

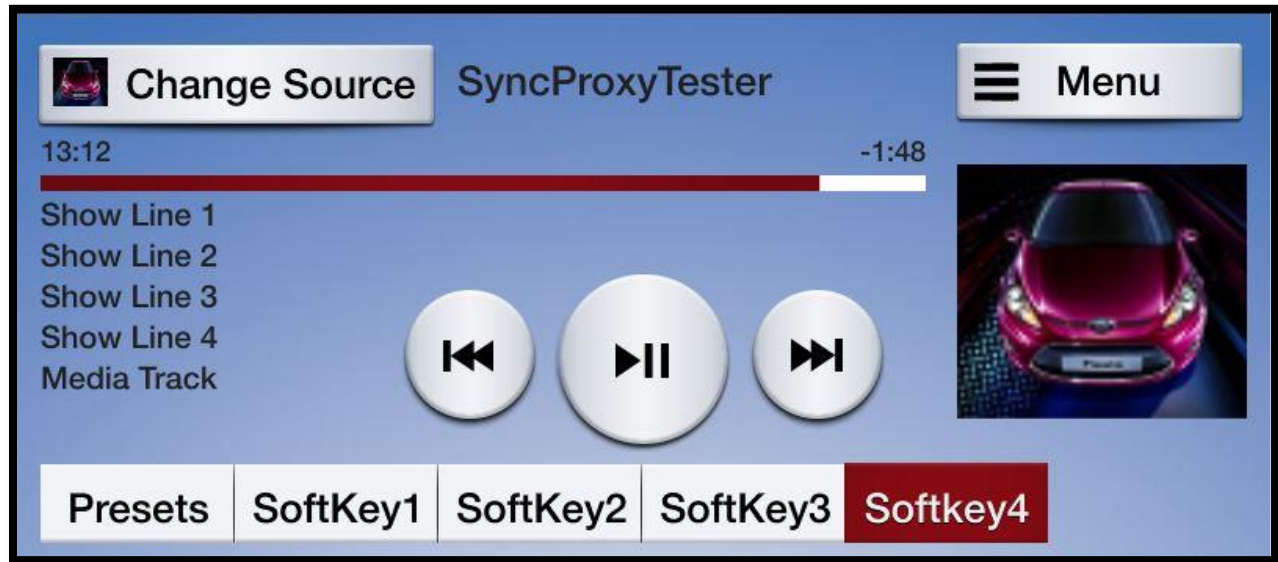
Table of Contents

SDLPredefinedLayouts	2
a. MEDIA	2
b. NON-MEDIA	3
c. GRAPHIC_WITH_TEXT	4
d. TEXT_WITH_GRAPHIC	4
e. TILES_ONLY	4
f. GRAPHIC_WITH_TILES	5
g. TILES_WITH_GRAPHIC	5
h. GRAPHIC_WITH_TEXT_AND_SOFTBUTTONS	5
i. TEXT_AND_SOFTBUTTONS_WITH_GRAPHIC	6
j. GRAPHIC_WITH_TEXTBUTTONS	6
k. DOUBLE_GRAPHIC_SOFTBUTTONS	6
l. TEXTBUTTONS_WITH_GRAPHIC	7
m. TEXTBUTTONS_ONLY	7
n. LARGE_GRAPHIC_WITH_SOFTBUTTONS	7
o. LARGE_GRAPHIC_ONLY	8
UI RPCs	9
a. Alert	9
b. PerformInteraction	10
c. ScrollableMessage	13
d. Slider	13
e. AudioPassThru	14
Additional UI Elements	15
a. Menu Button	15
b. Preset Button	15
Image Specifications	16

