



## One Access App Theming

### Make the app feel like yours

One Access supports white label theming – so your users open an app that looks and feels like it belongs to your brand.

This guide explains what's possible, what stays fixed, and exactly what we need from you to get started.



## One Access App Theming

### What we can customize

#### Logo

Your logo appears in two places in the app.

##### 1. Organization card & transition screen

Your logo is shown on your organization's card in the selection screen, and on the full-screen transition that plays when a user taps into your organization.

A **horizontal** logo - combining your brandmark and wordmark - tends to work best across both placements.

We can display a separate logo asset for dark and light mode.

##### 2. Top navigation bar

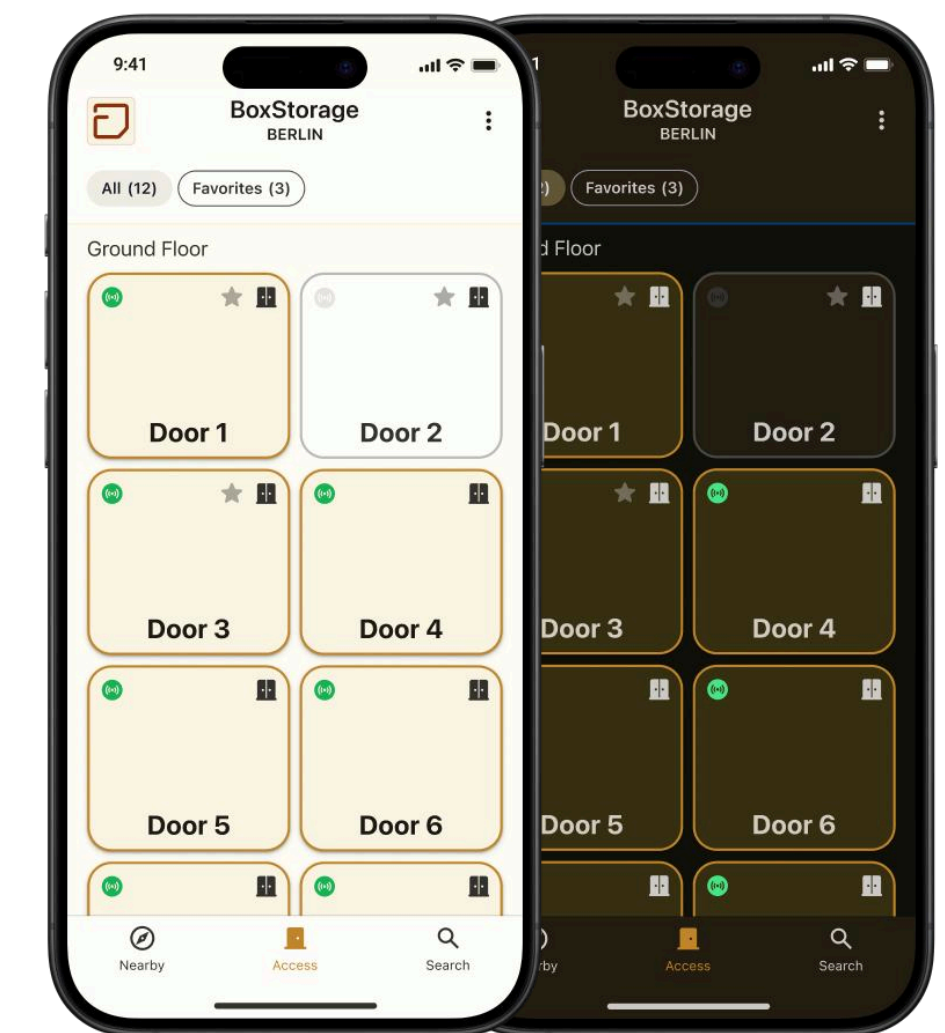
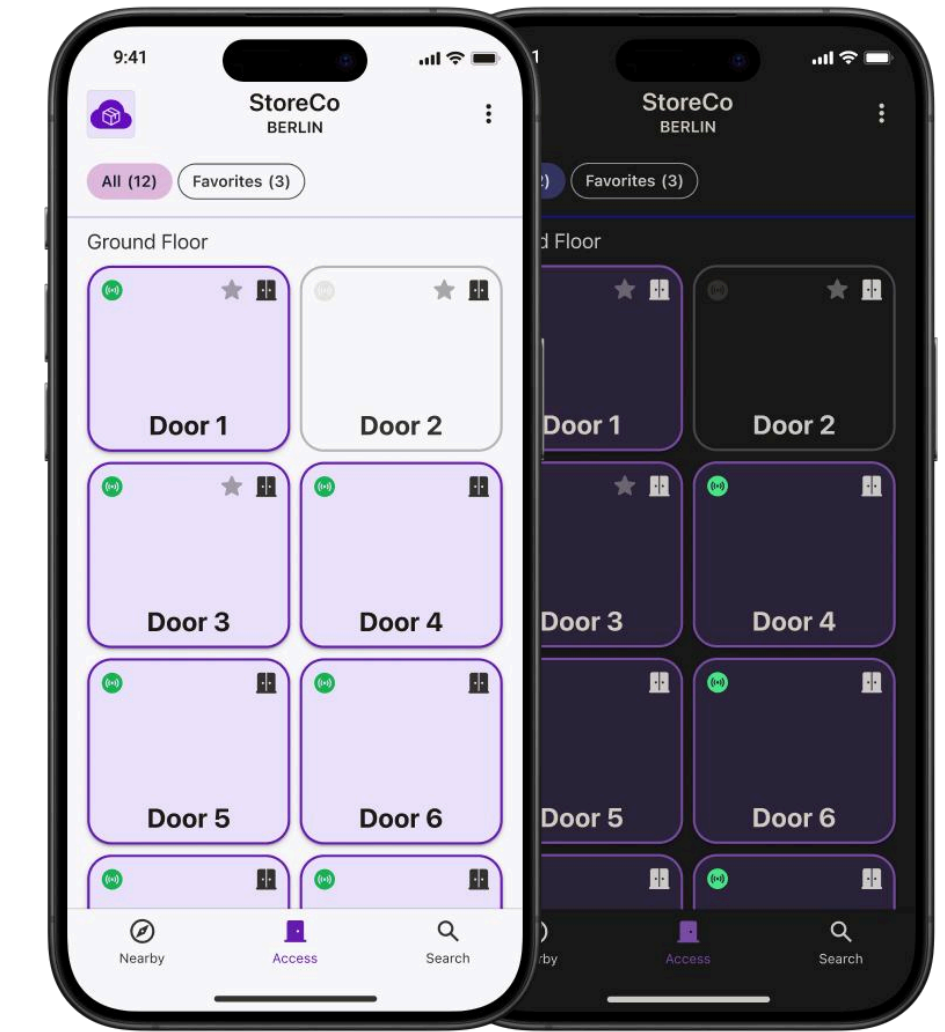
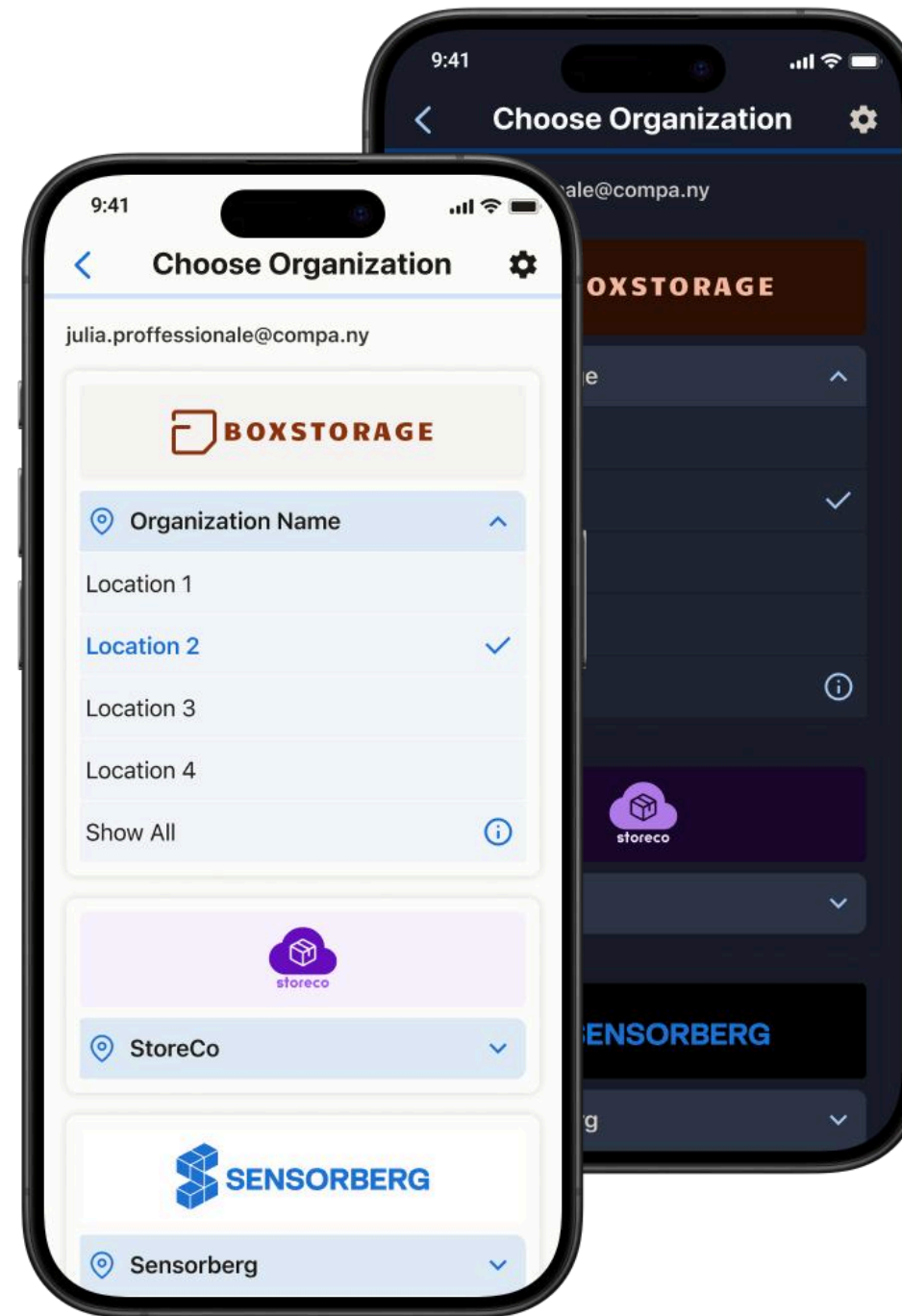
Once inside the app, a small logo is displayed in the top navigation bar.

