_YELLOW</p>  <p>R230 G206 B76</p>	<p>GOLD_YELLOW_2</p>  <p>R235 G202 B132</p>	<p>YELLOW</p>  <p>R255 G255 B112</p>	<p>LIGHT_YELLOW</p>  <p>R251 G238 B198</p>		
<p>RED</p>  <p>R255 G0 B0</p>	<p>GRAY_RED</p>  <p>R236 G165 B165</p>	<p>LIGHT_RED</p>  <p>R237 G206 B206</p>				
<p>GREEN</p>  <p>R0 G146 B69</p>	<p>BRIGHT_GREEN</p>  <p>R134 G222 B136</p>	<p>LIGHT_GREEN</p>  <p>R194 G246 B214</p>				

Typography

Font Families

- DejaVu
- Monospaced

- Serif
- IPAex (when Japanese language is used)

Font Styles

- Bold
- Italic
- Bold-italic
- Plain

Font Sizes

For all languages, except Russian

FONT_TINY	6px
FONT_VERY_SMALL	8px
FONT_SMALL	10px
FONT_DEFAULT	12px
FONT_MEDIUM	13px
FONT_LARGE	14px
FONT_VERY_LARGE	16px
FONT_MAIN_HEADING_SIZE	24px
FONT_HUGE	36px

For Russian only

FONT_TINY	6px
FONT_VERY_SMALL	6px
FONT_SMALL	8px
FONT_DEFAULT	10px
FONT_MEDIUM	11px
FONT_LARGE	11px
FONT_VERY_LARGE	13px
FONT_MAIN_HEADING_SIZE	22px
FONT_HUGE	34px

Border Widths

BORDER_THIN	1px
BORDER_NORMAL	2px
BORDER_WIDE	5px

Heights

HEIGHT_TINY	15px
HEIGHT_VERY_SMALL	25px
HEIGHT_SMALL	30px
HEIGHT_DEFAULT	32px
HEIGHT_MEDIUM	40px
HEIGHT_LARGE	50px
HEIGHT_VERY_LARGE	75px
HEIGHT_BIG	85px
HEIGHT_HUGE	160px

URCap Branding

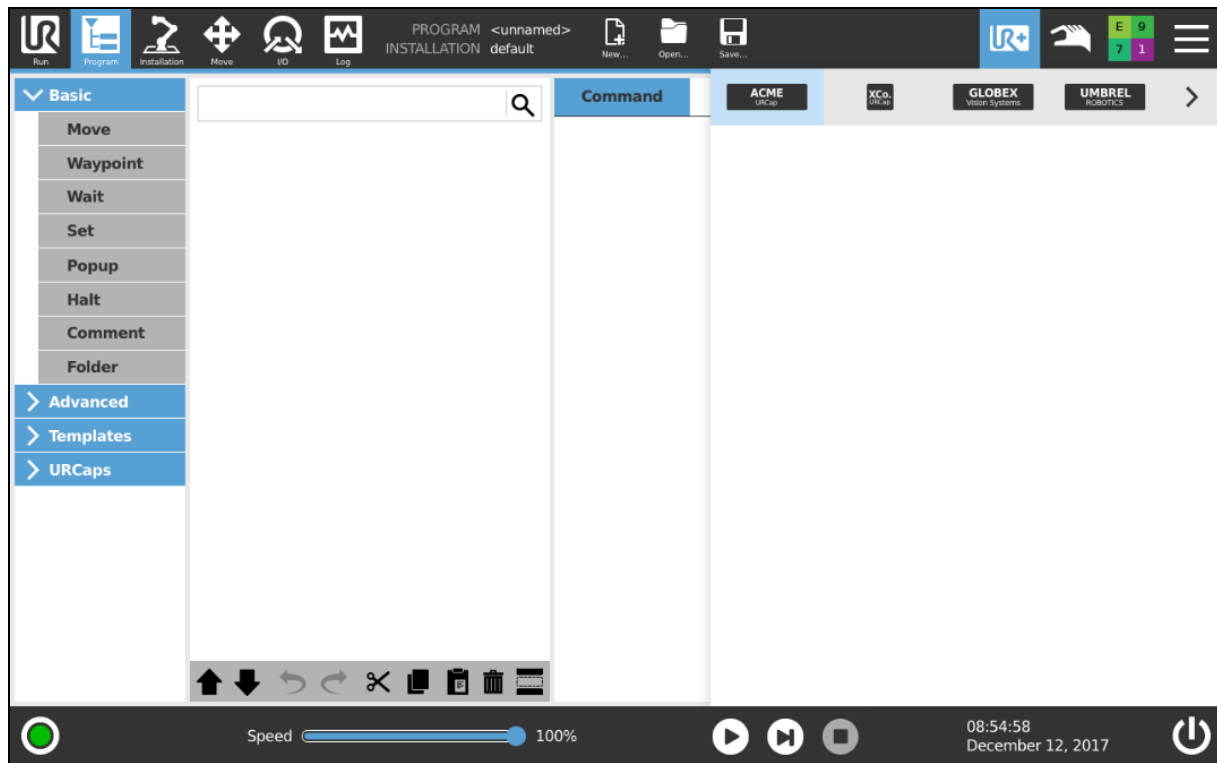
When a UR+ developer creates its URCap, the developer's logo can be used on the Toolbar and the Installation Tab using specific rules in terms of sizes so the developer's logo can fit properly on PolyScope interface.