SDLPredefinedLayouts

a. MEDIA

- With progress bar



- Without progress bar



b. NON-MEDIA

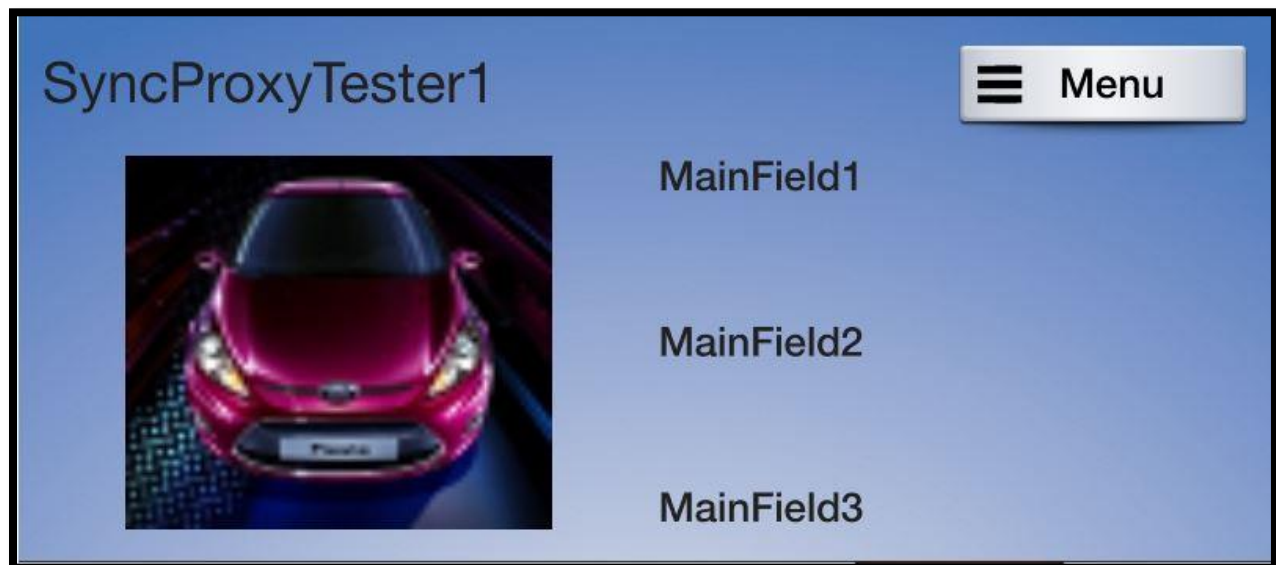
- Without SoftButtons



- With SoftButtons



c. GRAPHIC_WITH_TEXT



d. TEXT_WITH_GRAPHIC



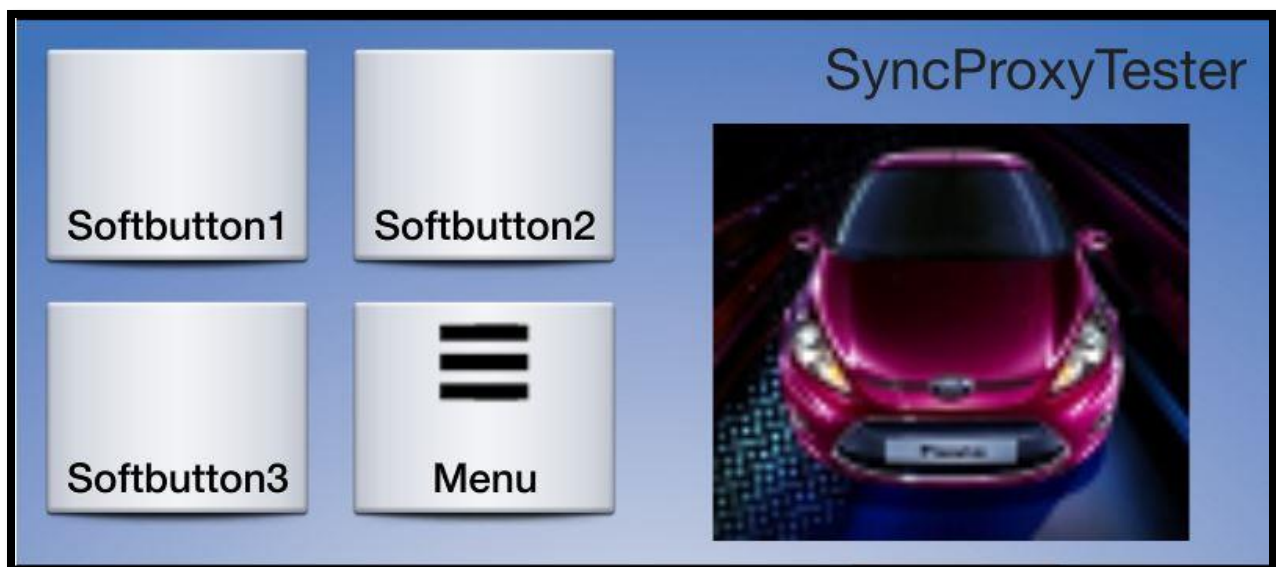
e. TILES_ONLY



f. GRAPHIC_WITH_TILES



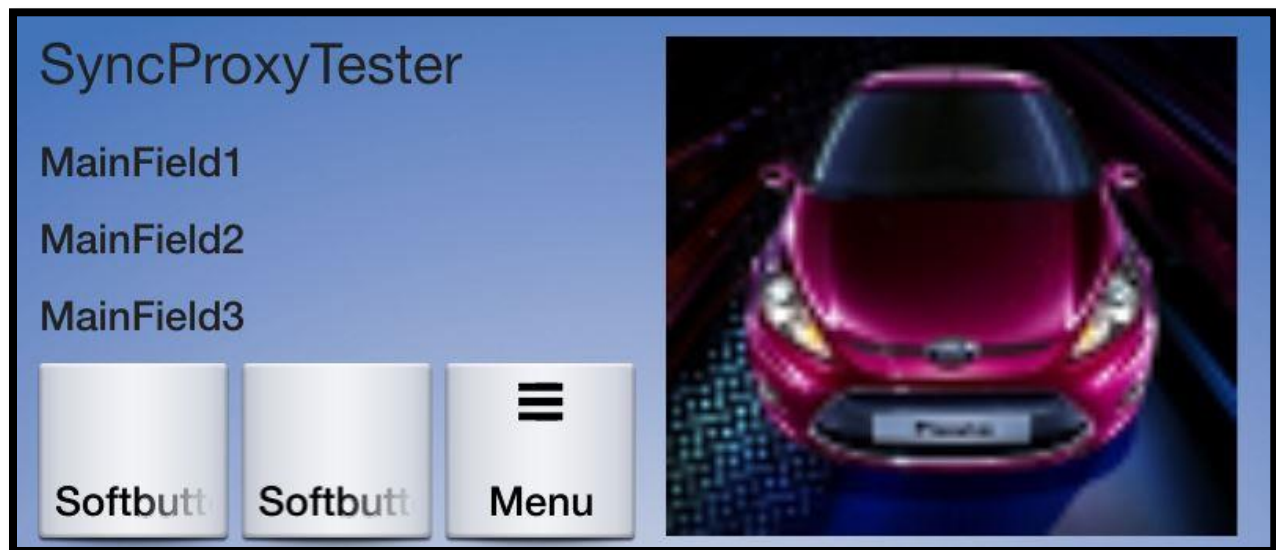
g. TILES_WITH_GRAPHIC