This space is 40 × 40 px, so only a compact brandmark / icon (without wordmark text) will be legible here.

We can define the background color behind the logo.

#### File Format:

Both logos must be delivered as **vector files (SVG)**. Raster files (PNG, JPG) cannot be used.





## One Access App Theming

### What we can customize

#### App Icon

##### One Access Supports Custom App Icons

The icon shown on the device's home screen reflects your brand, not ours. This means your users see your identity from the moment they reach for their phone.

We can create the icon based on your brandmark, or you can deliver a custom icon directly.

Since app icons are displayed at small sizes, text and fine detail won't be legible – a simple, bold brandmark works best.

##### File Format:

App icon assets must be delivered as **vector files (SVG)**. Raster files (PNG, JPG) cannot be used.



## What we can customize

### Colors

#### Primary

The app's full color scheme is generated from a single primary color based on your brand guidelines.

This color is applied to interactive elements throughout the app – buttons, selections, highlights, and more – in both light and dark mode.

To ensure the app remains legible and accessible for all users, we apply automatic contrast adjustments.

The shade displayed may be slightly lighter or darker than your original value, but will always feel consistent with your brand.

#### Secondary

Additional accents will be set with a secondary color. This will be used sparingly; i.e. for illustrations on error states, or filter buttons.

#### Background

App backgrounds are typically a near-white in light mode and near-black in dark mode, with a subtle hue that ties back to your brand. The tone can be adjusted within the limits of accessibility contrast requirements.

