

Custom Console Colors

The console mode is available in all Orx based applications. And it can be customized. The default Console looks like this:



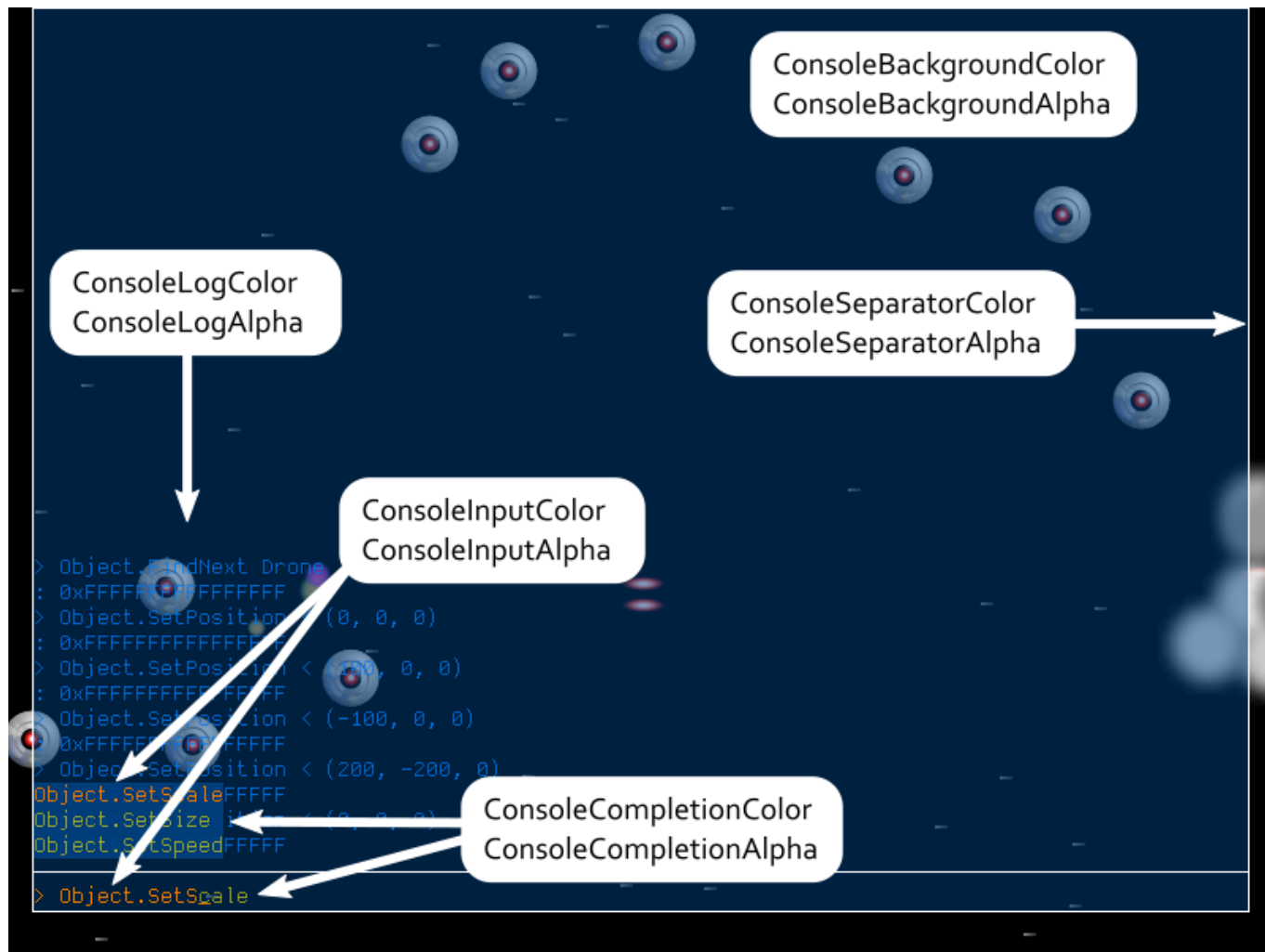
The entire set of properties available for the console are listed at: [Render Config Properties](#).

For convenience, they are listed (named like Console*) below as:

```
[Render]  
ShowFPS           = <bool>  
ShowProfiler      = <bool>  
MinFrequency      = <float>  
ProfilerOrientation = portrait|landscape  
ConsoleBackgroundColor = <vector>  
ConsoleBackgroundAlpha = <float>  
ConsoleSeparatorColor = <vector>  
ConsoleSeparatorAlpha = <float>  
ConsoleLogColor    = <vector>  
ConsoleLogAlpha    = <float>
```

```
ConsoleInputColor      = <vector>  
ConsoleInputAlpha     = <float>  
ConsoleCompletionColor = <vector>  
ConsoleCompletionAlpha = <float>
```

The following customized Console should easily illustrate which property changes which element within the Console:



And that's it. Super simple to change the console coloring.

From:
<https://wiki.orx-project.org/> - **Orx Learning**

Permanent link:
https://wiki.orx-project.org/en/tutorials/console/custom_console_colors

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