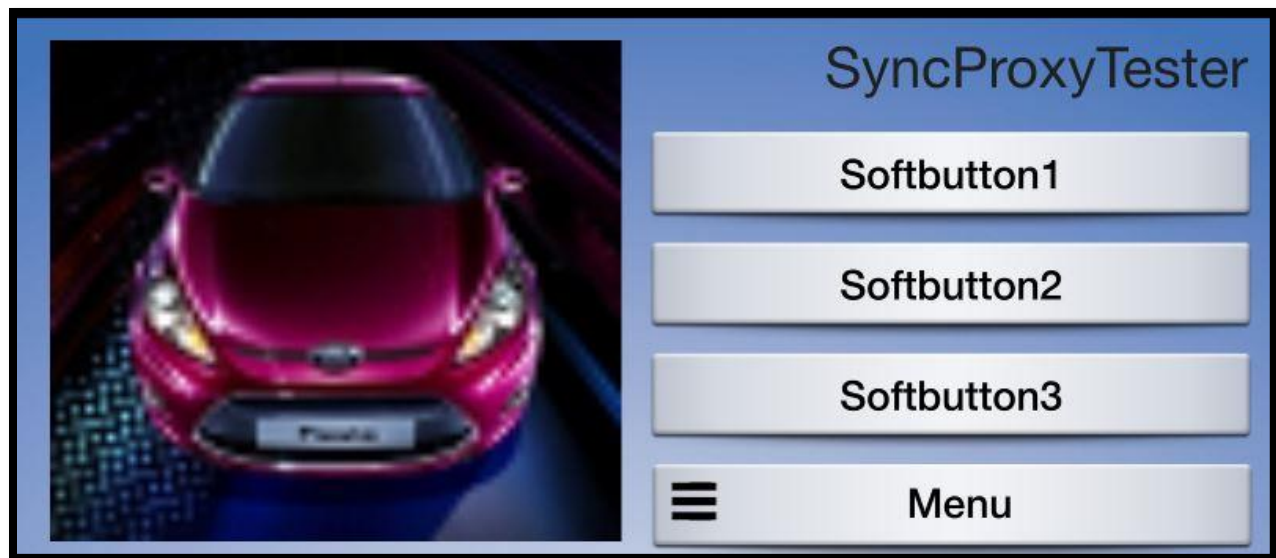
h. GRAPHIC_WITH TEXT_AND_SOFTBUTTONS



i. TEXT_AND_SOFTBUTTONS_WITH_GRAPHIC



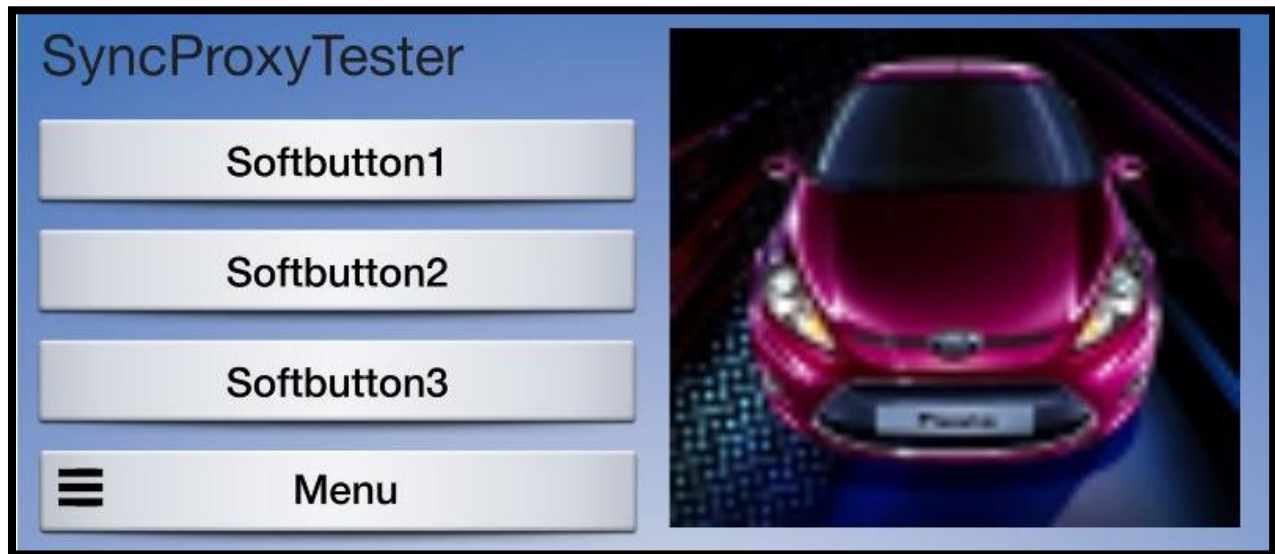
j. GRAPHIC_WITH_TEXTBUTTONS



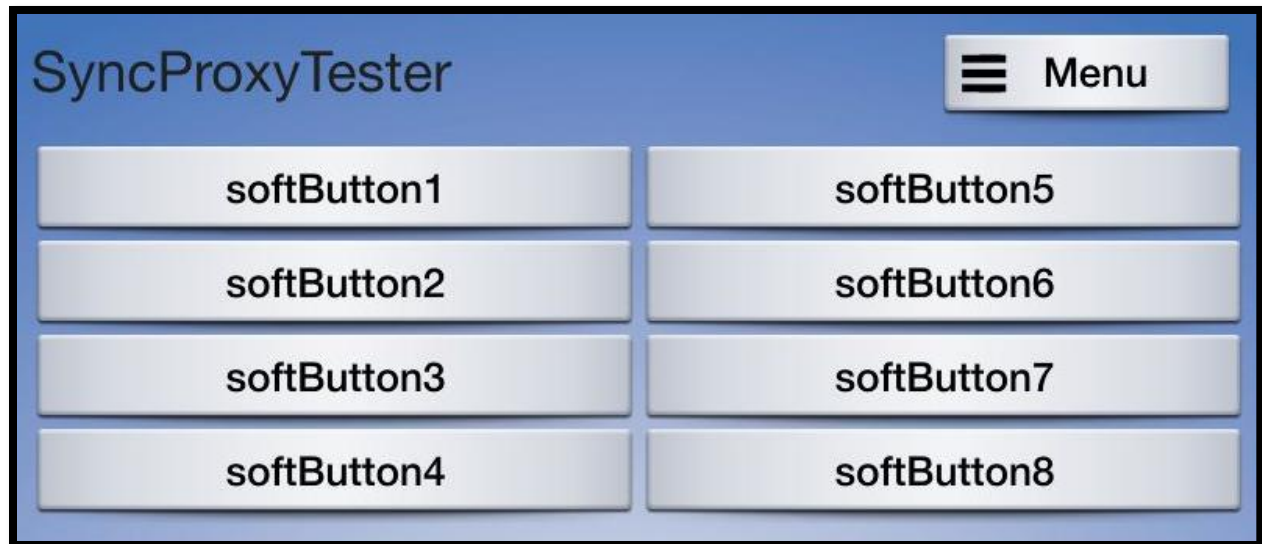
k. DOUBLE_GRAPHIC_SOFTBUTTONS



I. TEXTBUTTONS_WITH_GRAPHIC



m. TEXTBUTTONS_ONLY



n. LARGE_GRAPHIC_WITH_SOFTBUTTONS