Toolbar

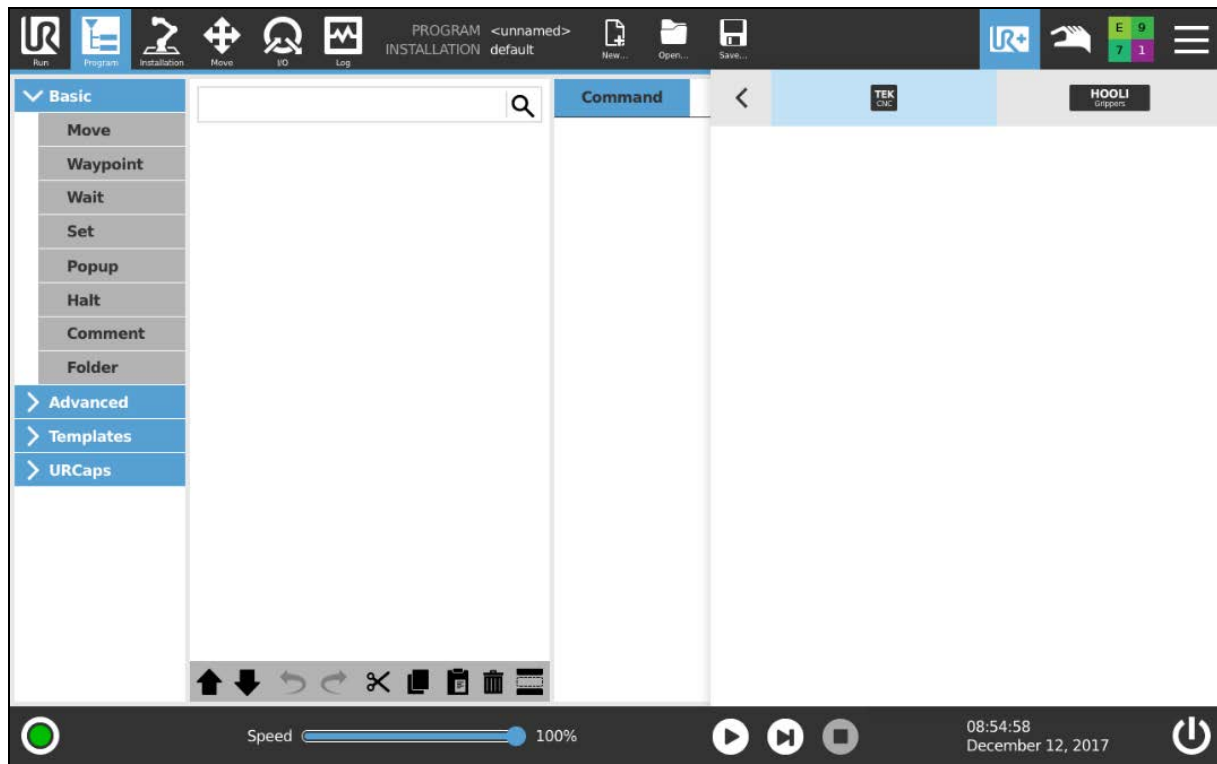
- The logo must have a **maximum** of **89px width and 30px height**.
- The developer can decide to use a full color logo or a black or white logo version, both being a PNG with transparent background.
- If developer doesn't have a logo, plain text can be used instead.



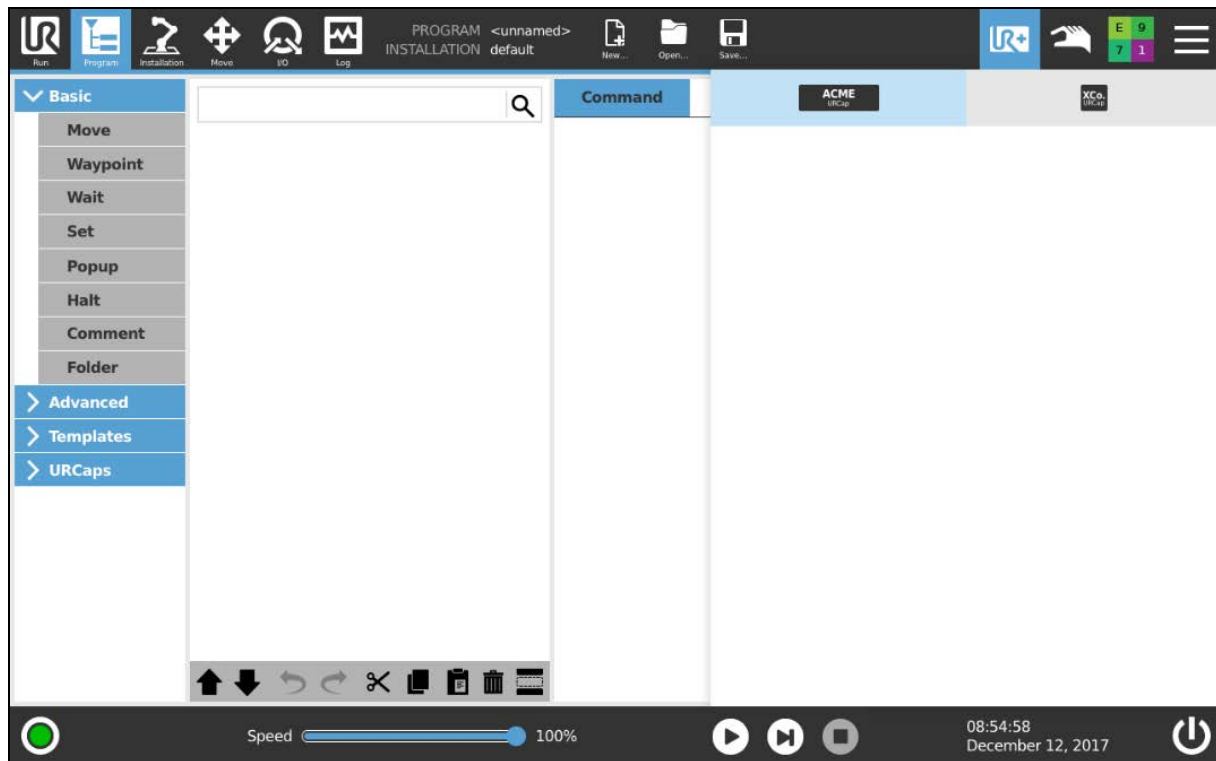
Examples of the maximum dimensions for the URCap logo. The example on the left represents a vertical logo and the example on the right represents a horizontal logo



