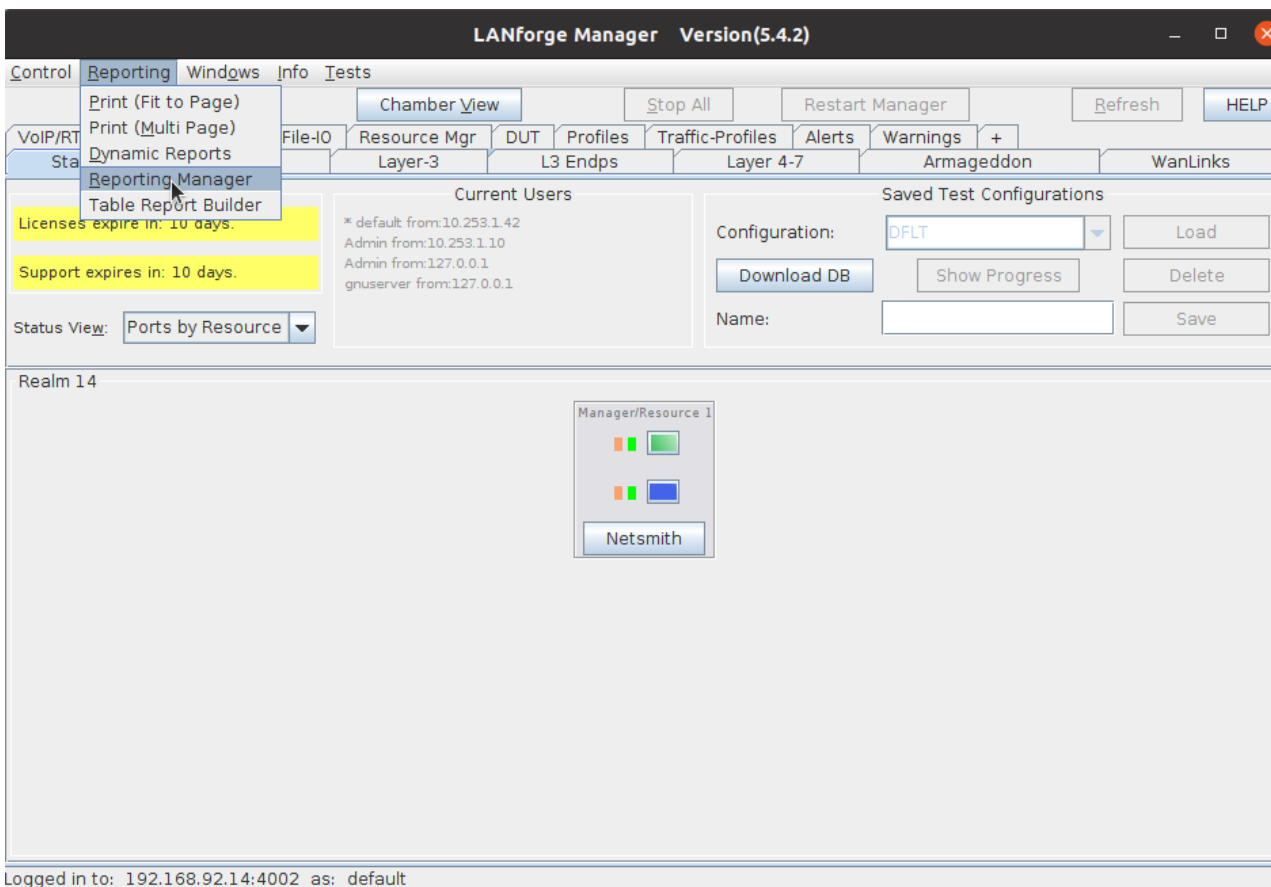


Changing the logo generated in GUI reports

Goal: Correctly access and change the logo displayed at the top of GUI-generated reports in your local Lanforge GUI.

