

Graphical Attributes for an Environment



Access

To define the graphical attributes for an environment, select the **Graphical attributes** option from the [Administration](#) submenu, in the context-sensitive menu for environments.

Important note: *This option can only be used to generate Adelia-type programs in C language.*

The graphical attributes defined here will be the defaults used to generate screen layouts. These defaults can be customized within each layout.

The graphical attributes defined for an environment are presented on three pages:

- [General](#),
- [Keys](#),
- [Menu](#).

To edit one of these pages, click the corresponding tab.

Important: *Only administrators can modify these pages.*

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