When more than 4 URCaps are installed, a "arrow" on the right shows up so user can navigate to the remaining URCaps



User pressed the arrow (see upper image) to see the rest of the installed URCaps.



The Toolbar's header has a flexible grid when 4 or less URCaps are installed

Installation Tab

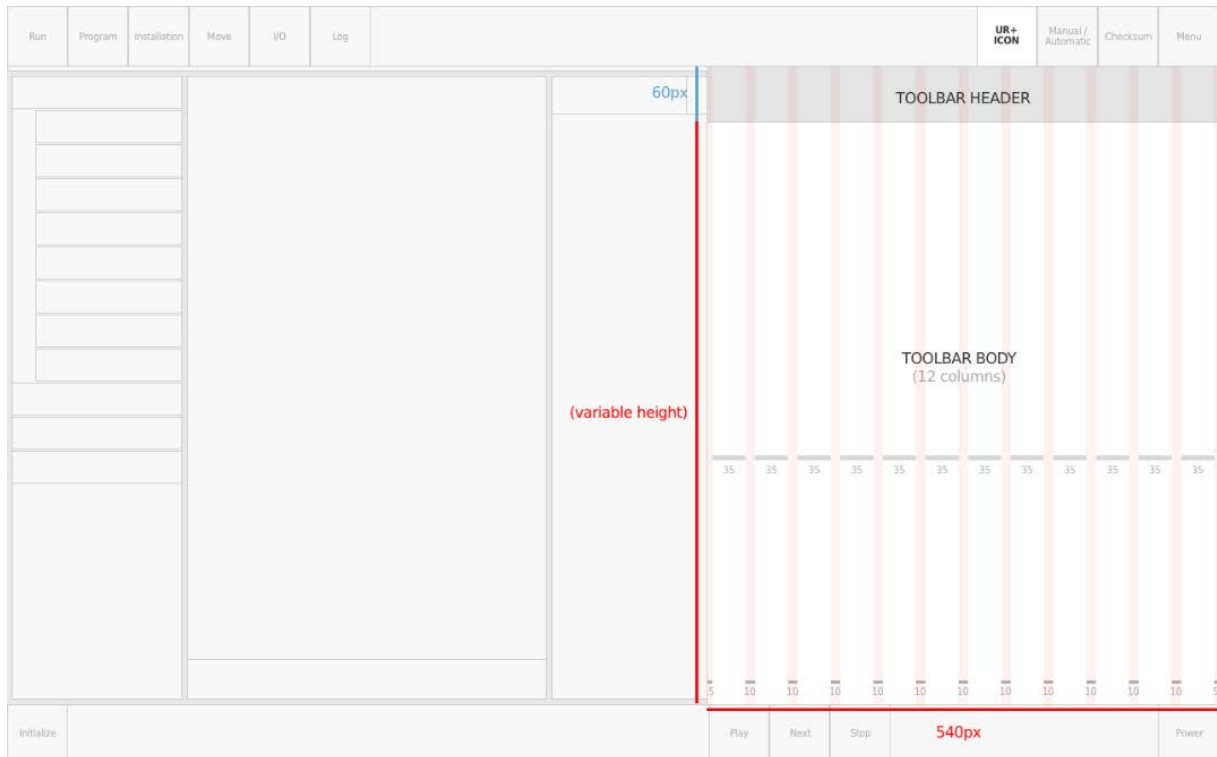
1. The logo can have any size which fits the Installation tab.
2. The logo can either be full color or black & white.
3. If developer doesn't have a logo, plain text can be used instead.

Program Node Tab

1. The logo can have any size which fits the Installation tab.
2. The logo can either be full color or black & white.
3. If developer doesn't have a logo, plain text can be used instead.

3) Layout

UI Toolbar Grid



Number of Columns: 12

Column Width: 35px p/ column

Column Gutter: 10px between columns

Grid Side Padding: 5px both left & right

DO's

1. Only place components between columns (the width of each component is whatever size you need, only bear in mind to respect the minimum width indicated on each component)

DON'Ts

1. Don't change the dimensions of the grid. The grid exists so all components are organized hierarchically and with visual balance.