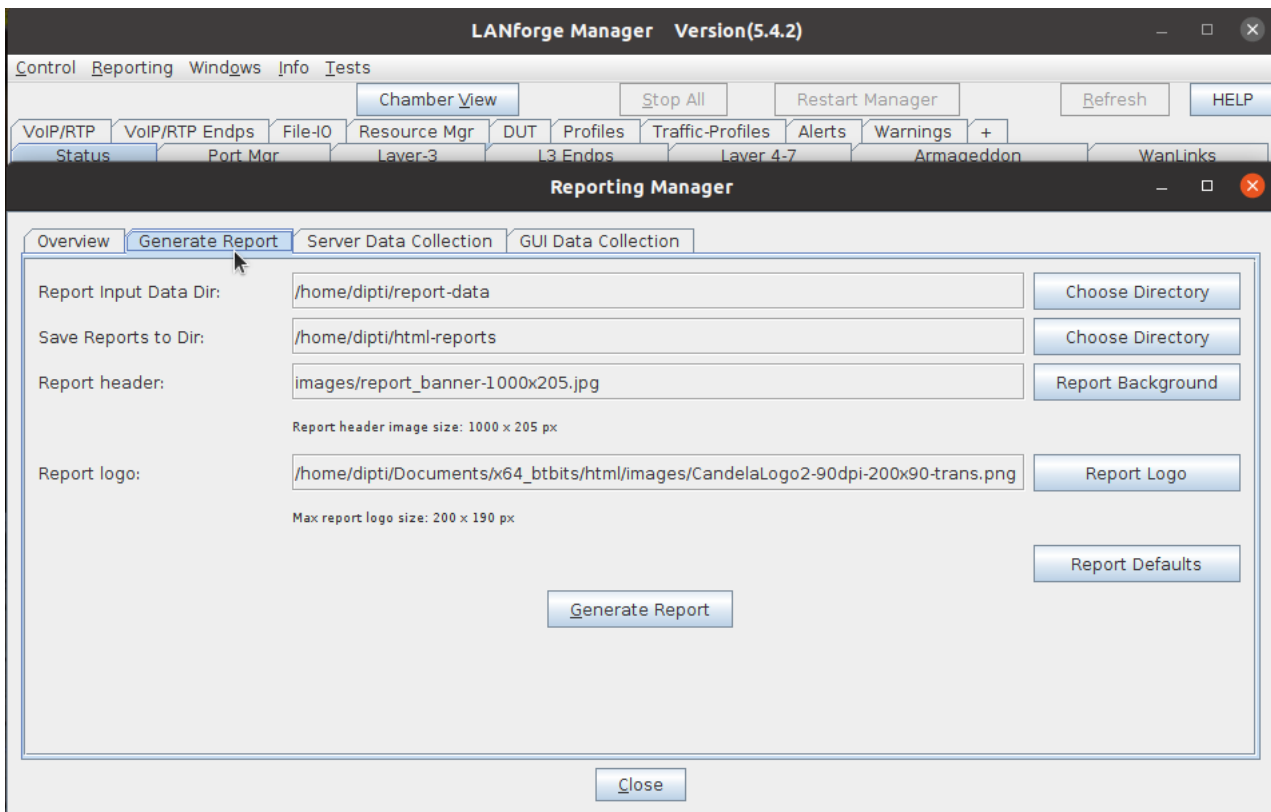


1. Open your LANforge GUI, click on *Reporting*, and *Reporting Manager*



The screenshot shows the LANforge Manager Version(5.4.2) GUI. The 'Reporting' menu is open, and 'Reporting Manager' is selected. The interface includes a top navigation bar with 'Control', 'Reporting', 'Windows', 'Info', and 'Tests'. Below this is a toolbar with buttons like 'Chamber View', 'Stop All', 'Restart Manager', 'Refresh', and 'HELP'. The main area is divided into several sections: 'Current Users' (listing default, admin, and gnuserver users), 'Saved Test Configurations' (with a dropdown for 'DFLT' and buttons for 'Load', 'Download DB', 'Show Progress', 'Delete', and 'Save'), and 'Status View' (set to 'Ports by Resource'). A 'Realm 14' section shows a 'Manager/Resource 1' with a 'Netsmith' button. The bottom status bar indicates 'Logged in to: 192.168.92.14:4002 as: default'.

