

Colours

Background colours	Default		_3DFace
	Panels, objects		_3DFace
	Input fields		_Window
Foreground colours	Default		_3DText
	Panels, objects		_3DText
	Input fields		_WindowText
State information (all those are background colours)	OK, Physics Data Taking	Green	FwStateOkPhysics
	OK, No Physics Data Taking	Blue	FwStateOkNotPhysics
	Alarm Colour	<i>see below</i>	
	Disabled (also foreground colour, not shown here ☺)	Grey	FwEquipmentDisabled
	Alarm Masked	Grey	FwAlarmMasked
	Equipment unreachable (not shown here ☺)	Grey	FwDead
	Data Point does not exist	Purple	DpDoesNotExist
Control modes	Included	Green	FwModelIncluded
	Excluded, delegated, ignored, disabled	Blue	FwModeOther
	Some lower level not included	Yellow border	FwModeTreeIncomplete
	not available actions	Greyed out	
FSM states	OK, Physics Data Taking	Green	FwStateOkPhysics
	OK, No Physics Data Taking	Blue	FwStateOkNotPhysics
	First level of error severity	Yellow	FwStateAttention1
	Second level of error severity	Orange	FwStateAttention2
	Third level of error severity	Red	FwStateAttention3
	not available actions	Greyed out	
Alarm screen	Fatal/came/unacknowledged	Red	FwAlarmFatalUnack
	Fatal/came/acknowledged	Red	FwAlarmFatalAck
	Error/came/unacknowledged	Orange	FwAlarmErrorUnack
	Error/came/acknowledged	Orange	FwAlarmErrorAck
	Warning/came/unacknowledged	Yellow	FwAlarmWarnUnack
	Warning/came/acknowledged	Yellow	FwAlarmWarnAck
	Fatal/went/unacknowledged	Grey	FwAlarmFatalWentUnack
	Error/went/unacknowledged	Grey	FwAlarmErrorWentUnack
	Warning/went/unacknowledged	Grey	FwAlarmWarningWentUnack