



# Customization Guide for NVIDIA System Monitor

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Version 1.0  
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PLATFORM PROCESSORS

## Document Change History

Version	Date	Owner	Reason for Change
1.0	02/13/08	D. Hunt	Initial release

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**NVIDIA.**

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## 1.0 Introduction

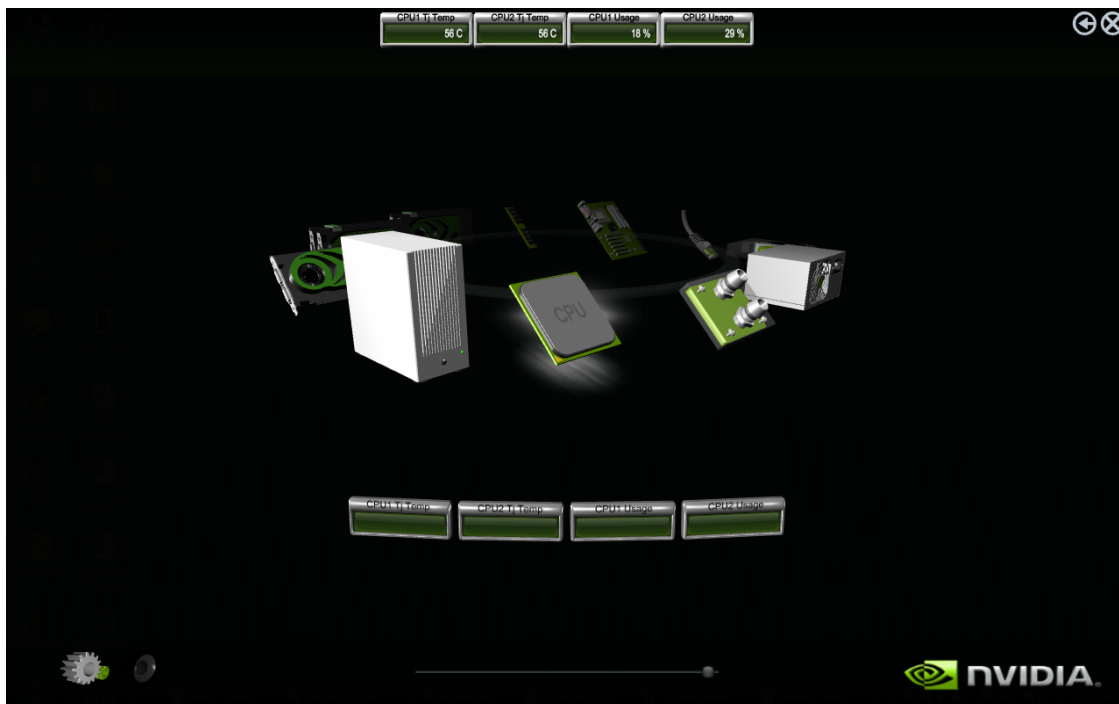
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This guide describes mechanisms which allow the OEM/ODM to customize their installation of the NVIDIA System Monitor software. This guide assumes use of NVIDIA System Monitor 6.0 or higher.

## 2.0 Configuration Mode

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Configuration mode is the mode the user will use to select elements to be monitored. This mode consists of a selection carousel of 3D objects and a translucent background.



## 2.1 Carousel Objects

The selection carousel is populated by 3D models that are detected during launch. Not all system may have these present. All 3D objects must be constructed as OBJ low-poly count models with matching MTL files.

The OBJ files used by the NVIDIA System Monitor must be stored in [install directory] \NVIDIA System Monitor\data\3dModel.

**IMPORTANT:** The names for the OBJ files must match exactly the names use by NVIDIA, and must be created with these names. Renaming the file after creation will not update the header information in the OBJ file properly.

The following table describes the object and device relationships.

Device	OBJ file	MTL file	Texture file
CPU	cpu.obj	cpu.mtl	
Chassis	chassis.obj	chassis.mtl	
GPU	gpu.obj	gpu.mtl	
GPU- SLI config	sl_i_gpu.obj	sl_i_gpu.mtl	
Memory	memory.obj	memory.mtl	pins.png mb_board.png
Motherboard	motherboard.obj	motherboard.mtl	plate_multiple.png plate_one.png
Networking	ethernet.obj	ethernet.mtl	
Storage	hardrive.obj	hardrive.mtl	
Power Supply	powersupply.obj	powersupply.mtl	
Water Cooler	watercooler.obj	watercooler.mtl	

Note: Texture files are only necessary if defined in the MTL for the OBJ. It is acceptable to replace an object that has a texture file with one that does not require a texture file in the MTL file.

## 2.2 Carousel Audio

A sound file (WAV format) is used to indicate rotation of the selection carousel. This file may be replaced.

The WAV file used by the NVIDIA System Monitor must be stored in [install directory] \NVIDIA System Monitor\data.

**IMPORTANT:** The name for the WAV files must be device\_select.wav.

## 2.3 Background

The translucent background for the Configuration mode environment may be replaced for the purpose of branding. The PNG used should be 1024x768x32 or higher in resolution/color depth.

The PNG file used by the NVIDIA System Monitor for the background must be stored in [install directory] \NVIDIA System Monitor\texture.

**IMPORTANT:** The name for the background PNG file must be oem.png.

## 3.0 Desktop Mode

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Desktop mode is the mode the user will use to monitor selected device elements. These monitored elements may be single elements or merged as groups.



### 3.1 Monitor Objects

The textures (PNG format) used to create the monitors may be replaced.

These PNG files used by the NVIDIA System Monitor must be stored in [install directory] \NVIDIA System Monitor\texture\res.

**IMPORTANT:** The name for the PNG files and all image characteristics (height, width, color depth) must be preserved in the new images.



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