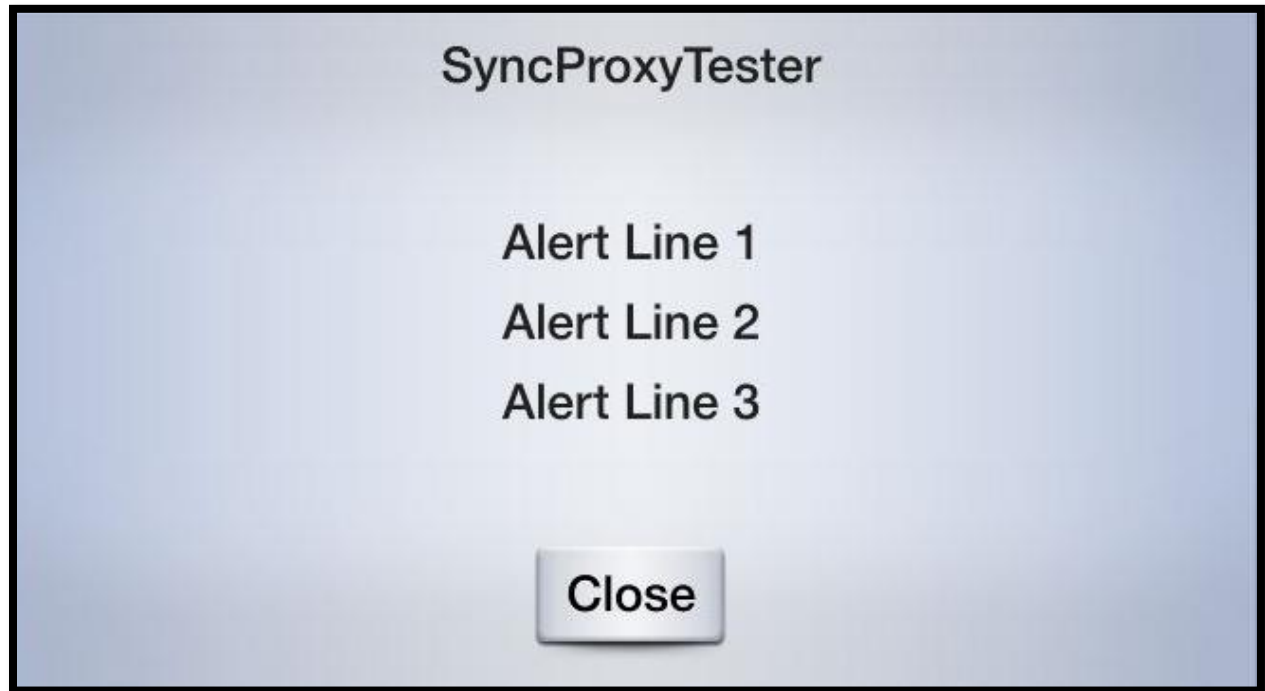
o. LARGE_GRAPHIC_ONLY



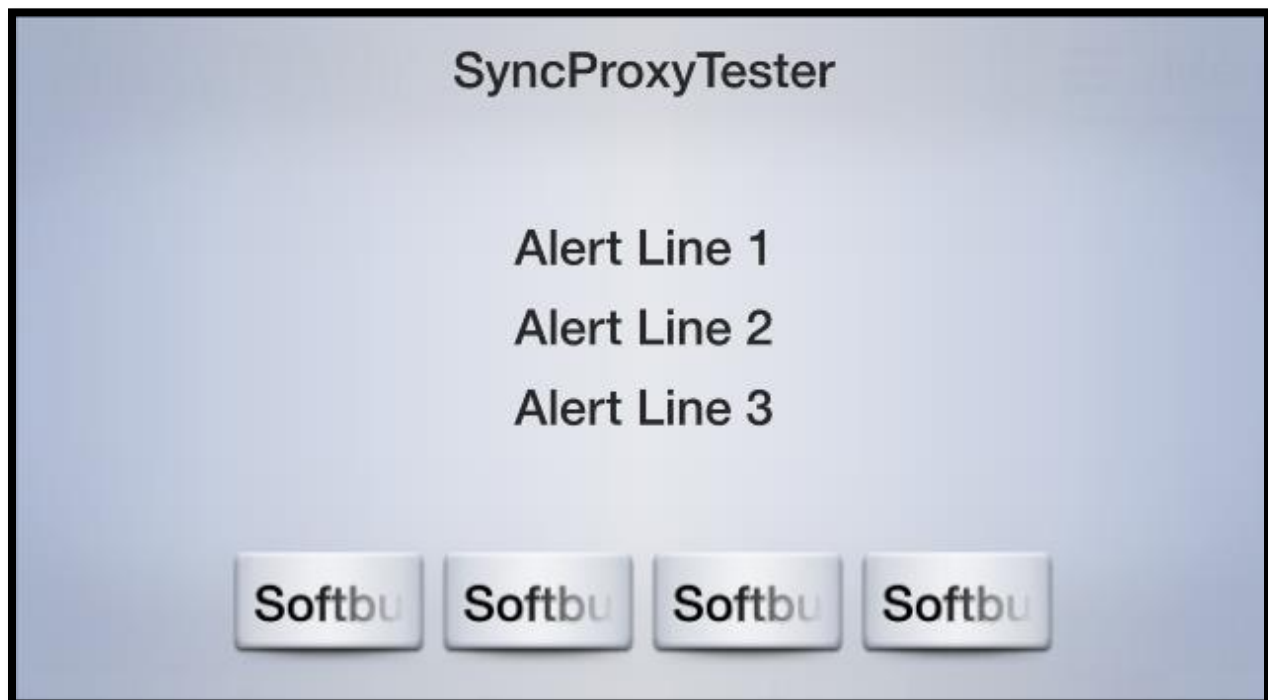
UI RPCs

a. Alert

- Without SoftButtons

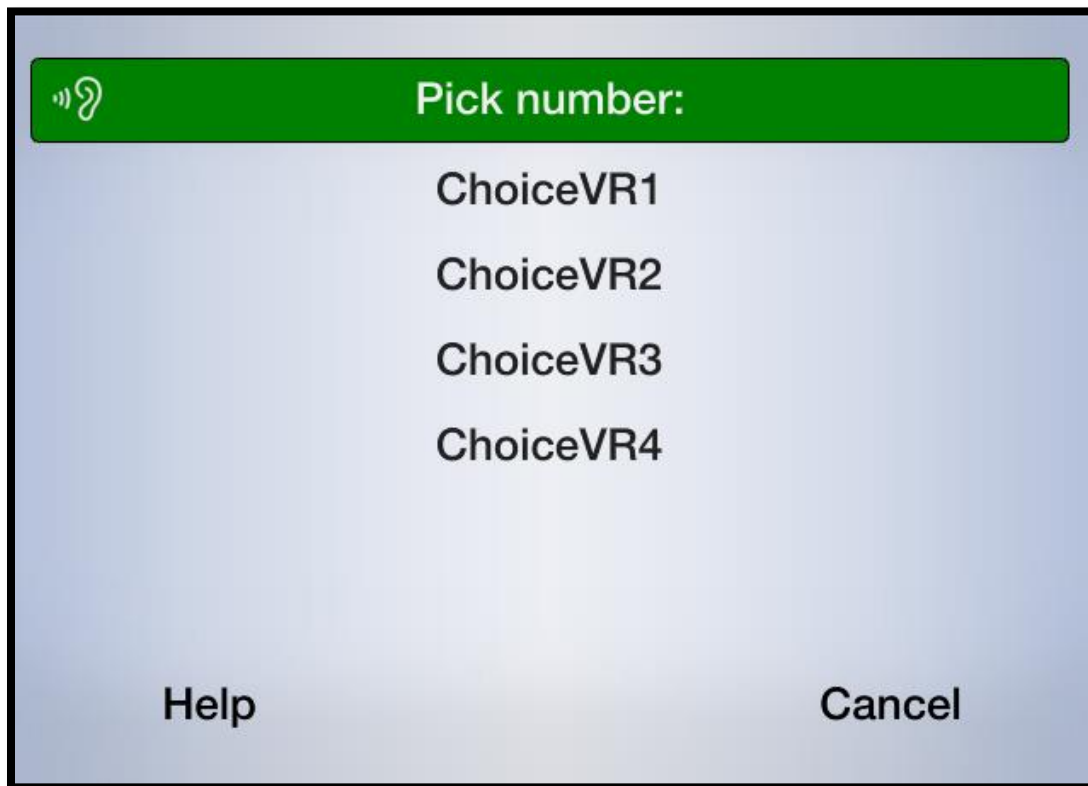


- With SoftButtons



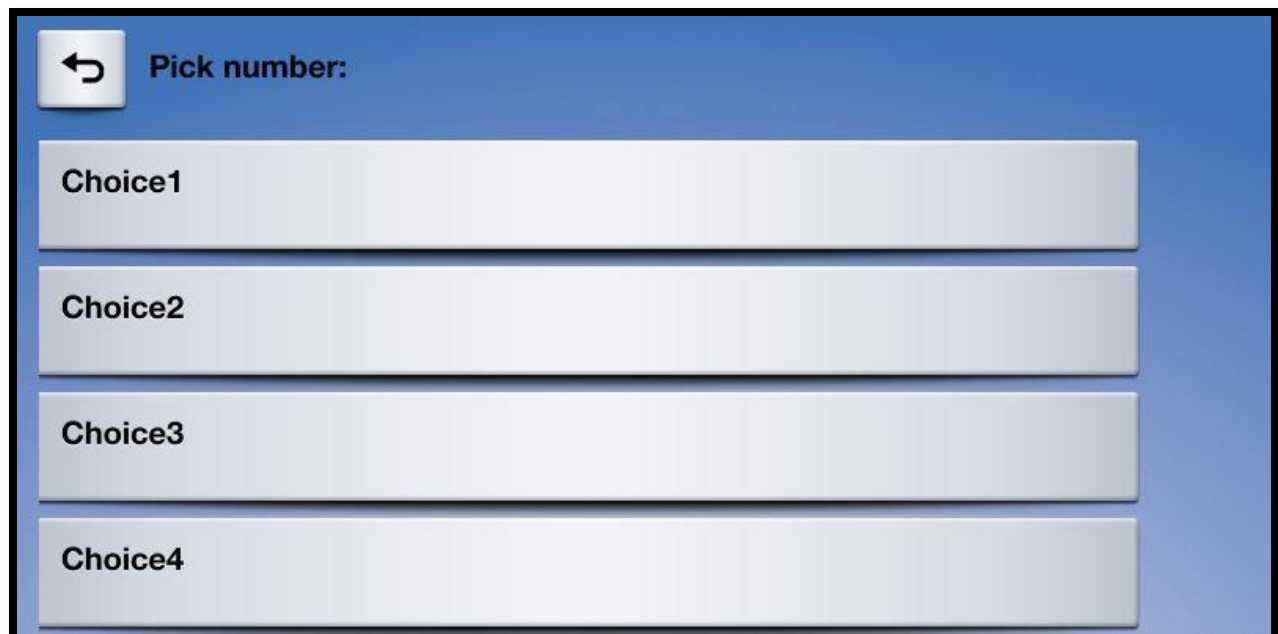
b. PerformInteraction

- InteractionMode
 - VR_ONLY



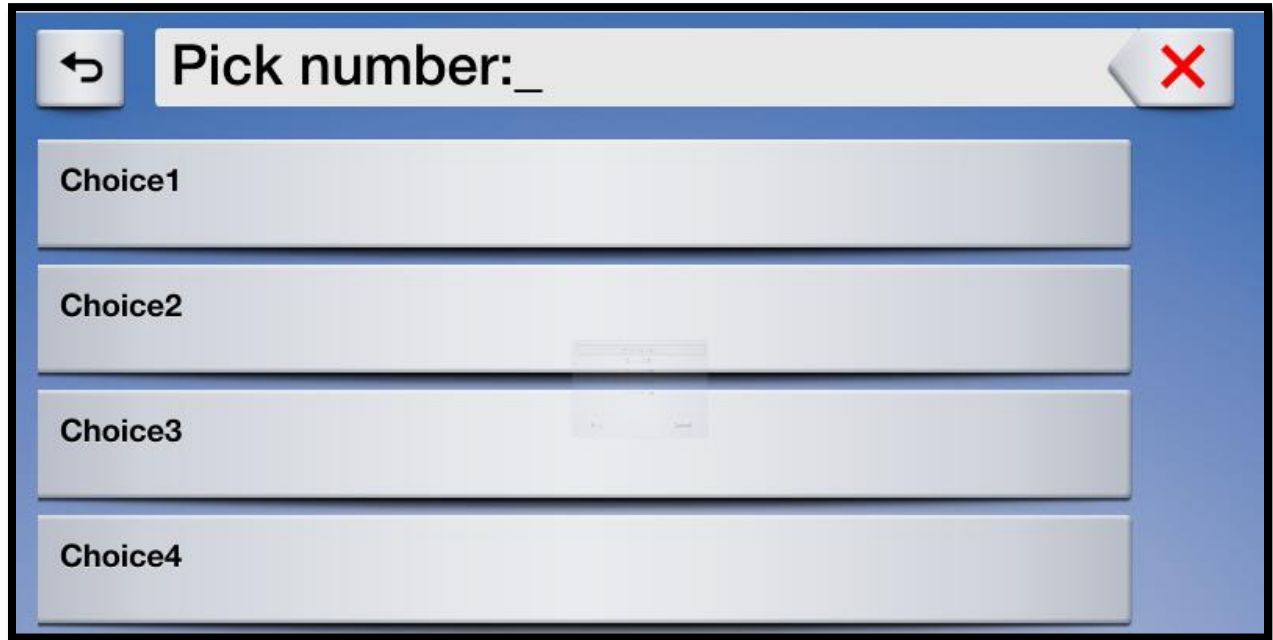
