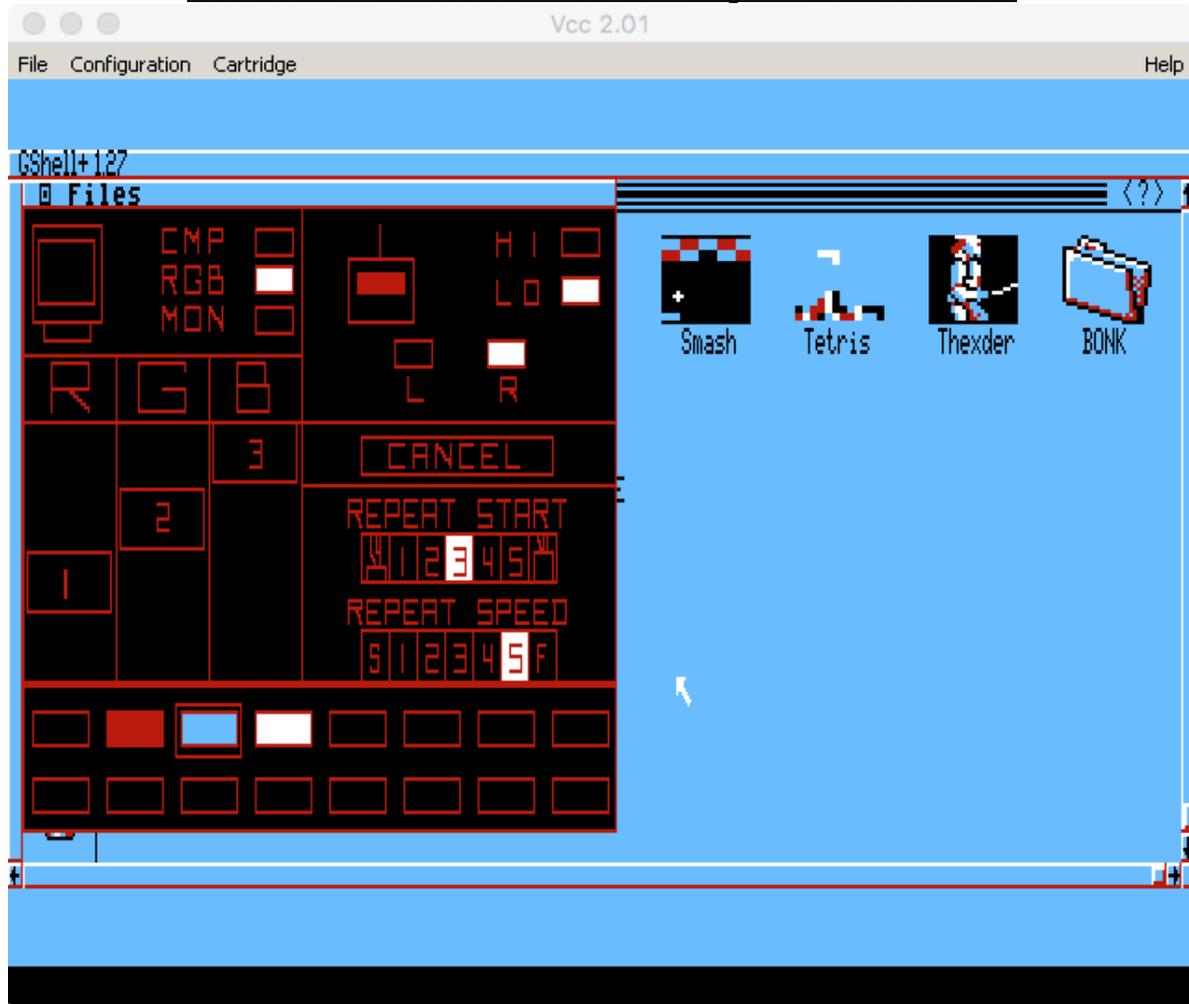
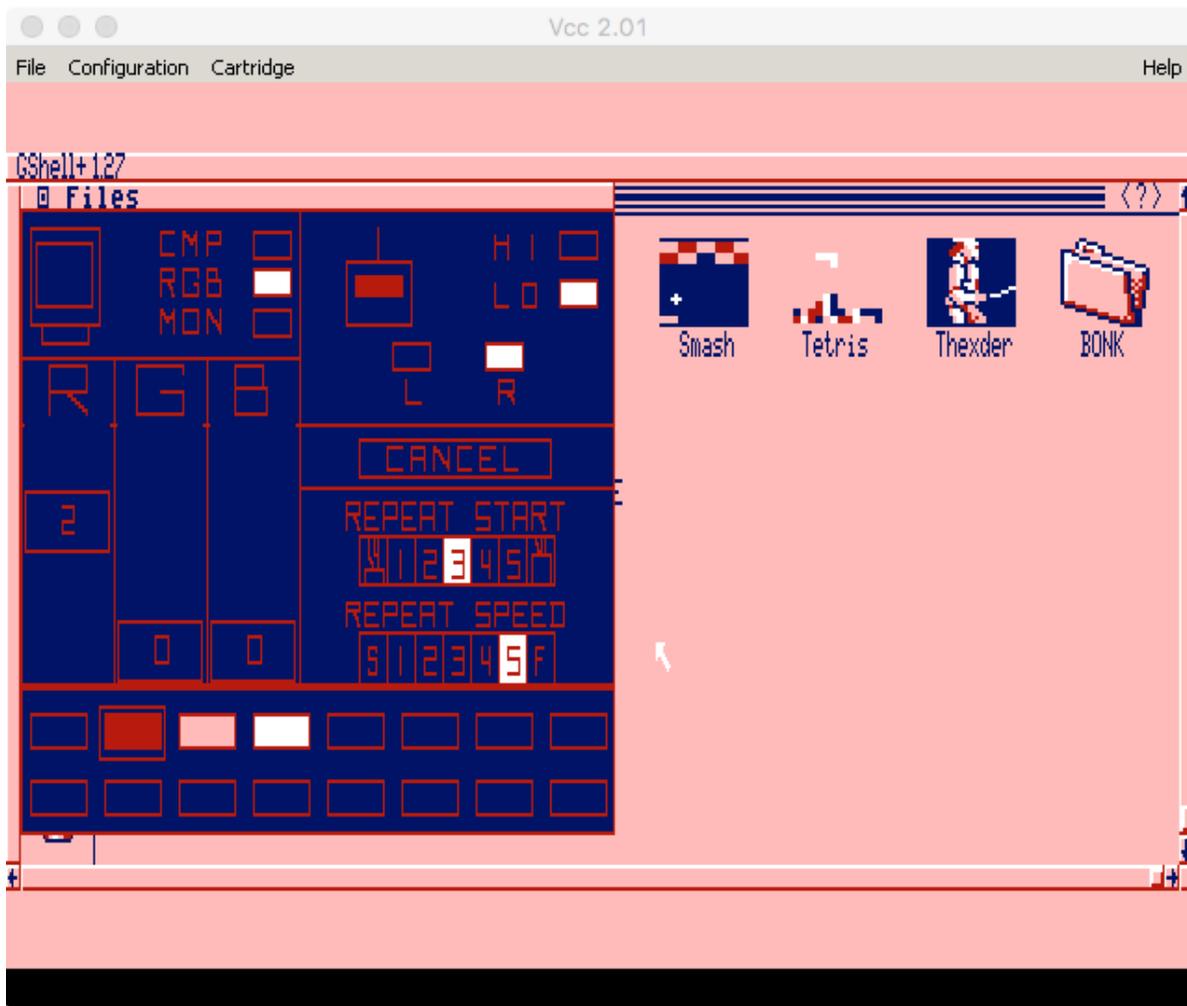


### Addendum: Some alternate GSHPAL settings for