### Primary

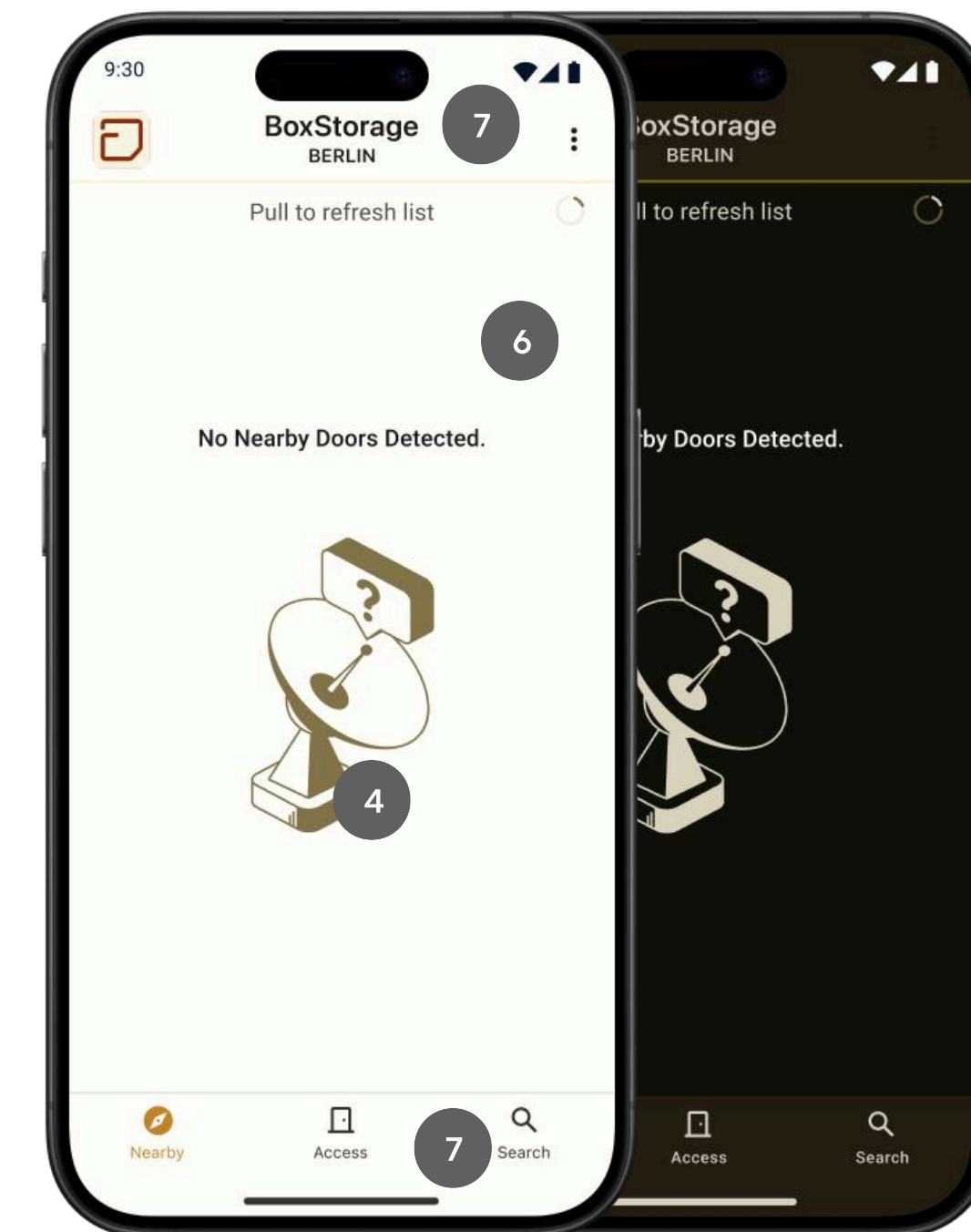
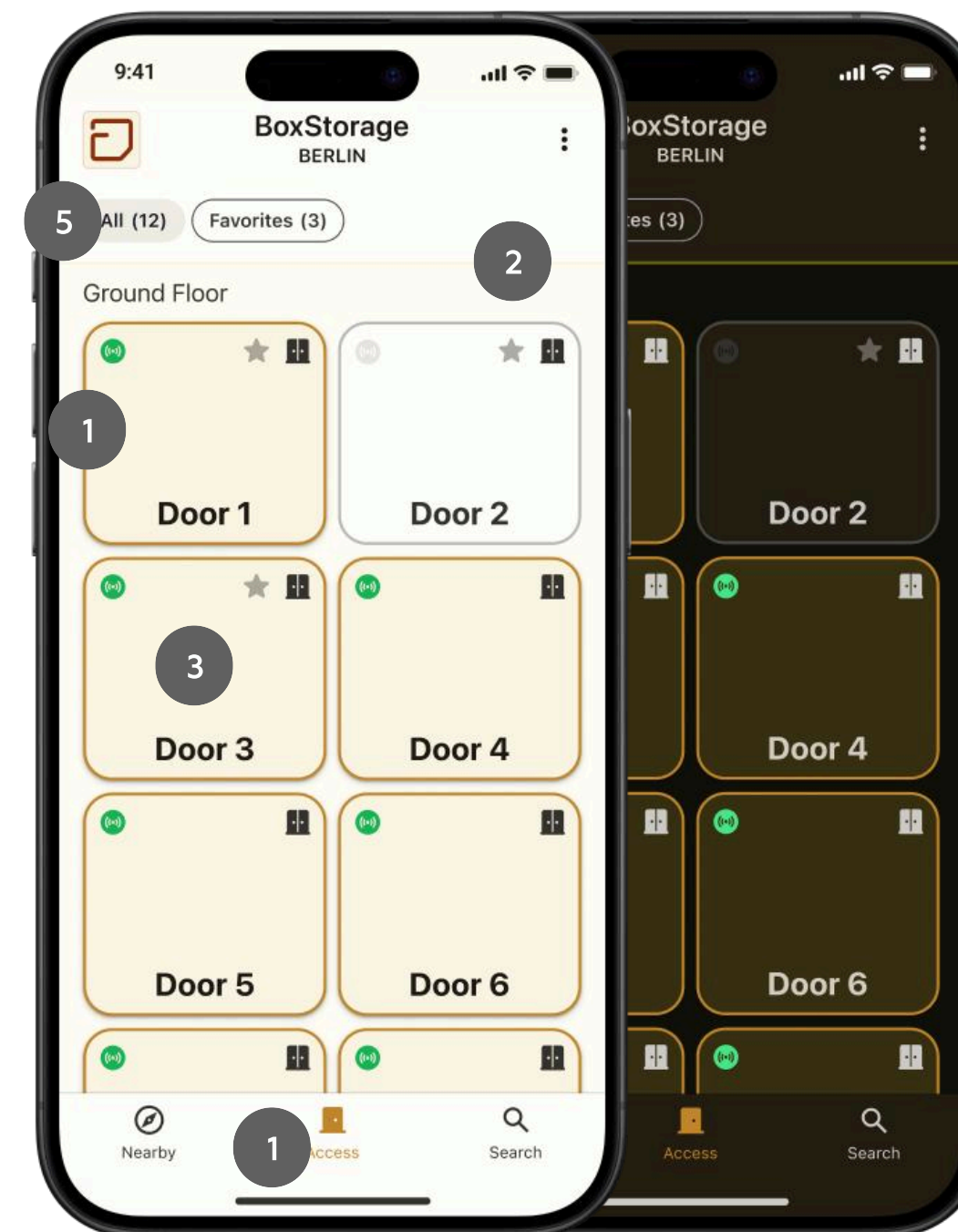
- 1 Primary (Main)
- 2 Primary Container
- 3 Primary Surface