UI Installation Tab Grid



Number of Columns: 12

Column Width: 70px p/ column

Column Gutter: 20px between columns

Grid Side Padding: 10px both left & right

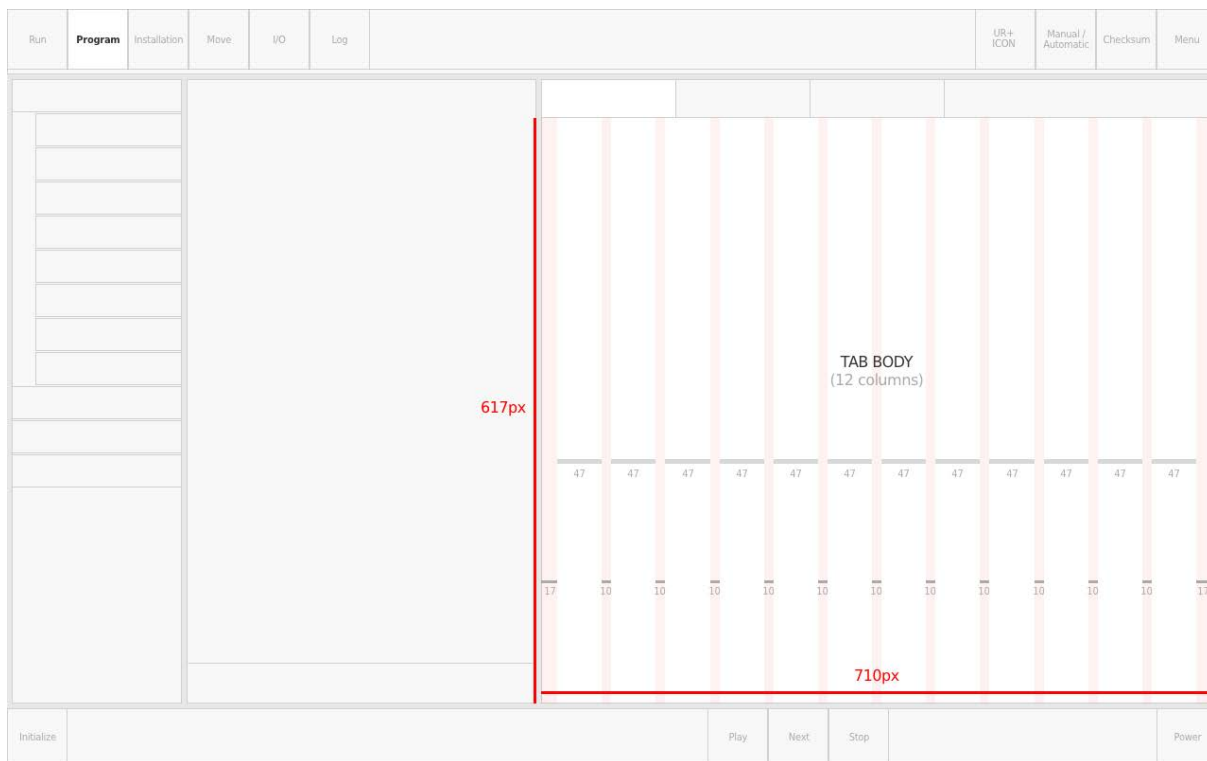
DO's

1. Only place components between columns (the width of each component is whatever size you need, only bear in mind to respect the minimum width indicated on each component)

DON'Ts

1. Don't change the dimensions of the grid. The grid exists so all components are organized hierarchically and with visual balance.

UI Program Tab Grid



Number of Columns: 12

Column Width: 47px p/ column

Column Gutter: 10px between columns

Grid Side Padding: 17px both left & right

DO's

1. Only place components between columns (the width of each component is whatever size you need, only bear in mind to respect the minimum width indicated on each component)

DON'Ts

2. Don't change the dimensions of the grid. The grid exists so all components are organized hierarchically and with visual balance.

4) Components

FYI 1

All the text on the existing components must be considered as an example only and can change depending where/how the URCap Developer decides to use them.

FYI 2

When using a component that has a width value, for example, ≥ 1 column, it means it will have at least 35px width on the Toolbar or 70px width on the Installation Tab (see UI Toolbar Grid & UI Installation Tab Grid)

Toggles

Large Toggle (enabled)



Height: HEIGHT_VERY_LARGE

Width: ≥ 1 column width

Background Color: WHITE

Border Width: BORDER_NORMAL

Border Color: UR_BLUE

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: BLACK

Large Toggle (disabled)



Height: HEIGHT_VERY_LARGE

Width: ≥ 1 column width

Background Color: WHITE

Border Width: BORDER_NORMAL

Border Color: GRAY_5

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: GRAY_5

DO's

1. The ≥ 1 column width is both using a Toolbar grid or Installation Tab grid.
2. Use a Large Toggle if you want to highlight the focus on a specific action on your URCap.
3. You can create toggles with just label, icon + label or just icon.
4. If you want to use an icon + label, place the icon on the left side of the label

DON'Ts

1. Don't change any of the specifications for the toggle
2. If you are using icons on the toggle, only use one icon
3. Don't rotate or change the orientation of the toggle

Small Toggle (deselected)



Height: HEIGHT_MEDIUM

Width: ≥ 1 column width

Background Color: WHITE

Border Width: BORDER_NORMAL

Border Color: UR_BLUE

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: BLACK

Small Toggle (selected)