A dialog box with a light blue background and a black border. At the top, there is a green header bar containing a speaker icon on the left and the text "Pick number:" on the right. Below the header, the text "ChoiceVR1", "ChoiceVR2", "ChoiceVR3", and "ChoiceVR4" are listed vertically in the center. At the bottom, there are two buttons: "Help" on the left and "Cancel" on the right.

- MANUAL_ONLY



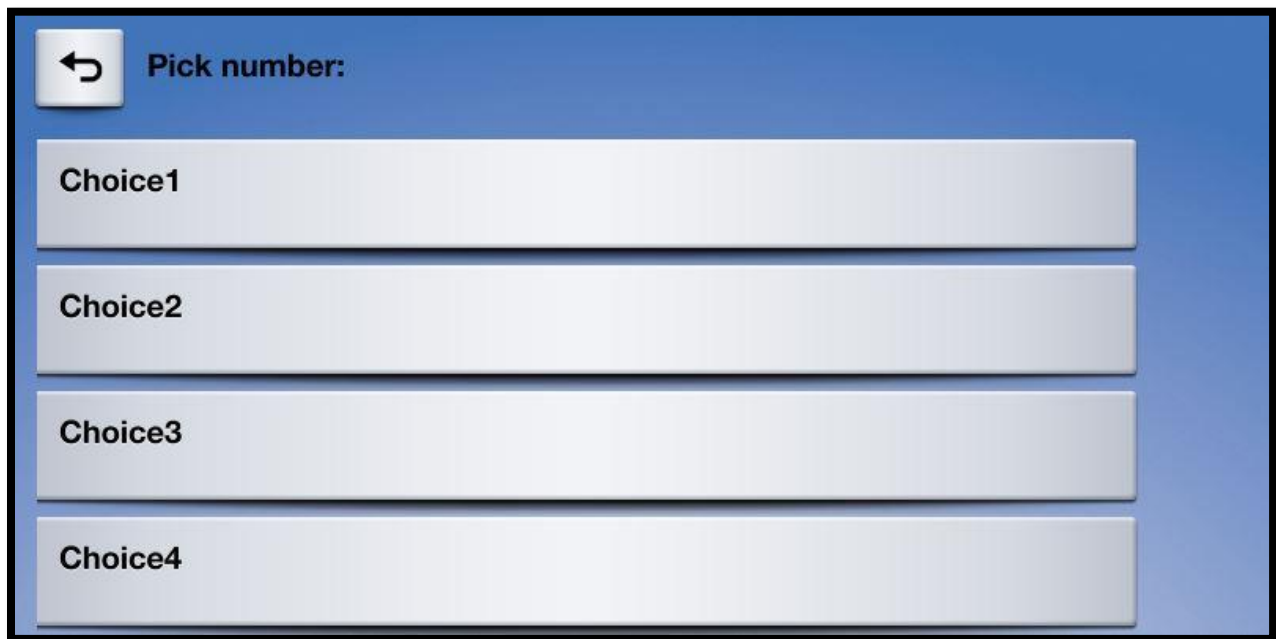
A dialog box with a blue background and a black border. At the top left, there is a white button with a black left-pointing arrow. To its right is the text "Pick number:". Below this, there are four horizontal white buttons stacked vertically, each containing the text "Choice1", "Choice2", "Choice3", and "Choice4" respectively.