### Secondary

- 4 Secondary (Main)
- 5 Secondary Container

### Backgrounds

- 6 Background (Main)
- 7 Surface



## One Access App Theming

### What stays fixed

To ensure a consistent, accessible experience across all users, the following elements cannot be changed:

#### 1. Fonts

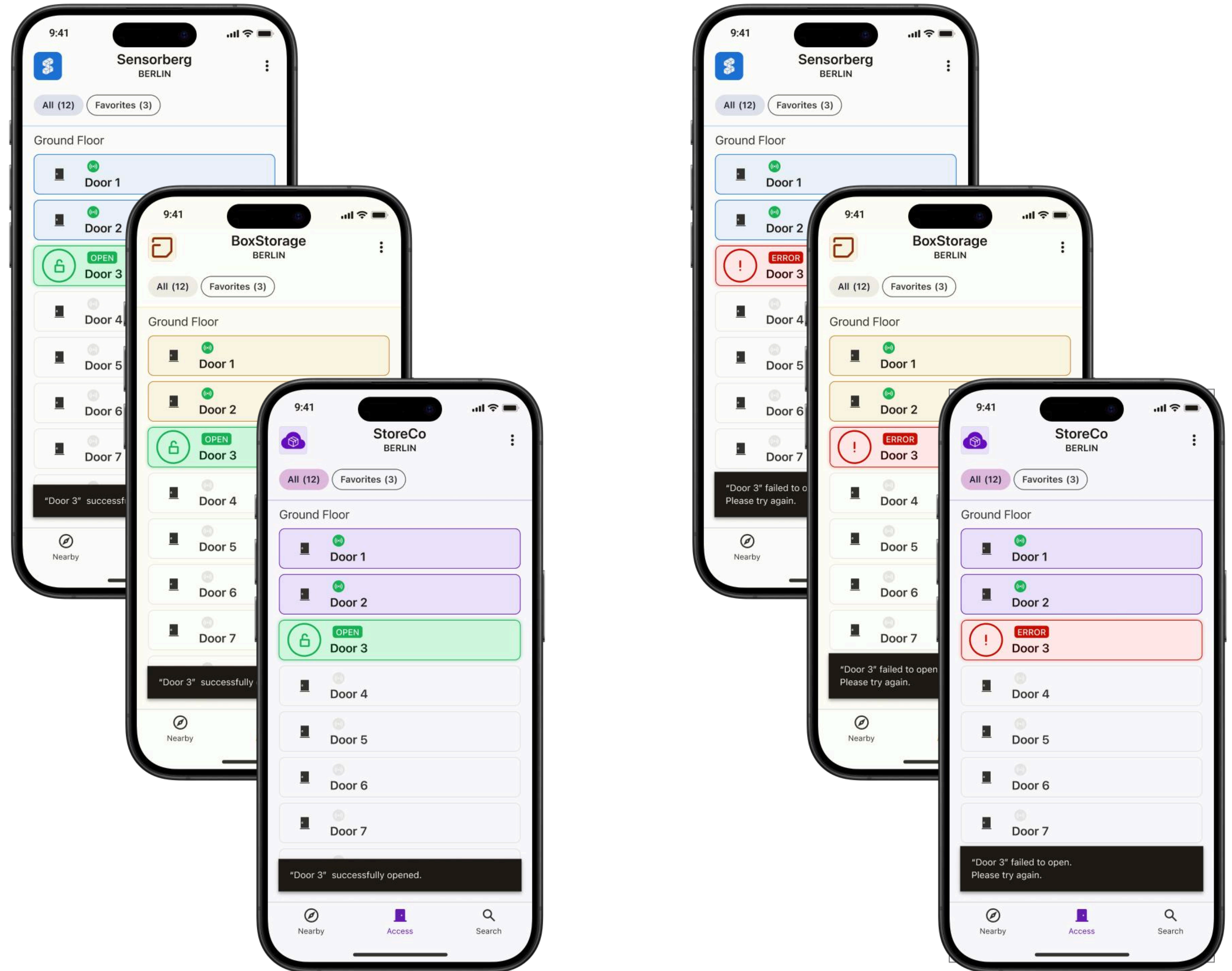
Typeface and text sizes are fixed across the app.

#### 2. Layout & Sizing

Button sizes, spacing, icon sizes, and overall structure remain the same.

#### 3. Status Colors

Red (error), green (success), and yellow (warning) are system-level colors shared across many UI elements; they cannot be adjusted per brand.





## One Access App Theming

### What we need from you

To theme the app for your organization, we need the following assets. If you have a brand style guide, that's usually the easiest place to find everything – feel free to share it directly with us.

A link to your company's website is also very helpful to see your branding applied.

Asset needed	Format	Notes
Horizontal logo (brandmark + wordmark)	SVG	Organization card & transition screen
Brandmark / icon only	SVG	Navigation Bar (max. 40 x 40 px)
Primary brand color	Hex Value	E.g. "#1A73E8"; for main color theme
Secondary brand color	Hex Value	For accents

Optional	Format	Notes
App icon	SVG	Will be displayed on home screen
Logo background color	Hex Value	Displayed under logo svg

### Ready to get started?

Once we have your assets, we'll take it from there.

Send everything to the Sensorberg team member supporting you during the go-live process.

If requested, we can provide a preview of your app theme before it goes live.

**Further Info****Color System**

The One Access color system follows the logic of Material 3 Dynamic Color. If you're familiar with Material 3, most of the structure will be immediately recognizable.

Further info about Material color system:

<https://m3.material.io/foundations/customization>

<https://m3.material.io/styles/color/roles>

**Primary and Secondary**

The theme is built from two base colors: Primary and Secondary. These map directly to their Material 3 equivalents and drive the appearance of interactive elements throughout the app – buttons, selections, highlights, and active states.

Both colors need to be defined as a single base value. From there, we derive the full tonal palette, including On Primary, Primary Container, On Primary Container, and their Secondary counterparts - following standard Material 3 palette generation.

As with Material 3, tonal variants are adjusted in lightness to meet accessibility contrast ratios (WCAG AA as a minimum). This means the base value you provide may be shifted slightly in lightness depending on context.

**Surfaces and Background**

Surface and background colors are derived from the Primary color's hue, following Material 3's surface tonal elevation model.

In practice this results in near-white surfaces in light mode and near-black in dark mode, with a subtle hue that ties back to the brand.

These values can be adjusted within the constraints of accessibility contrast requirements.

**Logo Background**

The color that your logo is displayed on can be freely defined for dark and light mode.

**Further Questions?**

Contact your Sensorberg Team Member.