MultiVue/GShell:



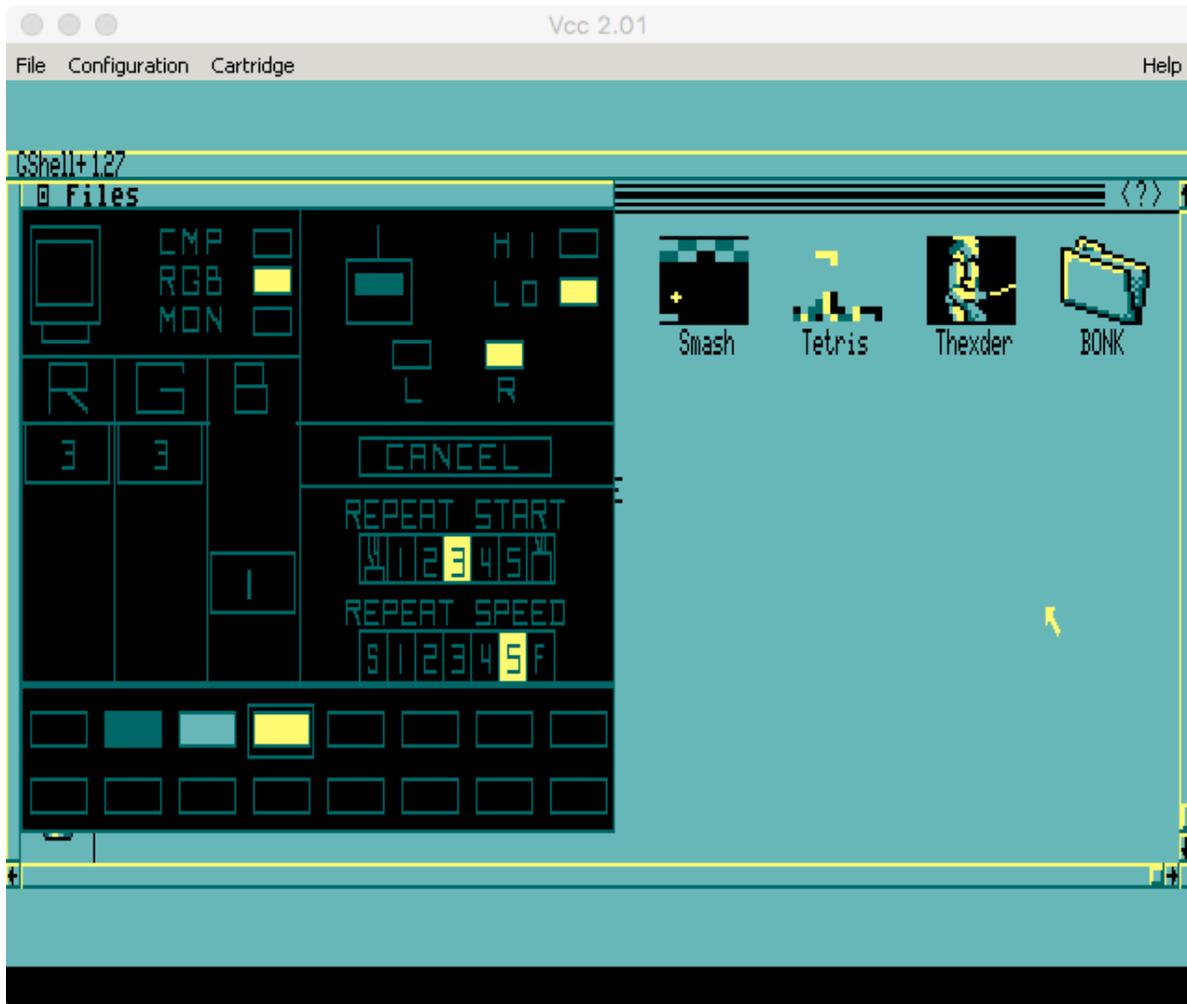
**Alternate color set 1:** Changes these settings in your ENV.FILE.SDC, ENV.FILE.DW & ENV.FILE files (in the SYS directory) with the text editor of your choice. (All 3 means it will be consistent when swap between boots).