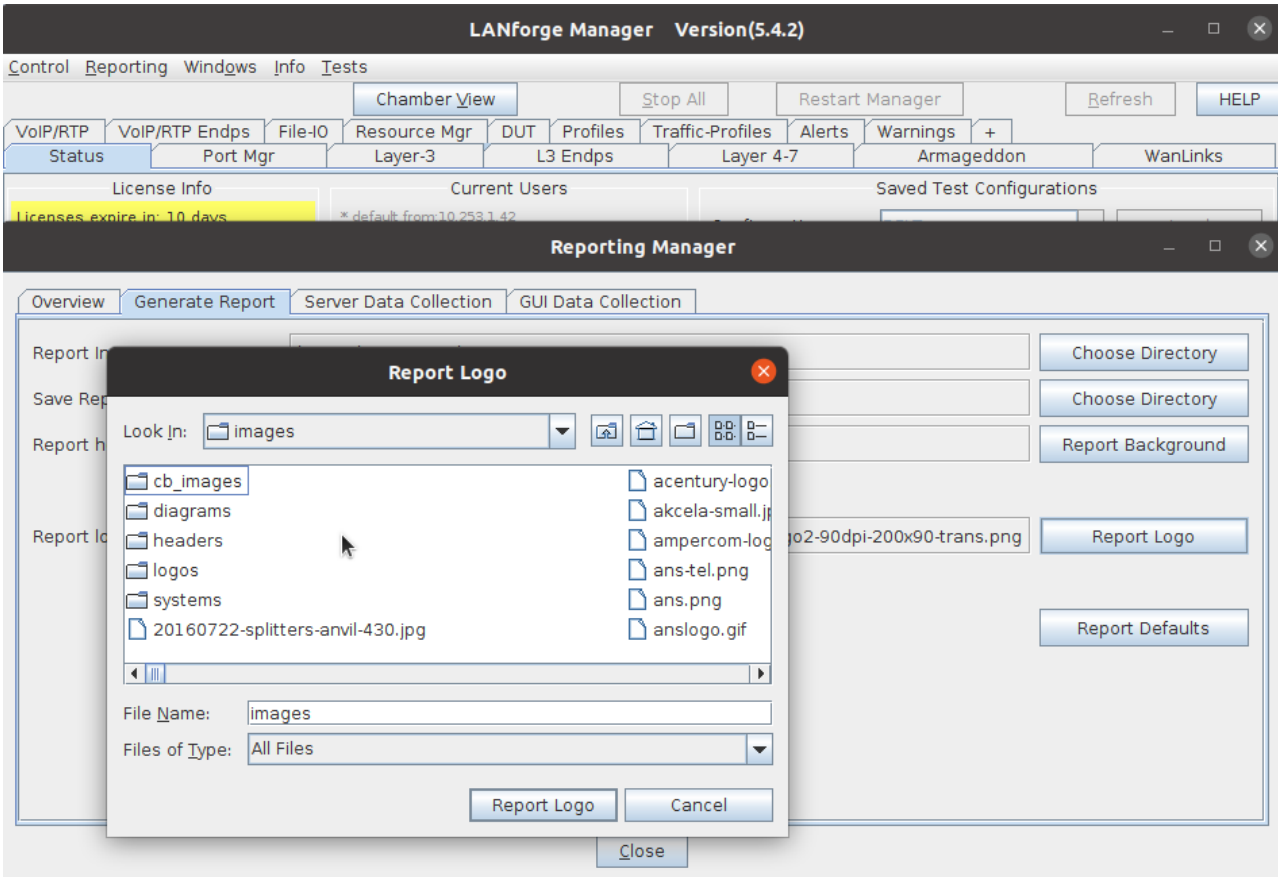
2. Click on *Generate Report*



3. Find a desired image instead of the default report logo that fits the report logo size (within 200 x 90 px size range) and save the image into the *html/images/* path within the *bt_bits* directory.



4. Once the desired image is within the appropriate images folder, scroll over back to the **Reporting Manager** tab, click on **Report Logo** and select the image (and image path) to be placed in the Report logo path. Then select **Report Logo**. Now, once a user generates a report, the new report should print out with a different logo at the top.



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