

## Selectable Colour Combinations for MFLCD35 & MFLCD57 Display Units

	Colour Combinations													
<b>Colour Index</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>5</b>	<b>6</b>	<b>6</b>	<b>7</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>Floor Character</b>	WHITE	BLACK	BLUE	WHITE	BLUE	WHITE		RED = DOWN GREEN = UP		RED = DOWN GREEN = UP		YELLOW	YELLOW	AMBER
<b>Background</b>	BLACK	WHITE	WHITE	BLUE	BLACK	RED = DOWN GREEN = UP		BLACK		WHITE		BLACK	BLUE	BLACK

	Colour Combinations										
<b>Colour Index</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>						
<b>Floor Character</b>	WHITE	WHITE	WHITE	GREEN	RED						
<b>Background</b>	DARK BLUE	RED	GREEN	WHITE	WHITE						

Colour combinations are selected as follows:

- 1. To allow colour changes MFSP24-xx DIL switch 7 needs to be set to ON**
2. Use the 'A' and 'B' buttons to step up/down through the list of standard colour combinations listed above.
3. A display unit's colours and the number shown on the display will change with each press of 'A' or 'B' button. The number shown corresponds to the 'Colour Index' in the table above.
- 4. When the required colour combination is shown MFSP24-xx DIL switch 7 needs to be set to OFF to store the setting.**

**NOTES:**

1. Messages usually appear in the same colour combination as selected for the floor character/background
2. Running arrow colours are as follows:  
 DIL 2 (display unit) = OFF:      UP = Green, DOWN = Red  
 DIL 2 (display unit) = ON:      UP & DOWN = same as floor character colour