```
GSHPAL0=0,0,0  
GSHPAL1=2,0,0  
GSHPAL2=1,2,3  
GSHPAL3=3,3,3
```



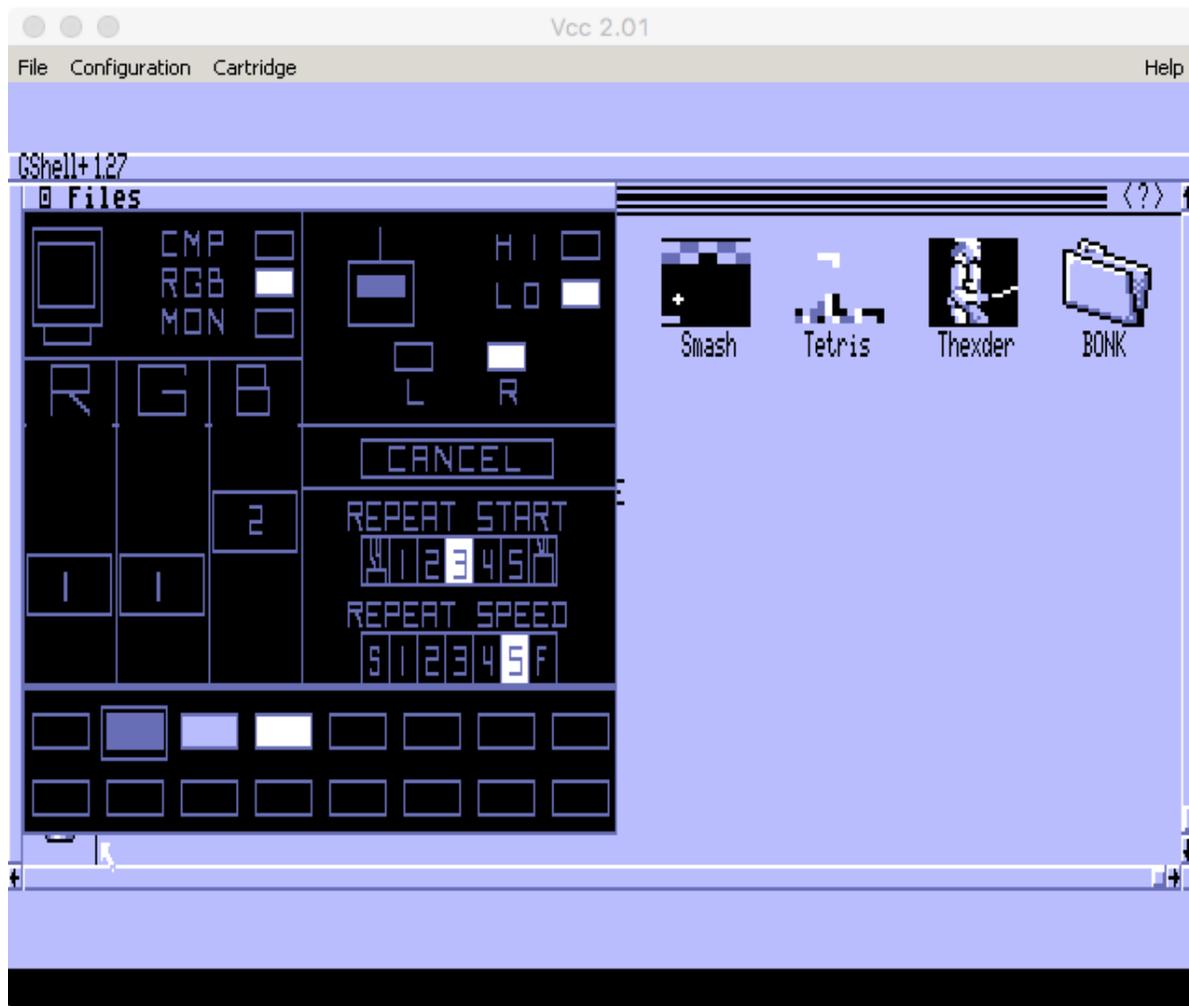
**Alternate color set 2:** Changes these settings in your ENV.FILE.SDC, ENV.FILE.DW & ENV.FILE files (in the SYS directory) with the text editor of your choice. (All 3 means it will be consistent when swap between boots).

GSHPAL0=0,0,1  
GSHPAL1=2,0,0  
GSHPAL2=3,2,2  
GSHPAL3=3,3,3



**Alternate color set 3:** Changes these settings in your ENV.FILE.SDC, ENV.FILE.DW & ENV.FILE files (in the SYS directory) with the text editor of your choice. (All 3 means it will be consistent when swap between boots).

```
GSHPAL0=0,0,0  
GSHPAL1=0,1,1  
GSHPAL2=1,2,2  
GSHPAL3=3,3,1
```



**Alternate color set 4:** Changes these settings in your ENV.FILE.SDC, ENV.FILE.DW & ENV.FILE files (in the SYS directory) with the text editor of your choice. (All 3 means it will be consistent when swap between boots).

```
GSHPAL0=0,0,0
GSHPAL1=1,1,2
GSHPAL2=2,2,3
GSHPAL3=3,3,3
```