



BACKGROUND COLOURS

At this early stage, design is not as important as just entering the information. However, if you want to start playing around with the look of the page, it might be handy to know more about choosing background colours. Be careful, though, because you don't want to make the page hard to read by creating a background that obscures or overpowers your text.

When it introduced Navigator 1.1, Netscape included extensions enabling you to control the background colour of your browser's window. This means you don't have to put up with the dull default grey behind your text.

Spice things up quickly by adding these attributes to the <BODY> tag:

```
<BODY BGCOLOR="#rrggbb">
```

The rrrggbb represents the hexadecimal values given to the quantities of red, green and blue in the colour. Hexadecimal itself is almost the same as normal counting, but has 16 digits rather than decimal's ten. The hexadecimal digits are:

0123456789ABCDEF

Following that, putting a value of:

#112233

in the BGCOLOR tag would give the colour 11 units of red, 22 of green and 33 of blue. A white background requires all the colours set to

maximum strength, giving:

```
<BODY BGCOLOR="#ffffff">
```

So, it follows that a black background is:

```
<BODY BGCOLOR="#000000">
```

With that in mind, here are some background colours we prepared earlier to help you get that certain shade. Have a look at the Top Advice Sites section for more on background colours.

#800000	Dark Red
#008000	Dark Green
#808000	Dark Yellow
#000080	Dark Blue
#800080	Dark Magenta
#008080	Dark Cyan
#C0C0C0	Light Grey
#C0DCC0	Glass Green
#A6CAFA	Light Blue
#C0DCC0	Medium Green
#FFFBF0	Cream
#A0A0A4	Medium Grey
#808080	Dark Grey
#FF0000	Red
#00FF00	Green
#0000FF	Blue
#FFFF00	Yellow
#FF00FF	Magenta
#00FFFF	Cyan

Feel free to experiment with other values if you have a penchant for puce, mud brown or any other obscure and unpleasant colour.

ColorMeister enables you to pick colours from the colour wheel rather than grappling with hexadecimal numbers.