Height: HEIGHT_MEDIUM

Width: ≥ 1 column width

Background Color: LIGHT_BLUE

Border Width: BORDER_NORMAL

Border Color: UR_BLUE

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: BLACK

DO's

1. The ≥ 1 column width is both using a Toolbar grid or Installation Tab grid.
2. You can create toggles with just label, icon + label or just icon.
3. If you want to use an icon + label, place the icon on the left side of the label

DON'Ts

1. Don't change any of the specifications for the toggle
2. If you are using icons on the toggle, only use one icon
3. Don't rotate or change the orientation of the toggle

Buttons

Small Button (enabled)



Height: HEIGHT_MEDIUM

Width: ≥ 1 column width

Background Color: WHITE

Border Width: BORDER_NORMAL

Border Color: UR_BLUE

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: BLACK

Small Button (disabled)



Height: HEIGHT_MEDIUM

Width: ≥ 1 column width

Background Color: WHITE

Border Width: BORDER_NORMAL

Border Color: GRAY_5

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: GRAY_5

DO's

1. The ≥ 1 column width is both using a Toolbar grid or Installation Tab grid.
2. You can create buttons with just label, icon + label or just icon.
3. If you want to use an icon + label, place the icon on the left side of the label

DON'Ts

1. Don't change any of the specifications for the button
2. If you are using icons on the button, only use one icon
3. Don't rotate or change the orientation of the button

Small CTA Button (enabled)



Clear Log Entries

Height: HEIGHT_MEDIUM

Width: ≥ 1 column width

Background Color: UR_BLUE

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: BLACK

Small CTA Button (disabled)



Height: HEIGHT_MEDIUM

Width: ≥ 1 column width

Background Color: GRAY_5

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: GRAY_3

DO's

1. The ≥ 1 column width is both using a Toolbar grid or Installation Tab grid.
2. Use a CTA (Call To Action) button if you want to draw attention to a specific button
3. You can create buttons with just label, icon + label or just icon.
4. If you want to use an icon + label, place the icon on the left side of the label

DON'Ts

1. Don't change any of the specifications for the button
2. If you are using icons on the button, only use one icon
3. Don't rotate or change the orientation of the button

Medium CTA Button (enabled)



Height: HEIGHT_LARGE

Width: ≥ 1 column width

Background Color: UR_BLUE

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: BLACK

Medium CTA Button (disabled)



Height: HEIGHT_LARGE

Width: ≥ 1 column width

Background Color: GRAY_5

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: GRAY_3

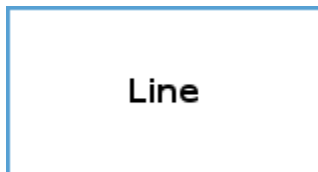
DO's

1. The ≥ 1 column width is both using a Toolbar grid or Installation Tab grid.
2. Use a CTA (Call To Action) button if you want to draw attention to a specific button
3. You can create buttons with just label, icon + label or just icon.
4. If you want to use an icon + label, place the icon on the left side of the label

DON'Ts

1. Don't change any of the specifications for the button
2. If you are using icons on the button, only use one icon
3. Don't rotate or change the orientation of the button

Large Button (enabled)



Height: HEIGHT_HUGE

Width: ≥ 1 column width

Background Color: WHITE

Border Width: BORDER_NORMAL

Border Color: UR_BLUE

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: BLACK

Large Button (disabled)



Height: HEIGHT_HUGE

Width: ≥ 1 column width

Background Color: WHITE

Border Width: BORDER_NORMAL

Border Color: GRAY_5

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: GRAY_5

DO's

1. The ≥ 1 column width is both using a Toolbar grid or Installation Tab grid.
2. Use a Large Button if you want to highlight the focus on a specific action on your URCap.
3. You can create buttons with just label, icon + label or just icon.
4. If you want to use an icon + label, place the icon on the left side of the label

DON'Ts

1. Don't change any of the specifications for the button
2. If you are using icons on the button, only use one icon
3. Don't rotate or change the orientation of the button

Tabs

Command

Graphics

Variables

Height: HEIGHT_MEDIUM

Width: ≥ 2 column width

Background Color Selected Tab: UR_BLUE

Background Color Unselected Tabs: WHITE

Bottom BORDER Height: BORDER_THIN

Border Color: BLACK

Font Family: DejaVu Sans

Font Style: Bold

Font Size: FONT_VERY_LARGE

Font Color: BLACK







DO's

1. The ≥ 2 column width is both using a Toolbar grid or Installation Tab grid.
2. You can create tabs with just label or icon + label.
3. If you want to use an icon + label, place the icon on the left side of the label

DON'Ts

1. Don't change any of the specifications for each tab
2. If you are using icons on the button, only use one icon
3. Don't rotate or change the orientation of the button
4. Don't create sub-tabs
5. Don't make the Bottom border shorter than the tabs available

Tables

	2018-02-06 09:09:52.057 PolyScope	URSoftware 5.0.0.1535 (Oct 26 2017) s/n: 20175555555 : UR5
	2018-02-06 09:09:52.057 PolyScope	Connected to Controller
	2018-02-06 09:09:52.057 RobotInterface	URControl 5.0.0 (26-10-2017)
	2018-02-06 09:09:52.057 RobotInterface	URSafetyA 0: URSafetyB 0
	2018-02-06 09:09:52.057 PolyScope	Safety checksum changed to: CCCC
	2018-02-08 12:23:47.711 PolyScope	Safety checksum changed to: CCCC

