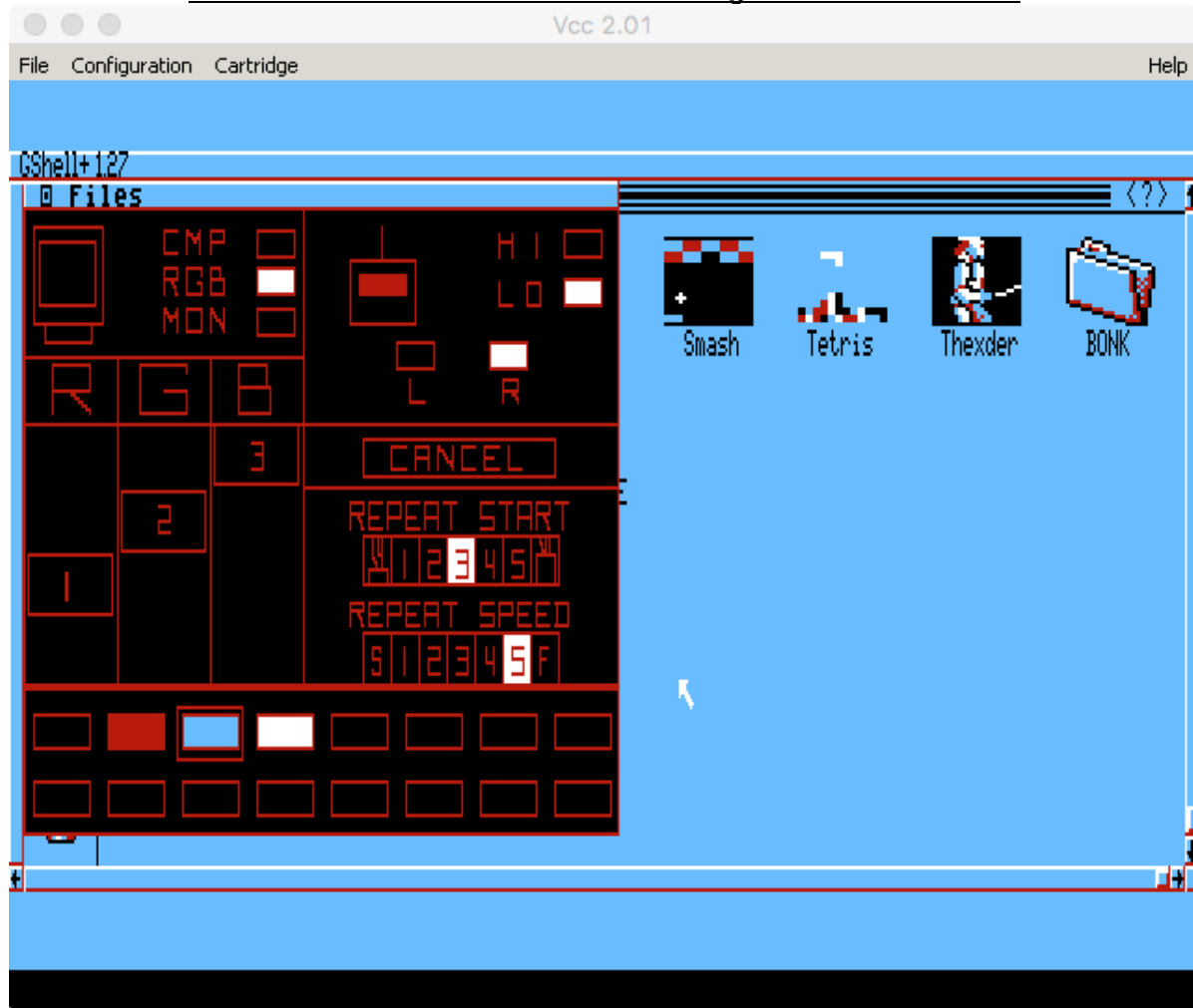
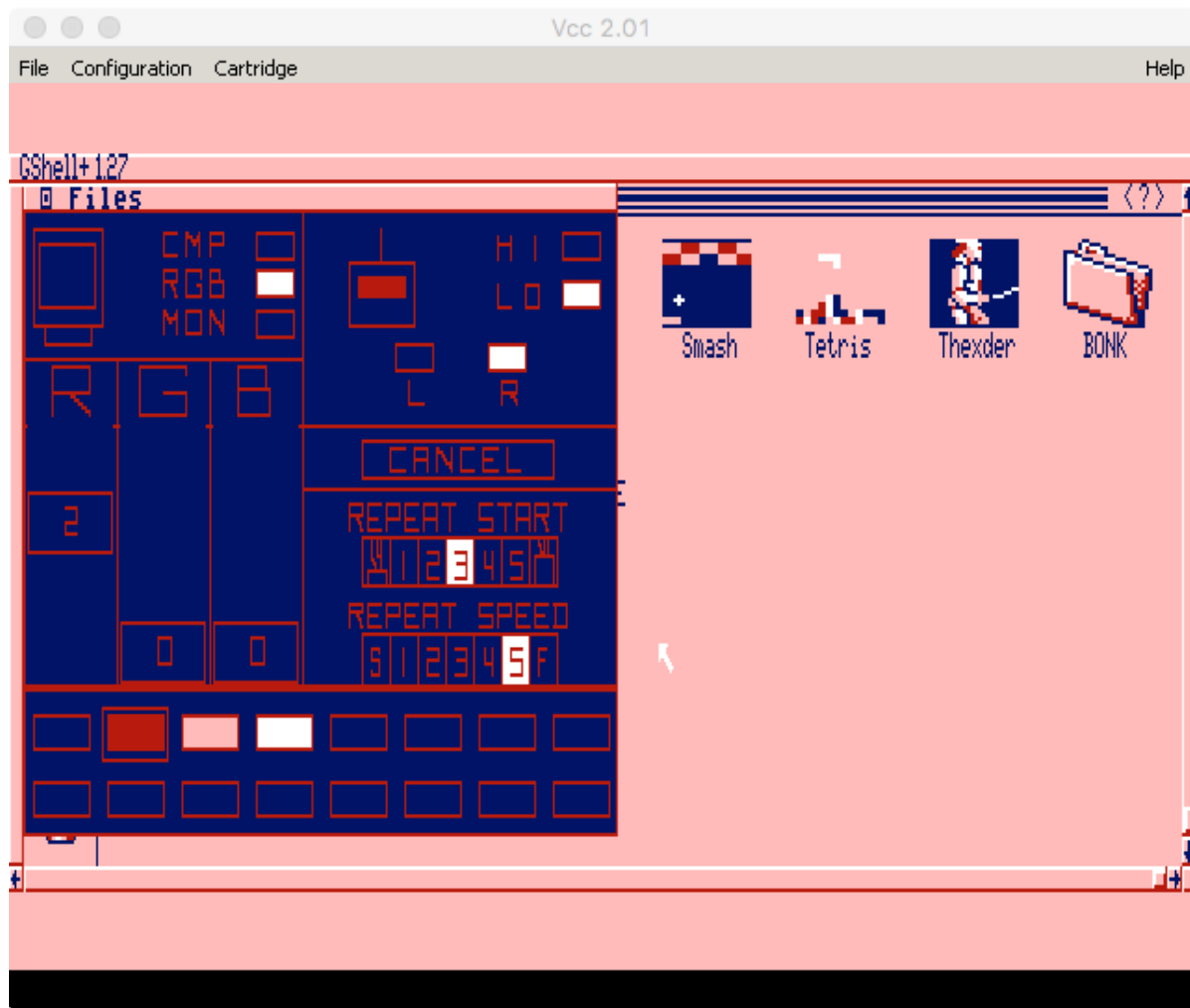


Addendum: Some alternate GSHPAL settings for MultiVue/GShell:



