# **Using the Display Interface**

## **Display Options**

### How To Change the Display Colors

This procedure uses BlueZone Mainframe Display as an example.

#### Procedure

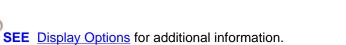
- 1. From the BlueZone **MenuBar** select **Options::Display**, or click the **Display** icon **U** on the BlueZone **ToolBar**. The **Display Options** dialog will be displayed.
- 2. Click the **Colors** tab. The Colors dialog will be displayed as shown here:

Display Options		
Font Cursor Colors GL	II Watermark Advanced	
Color Scheme Black on White White on Black Color Color Customize	Background Color Background Attribute Colors Unprotected Unprotected Bold Protected Protected Bold	Extended Colors   Blue   Red   Pink   Green   Turquoise   Yellow   White
Cancel Apply		

- 3. By default, the **Background** color is selected by default. This is a the "Active Selection". Note the radio button next to Background in the above example.
- 4. To change the background color, use your mouse to select the desired color form the color grid in the **Color Scheme** group. Click the **Apply** button to apply the new color.
- 5. To change the colors of the characters, use your mouse to select one of the items in the **Attribute Colors** group and make that attribute the "Active Selection".

**NOTE** There can only be one "Active Selection" at a time.

- 6. Once one of the **Attribute Colors** has been selected, use your mouse to select the desired color form the color grid in the **Color Scheme** group. Click the **Apply** button to apply the new color.
- 7. From the BlueZone **MenuBar** select **File::Save**, or click the File Save icon **I** to save your changes.



#### **Related Topics:**

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