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

<table>
<thead>
<tr>
<th>BLACK</th>
<th>DARK_GRAY</th>
<th>GRAY_1</th>
<th>GRAY_2</th>
<th>GRAY_3</th>
<th>GRAY_4</th>
<th>GRAY_5</th>
</tr>
</thead>
<tbody>
<tr>
<td>R0</td>
<td>R51</td>
<td>R100</td>
<td>R115</td>
<td>R136</td>
<td>R179</td>
<td>R192</td>
</tr>
<tr>
<td>G0</td>
<td>G51</td>
<td>G100</td>
<td>G115</td>
<td>G136</td>
<td>G179</td>
<td>G192</td>
</tr>
<tr>
<td>B0</td>
<td>B51</td>
<td>B100</td>
<td>B115</td>
<td>B136</td>
<td>B179</td>
<td>B192</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>GRAY_6</th>
<th>LIGHT_GRAY_1</th>
<th>LIGHT_GRAY_2</th>
<th>LIGHT_GRAY_3</th>
<th>LIGHT_GRAY_4</th>
<th>WHITE</th>
</tr>
</thead>
<tbody>
<tr>
<td>R205</td>
<td>R210</td>
<td>R230</td>
<td>R240</td>
<td>R243</td>
<td>R255</td>
</tr>
<tr>
<td>G205</td>
<td>G210</td>
<td>G230</td>
<td>G240</td>
<td>G243</td>
<td>G255</td>
</tr>
<tr>
<td>B205</td>
<td>B210</td>
<td>B230</td>
<td>B240</td>
<td>B243</td>
<td>B255</td>
</tr>
</tbody>
</table>
## 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*

<table>
<thead>
<tr>
<th>Font Name</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>FONT_TINY</td>
<td>6px</td>
</tr>
<tr>
<td>FONT_VERY_SMALL</td>
<td>8px</td>
</tr>
<tr>
<td>FONT_SMALL</td>
<td>10px</td>
</tr>
<tr>
<td>FONT_DEFAULT</td>
<td>12px</td>
</tr>
<tr>
<td>FONT_MEDIUM</td>
<td>13px</td>
</tr>
<tr>
<td>FONT_LARGE</td>
<td>14px</td>
</tr>
<tr>
<td>FONT_VERY_LARGE</td>
<td>16px</td>
</tr>
<tr>
<td>FONT_MAIN_HEADING_SIZE</td>
<td>24px</td>
</tr>
<tr>
<td>FONT_HUGE</td>
<td>36px</td>
</tr>
</tbody>
</table>
For Russian only

<table>
<thead>
<tr>
<th>Font Style</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>FONT_TINY</td>
<td>6px</td>
</tr>
<tr>
<td>FONT_VERY_SMALL</td>
<td>6px</td>
</tr>
<tr>
<td>FONT_SMALL</td>
<td>8px</td>
</tr>
<tr>
<td>FONT_DEFAULT</td>
<td>10px</td>
</tr>
<tr>
<td>FONT_MEDIUM</td>
<td>11px</td>
</tr>
<tr>
<td>FONT_LARGE</td>
<td>11px</td>
</tr>
<tr>
<td>FONT_VERY_LARGE</td>
<td>13px</td>
</tr>
<tr>
<td>FONT_MAIN_HEADING_SIZE</td>
<td>22px</td>
</tr>
<tr>
<td>FONT_HUGE</td>
<td>34px</td>
</tr>
</tbody>
</table>

**Border Widths**

<table>
<thead>
<tr>
<th>Border Style</th>
<th>Width</th>
</tr>
</thead>
<tbody>
<tr>
<td>BORDER_THIN</td>
<td>1px</td>
</tr>
<tr>
<td>BORDER_NORMAL</td>
<td>2px</td>
</tr>
<tr>
<td>BORDER_WIDE</td>
<td>5px</td>
</tr>
</tbody>
</table>
Heights

<table>
<thead>
<tr>
<th>HEIGHT_TINY</th>
<th>15px</th>
</tr>
</thead>
<tbody>
<tr>
<td>HEIGHT_VERY_SMALL</td>
<td>25px</td>
</tr>
<tr>
<td>HEIGHT_SMALL</td>
<td>30px</td>
</tr>
<tr>
<td>HEIGHT_DEFAULT</td>
<td>32px</td>
</tr>
<tr>
<td>HEIGHT_MEDIUM</td>
<td>40px</td>
</tr>
<tr>
<td>HEIGHT_LARGE</td>
<td>50px</td>
</tr>
<tr>
<td>HEIGHT_VERY_LARGE</td>
<td>75px</td>
</tr>
<tr>
<td>HEIGHT_BIG</td>
<td>85px</td>
</tr>
<tr>
<td>HEIGHT_HUGE</td>
<td>160px</td>
</tr>
</tbody>
</table>