Row Height: HEIGHT_VERY_SMALL

Width: ≥ 1 column width

Background Color Unpaired Numbered Tabs: LIGHT_GRAY_3

Background Color Paired Numbered Tabs: WHITE

Font Family: DejaVu Sans Mono

Font Style: Plain

Font Size: FONT_LARGE

Font Color: BLACK

DO's

1. The ≥ 1 column width is both using a Toolbar grid or Installation Tab grid.
2. You can add icons to each row.

DON'Ts

1. Don't change any of the specifications for each row
2. If you are using icons on the button, only use one icon
3. Don't rotate or change the orientation of the table
4. Don't create sub-rows
5. If you are using icons, don't make the size of the icon to be larger than 20px height

Sliders



Height: HEIGHT_TINY

Width: ≥ 2 column width

Background Color: WHITE

Border Width: BORDER_THIN

Border Color: GRAY_5

Progress Bar Filling Color: UR_BLUE

Corner Radius: 15px

Slider Handle Size: 20px

Slider Handle Background Color: UR_BLUE

Labels Font Family: DejaVu Sans

Labels Font Style: Plain

Labels Font Size: FONT_VERY_LARGE

Labels Font Color: BLACK

DO's

1. The ≥ 2 column width is both using a Toolbar grid or Installation Tab grid.
2. You can create a slider with/without stops (e.g: the current example has stops from 0 to 12 and 24)
3. If stops are used, you can add as many as you want
4. If stops are used, you can add icons to each stop label
5. You can make either a horizontal or a vertical slider

DON'Ts

1. Don't change any of the specifications for the slider

Dropdowns

Dropdown (enabled)

Height: HEIGHT_SMALL

Width: ≥ 1 column width

Background Color: WHITE

Border Width: BORDER_THIN

Border Color: BLACK

Font Family: DejaVu Sans

Font Style: Plain

Font Size: FONT_VERY_LARGE

Font Color: BLACK

Dropdown (disabled)

Height: HEIGHT_SMALL

Width: ≥ 1 column width

Background Color: WHITE

Border Width: BORDER_THIN

Border Color: GRAY_5

Font Family: DejaVu Sans

Font Style: Plain

Font Size: FONT_VERY_LARGE

Font Color: GRAY_5

DO'S

1. The ≥ 1 column width is both using a Toolbar grid or Installation Tab grid.
2. The text label can either be placed on top or on the left side of the dropdown.
Once the place for the label is decided, all labels should follow that rule.

DON'Ts

1. Don't change any of the specifications for the dropdown
2. If you are using icons on the button, only use one icon
3. Don't rotate or change the orientation of the dropdown

Text Fields

Text Field (enabled)

mm

Height: HEIGHT_SMALL

Width: ≥ 1 column width

Background Color: WHITE

Border Width: BORDER_THIN

Border Color: BLACK

Font Family: DejaVu Sans

Font Style: Plain

Font Size: FONT_VERY_LARGE

Font Color: BLACK

Text Field (disabled)



Height: HEIGHT_SMALL

Width: \geq 1 column width

Background Color: WHITE

Border Width: BORDER_THIN

Border Color: GRAY_5

Font Family: DejaVu Sans

Font Style: Plain

Font Size: FONT_VERY_LARGE

Font Color: GRAY_5

DO'S

1. The \geq 1 column width is both using a Toolbar grid or Installation Tab grid.
2. The text field unit (e.g "mm") is optional. If it's used, it should be placed 10px distance from the text field and horizontally aligned with the value inside the text field
3. The text field label can either be placed on top or on the left side of the text field. Once the place for the label is decided, all labels should follow that rule.

DON'Ts

1. Don't change any of the specifications for the text field
2. If you are using icons on the button, only use one icon
3. Don't rotate or change the orientation of the text field

Cards



Card Header Height: HEIGHT_DEFAULT

Card Header Width: ≥ 2 column width

Card Header Background Color: GRAY_4

Card Header Font Family: DejaVu Sans

Card Header Font Style: Bold

Card Header Font Size: FONT_VERY_LARGE

Card Header Font Color: BLACK

Card Body Background Color: WHITE

Card Header + Card Body BORDER Width: BORDER_WIDE

Card Header + Card Body BORDER Color: LIGHT_GRAY_2

DO'S

1. The ≥ 2 column width is both using a Toolbar grid or Installation Tab grid.
2. The Card Body has flexible height
3. Use the Header as the title for the Card
4. You can have a header with just label or icon + label.
5. If you want to use an icon + label, place the icon on the left side of the label
6. Use the Card to highlight content or sections

DON'Ts

1. Don't create a card without a Header
2. Don't change any of the specifications for the card
3. If you are using icons on the header, only use one icon
4. Don't rotate or change the orientation of the card
5. Don't use a Card inside of another Card

Digital Input	Digital Output
0 <input type="checkbox"/> <input type="checkbox"/> 4	0 <input type="checkbox"/> <input type="checkbox"/> 4
1 <input type="checkbox"/> <input type="checkbox"/> 5	1 <input type="checkbox"/> <input type="checkbox"/> 5
2 <input type="checkbox"/> <input type="checkbox"/> 6	2 <input type="checkbox"/> <input type="checkbox"/> 6
3 <input type="checkbox"/> <input type="checkbox"/> 7	3 <input type="checkbox"/> <input type="checkbox"/> 7

Tool Input	
Digital	<input type="checkbox"/> 0 <input type="checkbox"/> 1
analog_in[2]	<input type="text" value="0.00 mA"/> Current ▼
analog_in[3]	<input type="text" value="0.00 mA"/> Current ▼

Example of how Cards work on PolyScope.