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

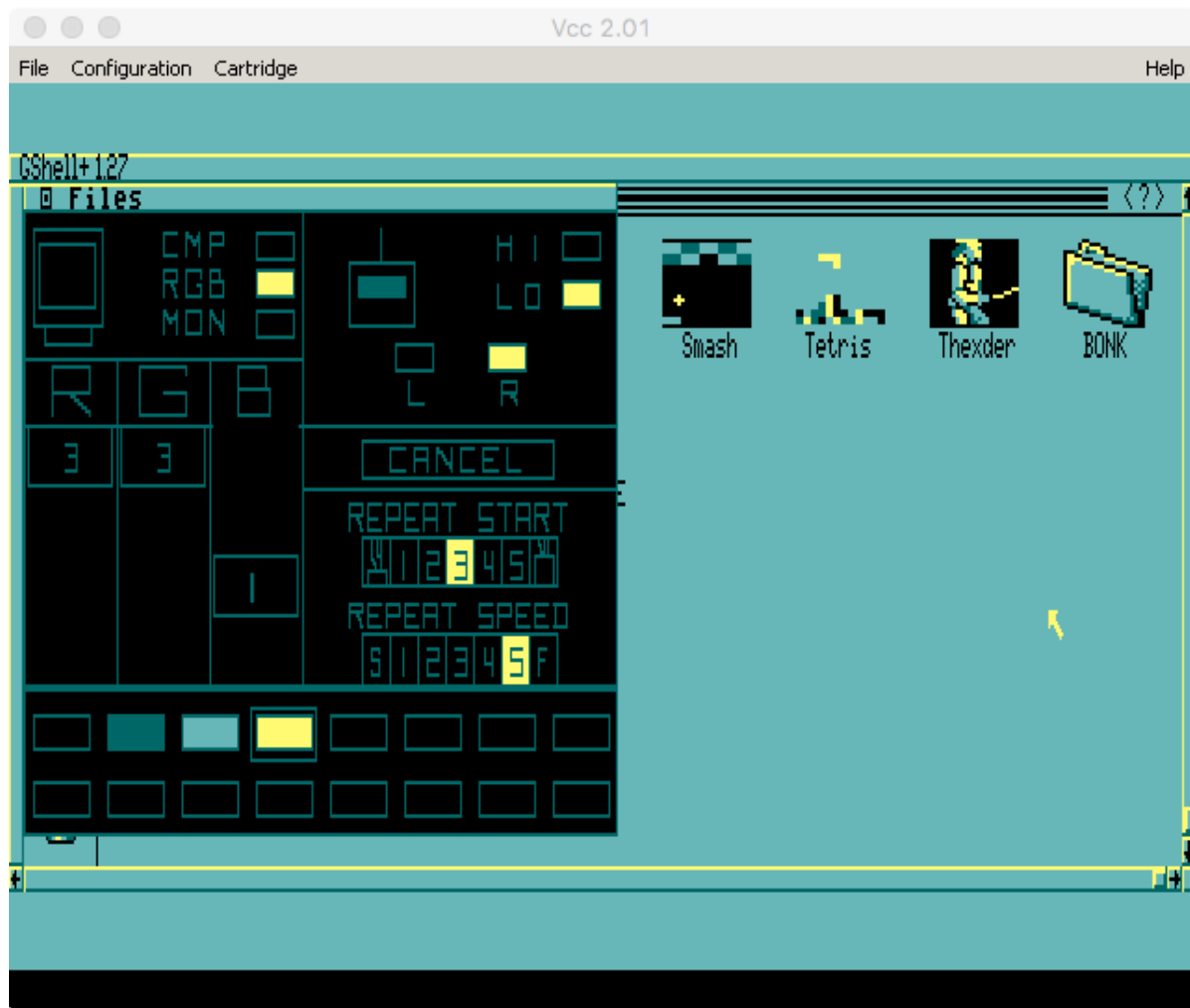


Alternate color set 2: Changes these settings in your ENV.FILE.SDC, ENV.FILE.DW & ENV.FILE files (in the SYS directory) with the text editor of your choice. (All 3 means it will be consistent when swap between boots).