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 per 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 per 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)

Enable

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)

Disable

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
**DO's**

1. The \( \geq 1 \) 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:** \( \geq 1 \) 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)

Cancel

Cancel

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)

Apply

Set

Height: HEIGHT_MEDIUM
Width: ≥ 1 column width
Background Color: WHITE
Border Width: BORDER_NORMAL
**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

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**Small CTA Button (enabled)**

![Clear Log Entries](button.png)

**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)

Apply

**Height:** HEIGHT_MEDIUM

**Width:** $\geq 1$ 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 $\geq 1$ 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)

Set Waypoint

Medium CTA Button (disabled)

Set Waypoint

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

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)

Line

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)
**DO's**

1. The $\geq \ 1$ 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

<table>
<thead>
<tr>
<th>Command</th>
<th>Graphics</th>
<th>Variables</th>
</tr>
</thead>
</table>

**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

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
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)

Fixed position ▼

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)

Low ▼

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
**DO'S**

1. The $\geq$ 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**

**TextField (enabled)**

300 mm

**Height:** HEIGHT_SMALL  
**Width:** $\geq$ 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)

300 mm

**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 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

<table>
<thead>
<tr>
<th>Digital Input</th>
<th>Digital Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tool Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digital</td>
</tr>
<tr>
<td>analog_in[2]</td>
</tr>
<tr>
<td>analog_in[3]</td>
</tr>
</tbody>
</table>

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

\[
\text{NO CONTROLLER}
\]

**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

**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

INFO 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

SUCCESS MESSAGE

Height: HEIGHT_BIG
Background Color: LIGHT_GREEN
Border Width: BORDER_THIN
BorderColor: 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

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.

<table>
<thead>
<tr>
<th></th>
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<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Warning Icon</td>
<td>Accept Icon</td>
<td>Cancel Icon</td>
<td>Search Icon</td>
<td>Information Blue Icon</td>
<td>Link Icon</td>
<td>Wizard Icon</td>
<td>Down Arrow</td>
<td>Up Arrow</td>
</tr>
<tr>
<td>Left Large Blue Arrow</td>
<td>Right Large Blue Arrow</td>
<td>Play Icon</td>
<td>Stop Icon</td>
<td>Next Icon</td>
<td>Pause Icon</td>
<td>Disabled Small LED</td>
<td>Caret Left</td>
<td>Caret Right</td>
</tr>
<tr>
<td>Left Arrow</td>
<td>Right Arrow</td>
<td>Settings Icon</td>
<td>View Icon</td>
<td>Up Large Arrow</td>
<td>Down Large Arrow</td>
<td>Cut Icon</td>
<td>Copy Icon</td>
<td>Paste Icon</td>
</tr>
</tbody>
</table>
### 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.

<table>
<thead>
<tr>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🔄</td>
<td>Robot Shadow Icon</td>
</tr>
<tr>
<td>🔄</td>
<td>Robot Shape Icon</td>
</tr>
<tr>
<td>🔥</td>
<td>Path Icon</td>
</tr>
<tr>
<td>🔆</td>
<td>Waypoint Icon</td>
</tr>
<tr>
<td>🏡</td>
<td>Base Icon</td>
</tr>
<tr>
<td>🔅</td>
<td>Freedrive Icon</td>
</tr>
<tr>
<td>🔔</td>
<td>Home Position Icon</td>
</tr>
<tr>
<td>🏙️</td>
<td>Robot Mounting Icon 1</td>
</tr>
<tr>
<td>🏙️</td>
<td>Robot Mounting Icon 2</td>
</tr>
<tr>
<td>🏙️</td>
<td>Robot Mounting Icon 3</td>
</tr>
<tr>
<td>🔴</td>
<td>Suppress Icon</td>
</tr>
<tr>
<td>🟢</td>
<td>Green LED</td>
</tr>
<tr>
<td>🟠</td>
<td>Yellow LED</td>
</tr>
<tr>
<td>🔴</td>
<td>Red LED</td>
</tr>
<tr>
<td>🔞</td>
<td>Run Icon</td>
</tr>
<tr>
<td>🔗</td>
<td>Program Icon</td>
</tr>
<tr>
<td>🔆</td>
<td>Move Icon</td>
</tr>
<tr>
<td>🔅</td>
<td>I/O Icon</td>
</tr>
<tr>
<td>📋</td>
<td>Log Icon</td>
</tr>
<tr>
<td>🔋</td>
<td>Power Icon</td>
</tr>
</tbody>
</table>

**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