Horizontal Divider

Height: BORDER_NORMAL

BORDER Color: LIGHT_GRAY_2

DO'S

1. You can make the border as wide as you need

DON'Ts

1. Don't change any of the specifications for the divider
2. Don't use dashed lines
3. Don't create diagonal dividers

Vertical Divider



Width: BORDER_NORMAL

BORDER Color: LIGHT_GRAY_2

DO'S

1. You can make the border as tall as you need

DON'Ts

1. Don't change any of the specifications for the divider
2. Don't use dashed lines
3. Don't create diagonal dividers

Warning Message

Large Warning Message



BACKDRIVE

Height: HEIGHT_BIG

Background Color: LIGHT_YELLOW

Border Width: BORDER_THIN

Border Color: GOLD_YELLOW_2

Header Font Family: DejaVu Sans

Header Font Style: Bold

Header Font Size: FONT_MAIN_HEADING_SIZE

Header Font Color: BLACK

Small Warning Message

Warning Message

Height: HEIGHT_SMALL

Background Color: LIGHT_YELLOW

Border Width: BORDER_THIN

Border Color: GOLD_YELLOW_2

Header Font Family: DejaVu Sans

Header Font Style: Plain

Header Font Size: FONT_VERY_LARGE

Header Font Color: BLACK

DO'S

1. Use the Large Warning Message when you wish to focus the user attention to something
2. Warning Messages can have any length

DON'Ts

1. Don't change any of the specifications for the message
2. Don't use a dashed border

Error Message

Large Error Message



NO CONTROLLER

Height: HEIGHT_BIG

Background Color: LIGHT_RED

Border Width: BORDER_THIN

Border Color: GRAY_RED

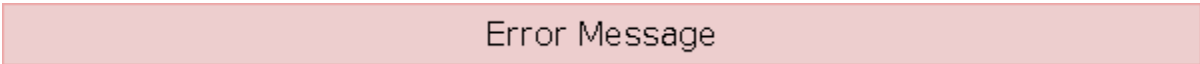
Header Font Family: DejaVu Sans

Header Font Style: Bold

Header Font Size: FONT_MAIN_HEADING_SIZE

Header Font Color: BLACK

Small Error Message



Error Message

Height: HEIGHT_SMALL

Background Color: LIGHT_RED

Border Width: BORDER_THIN

Border Color: GRAY_RED

Header Font Family: DejaVu Sans

Header Font Style: Plain

Header Font Size: FONT_VERY_LARGE

Header Font Color: BLACK

DO'S

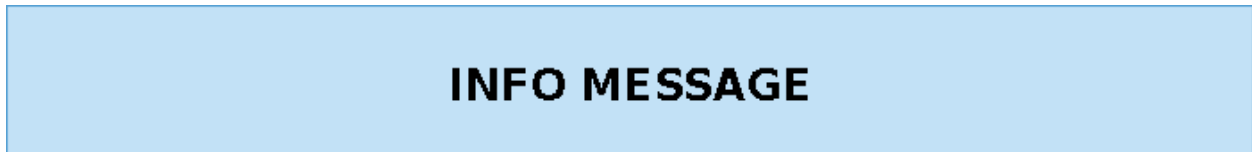
1. Use the Large Error Message when you wish to focus the user attention to something
2. Error Messages can have any length

DON'Ts

1. Don't change any of the specifications for the message
2. Don't use a dashed border

Informative Message

Large Informative Message



Height: HEIGHT_BIG

Background Color: LIGHT_BLUE

Border Width: BORDER_THIN

Border Color: UR_BLUE

Header Font Family: DejaVu Sans

Header Font Style: Bold

Header Font Size: FONT_MAIN_HEADING_SIZE

Header Font Color: BLACK

Small Informative Message

Changes do not take effect until saving the installation

Height: HEIGHT_SMALL

Background Color: LIGHT_BLUE

Border Width: BORDER_THIN

Border Color: UR_BLUE

Header Font Family: DejaVu Sans

Header Font Style: Plain

Header Font Size: FONT_VERY_LARGE

Header Font Color: BLACK

DO'S

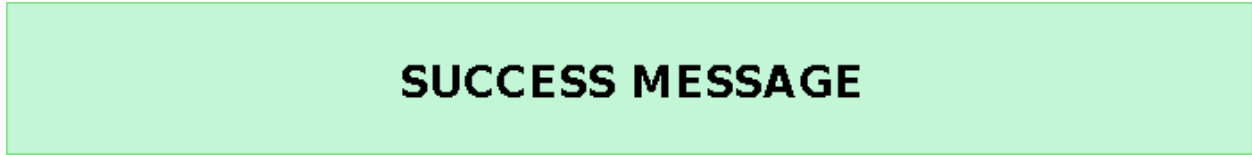
1. Use the Large Informative Message when you wish to focus the user attention to something
2. Informative Messages can have any length