- InteractionLayout
 - LIST_WITH_SEARCH



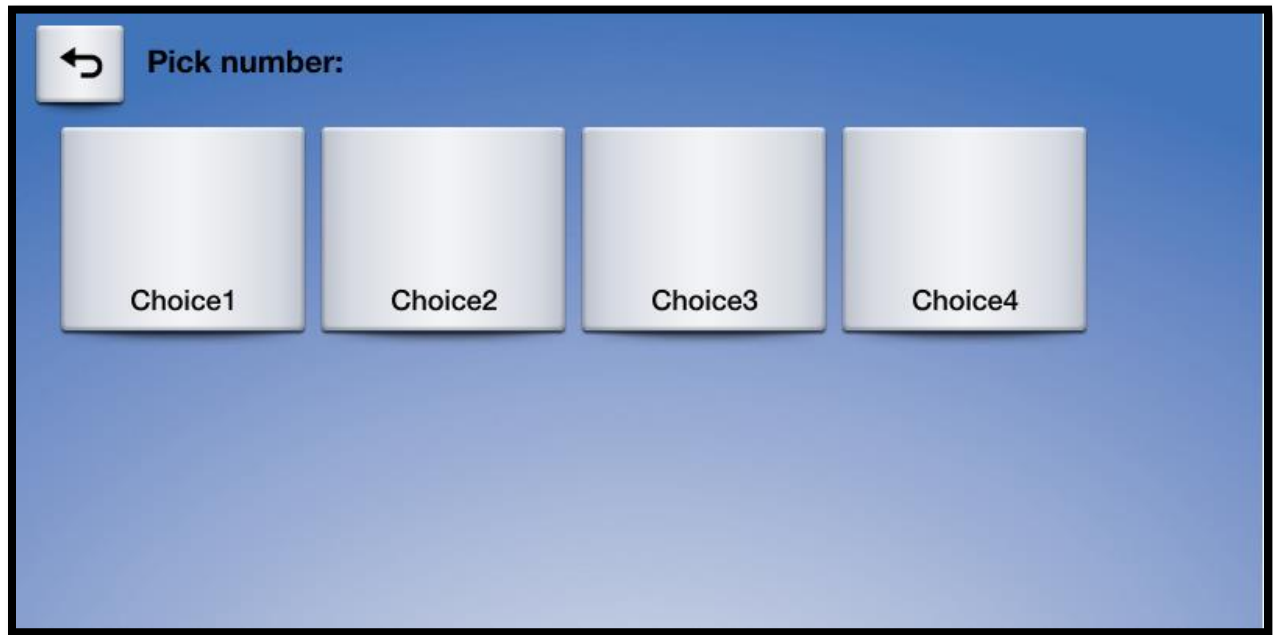
A UI mockup for the LIST_WITH_SEARCH layout. It features a blue header bar with a back arrow button on the left, a text input field containing "Pick number:_" in the center, and a red 'X' close button on the right. Below the header, there are four light blue rectangular buttons stacked vertically, labeled "Choice1", "Choice2", "Choice3", and "Choice4". A small, semi-transparent search dialog is visible over the "Choice2" and "Choice3" buttons. The dialog has a title bar, a search input field, and "OK" and "Cancel" buttons.

- LIST_ONLY



A UI mockup for the LIST_ONLY layout. It features a blue header bar with a back arrow button on the left and the text "Pick number:" on the right. Below the header, there are four light blue rectangular buttons stacked vertically, labeled "Choice1", "Choice2", "Choice3", and "Choice4".

- ICON_ONLY



The image shows a graphical user interface (GUI) for a selection task. It has a blue background and a black border. In the top-left corner, there is a small white button with a black left-pointing arrow. To its right, the text "Pick number:" is displayed in a bold, black font. Below this text, there are four white rectangular buttons arranged horizontally. Each button has a black border and a label: "Choice1", "Choice2", "Choice3", and "Choice4" from left to right. The buttons have a slight 3D effect with a gradient and a shadow.

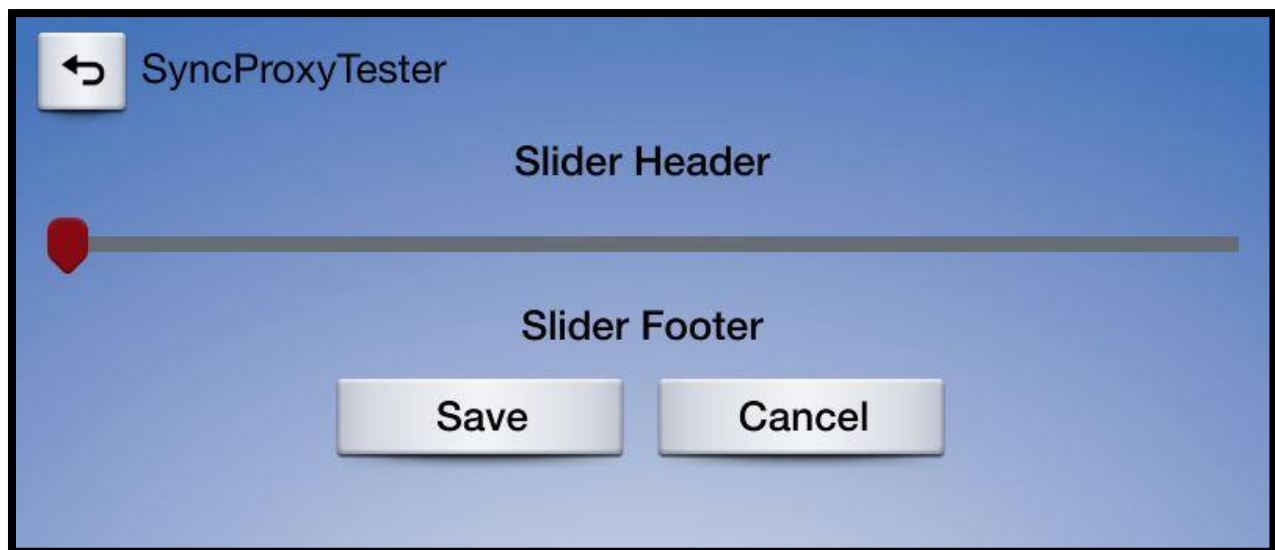
c. ScrollableMessage

- Only available while the vehicle is not in motion.



d. Slider

- Only available while the vehicle is not in motion.