```

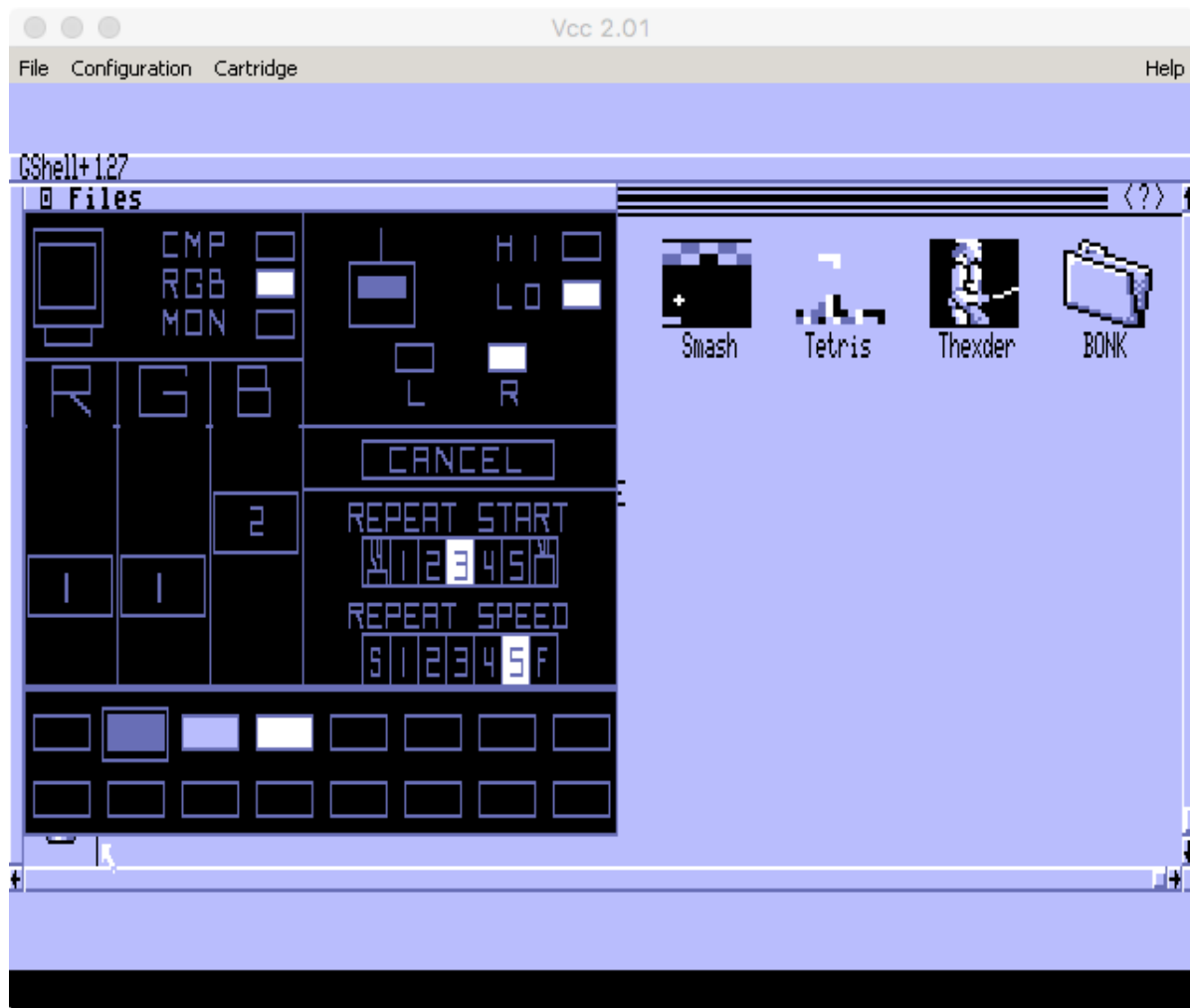
GSHPAL0=0,0,1
GSHPAL1=2,0,0
GSHPAL2=3,2,2
GSHPAL3=3,3,3

```



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
```