DON'Ts

1. Don't change any of the specifications for the message
2. Don't use a dashed border

Success Message

Large Success Message



Height: HEIGHT_BIG

Background Color: LIGHT_GREEN

Border Width: BORDER_THIN

Border Color: BRIGHT_GREEN

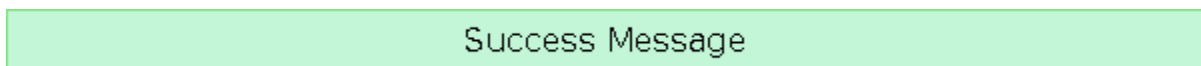
Header Font Family: DejaVu Sans

Header Font Style: Bold

Header Font Size: FONT_MAIN_HEADING_SIZE

Header Font Color: BLACK

Small Success Message



Height: HEIGHT_SMALL

Background Color: LIGHT_GREEN

Border Width: BORDER_THIN

BorderColor: BRIGHT_GREEN

Header Font Family: DejaVu Sans

Header Font Style: Plain

Header Font Size: FONT_VERY_LARGE

Header Font Color: BLACK

DO'S

1. Use the Large Success Message when you wish to focus the user attention to something
2. Success Messages can have any length

DON'Ts

1. Don't change any of the specifications for the message
2. Don't use a dashed border

Loading Bar

Thick Loading Bar



Height: HEIGHT_DEFAULT

Background Color: WHITE

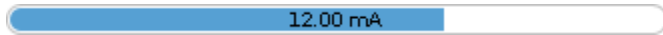
BORDER Width: BORDER_THIN

BORDER Color: GRAY_5

Progress Bar Filling Color: UR_BLUE

Corner Radius: 15px

Thin Loading Bar



Height: HEIGHT_TINY

Background Color: WHITE

Border Width: BORDER_THIN

Border Color: GRAY_5

Progress Bar Filling Color: UR_BLUE

Corner Radius: 15px

Label Font Family: DejaVu Sans

Label Font Style: Plain

Label Font Size: FONT_SMALL

Label Font Color: BLACK

DO'S

1. Loading bars can have any width
2. Thick Loading Bar can be used with a label
3. Thin Loading Bar can be used without a label





































DON'Ts




















1. Don't change any of the specifications for the loading bar
2. Don't use dashed lines

Icons

General Icons

These icons can be used on any circumstances on the URCap UI. They help the URCap have the same "look & feel" of PolyScope and so more familiar to the user.

								
Pencil Icon	Checkbox Unselected Disabled	Checkbox Selected Disabled	Checkbox Unselected Enabled	Checkbox Selected Enabled	Radio Button Unselected Disabled	Radio Button Selected Disabled	Radio Button Unselected Enabled	Radio Button Selected Enabled
								
Warning Icon	Accept Icon	Cancel Icon	Search Icon	Information Blue Icon	Link Icon	Wizard Icon	Down Arrow	Up Arrow
								
Left Large Blue Arrow	Right Large Blue Arrow	Play Icon	Stop Icon	Next Icon	Pause Icon	Disabled Small LED	Caret Left	Caret Right
								
Left Arrow	Right Arrow	Settings Icon	View Icon	Up Large Arrow	Down Large Arrow	Cut Icon	Copy Icon	Paste Icon

								
Save Icon	Open Icon	New Icon	Delete Icon	Information Icon	Question Icon	Plus Icon	Minus Icon	Refresh Icon
								
Redo Icon	Undo Icon	Red Small LED	Yellow Small LED	Green Small LED	Default Icon	Default Selected Icon	Question Large Icon	Left Large Arrow
								
Right Large Arrow								

DO'S





















1. Use any of these icons anywhere and anytime throughout your UCap UI.
2. Icons can be resized to lower sizes if necessary.
3. If the user needs to select one or more of the options, then Checkboxes should be used.
4. If the user only needs to select one option between many, then a Radio Button must be used.
5. Other icons can be used. If so, use the colors on the Color Palette.

DON'Ts

1. Don't increase the size of these icons
2. Don't change the color or shape of these icons
3. If other icons are to be use, only use plain icons (without 3D nor shadows)

Specific Icons

These icons can only be used on specific circumstances to perform an action that is related to the one performed on PolyScope.

 Robot Shadow Icon	 Robot Shape Icon	 Path Icon	 Waypoint Icon	 Base Icon	 Freedrive Icon	 Home Position Icon
 Robot Mounting Icon 1	 Robot Mounting Icon 2	 Robot Mounting Icon 3	 Suppress Icon	 Green LED	 Yellow LED	 Red LED
 Run Icon	 Program Icon	 Move Icon	 I/O Icon	 Log Icon	 Power Icon	

DO'S




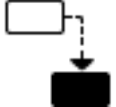

1. Use any of these icons anywhere and anytime throughout your UCap UI.
2. Icons can be resized to lower sizes if necessary.

DON'Ts

1. Don't increase the size of these icons
2. Don't change the color or shape of these icons

Forbidden Icons

Icons which can NOT be used on any circumstances since they are related with critical sections of PolyScope (e.g: Safety or icons belonging to ISO certifications)

				
Automatic Mode Icon	Manual Mode Icon	Local Control Icon	Remote Control Icon	Safety Stop Icon

DO'S

1. Only use these icons on documentation if a reference to where/how these icons are used on PolyScope is necessary.

DON'Ts

1. Don't use these icons on the URCap UI