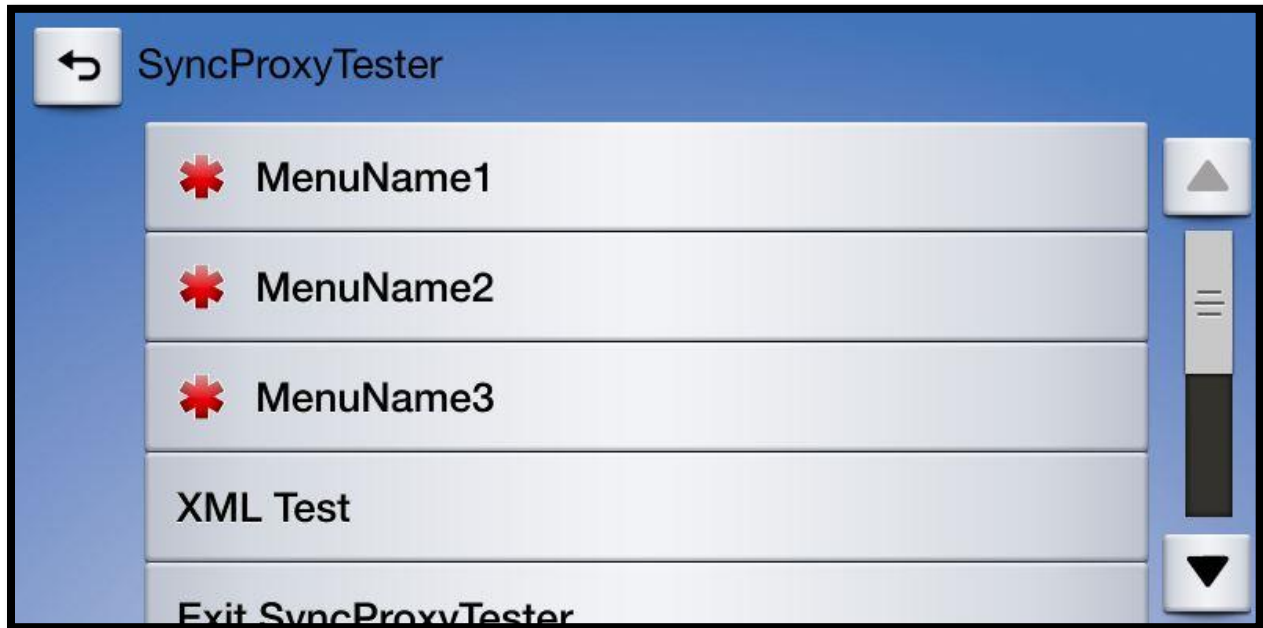
e. AudioPassThru



Additional UI Elements

a. Menu Button

- MenuName is added via **AddCommands**



b. Preset Button

- Available in Media apps only.

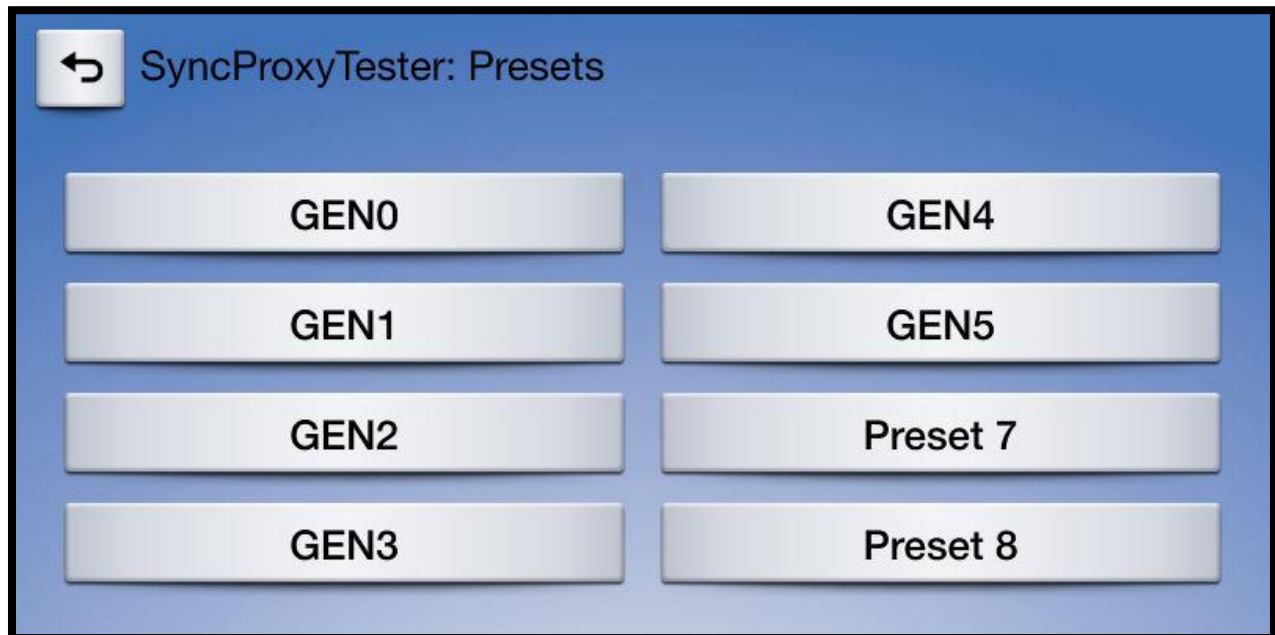


Image Specifications

ImageName	Used in RPC	Details	Height	Width	Type
softButtonImage	show	Will be displayed on softbuttons on the basescreen	35px or 70px	35px or 70px	png,jpg,bmp
choiceImage	createInteractionChoiceSet	Will be displayed in the manual part of an performInteraction either big (ICON_ONLY) or small (LIST_ONLY)	35px or 70px	35px or 70px	png,jpg,bmp
choiceSecondaryImage	createInteractionChoiceSet	Will be displayed on the right side of an entry in (LIST_ONLY) performInteraction	35px	35px	png,jpg,bmp
vrHelpItem	setGlobalProperties	Will be shown during voice interaction	35px	35px	png,jpg,bmp
menuIcon	setGlobalProperties	This is shown on the "More..." button	35px	35px	png,jpg,bmp
cmdIcon	addCommand	Will be shown for commands in the "More..." menu	35px	35px	png,jpg,bmp
applIcon	setApplIcon	Will be shown as Icon in the "Mobile Apps" menu	70px	70px	png,jpg,bmp
graphic	show	Will be shown on the basescreen as coverart	185px	185px	png,jpg,bmp