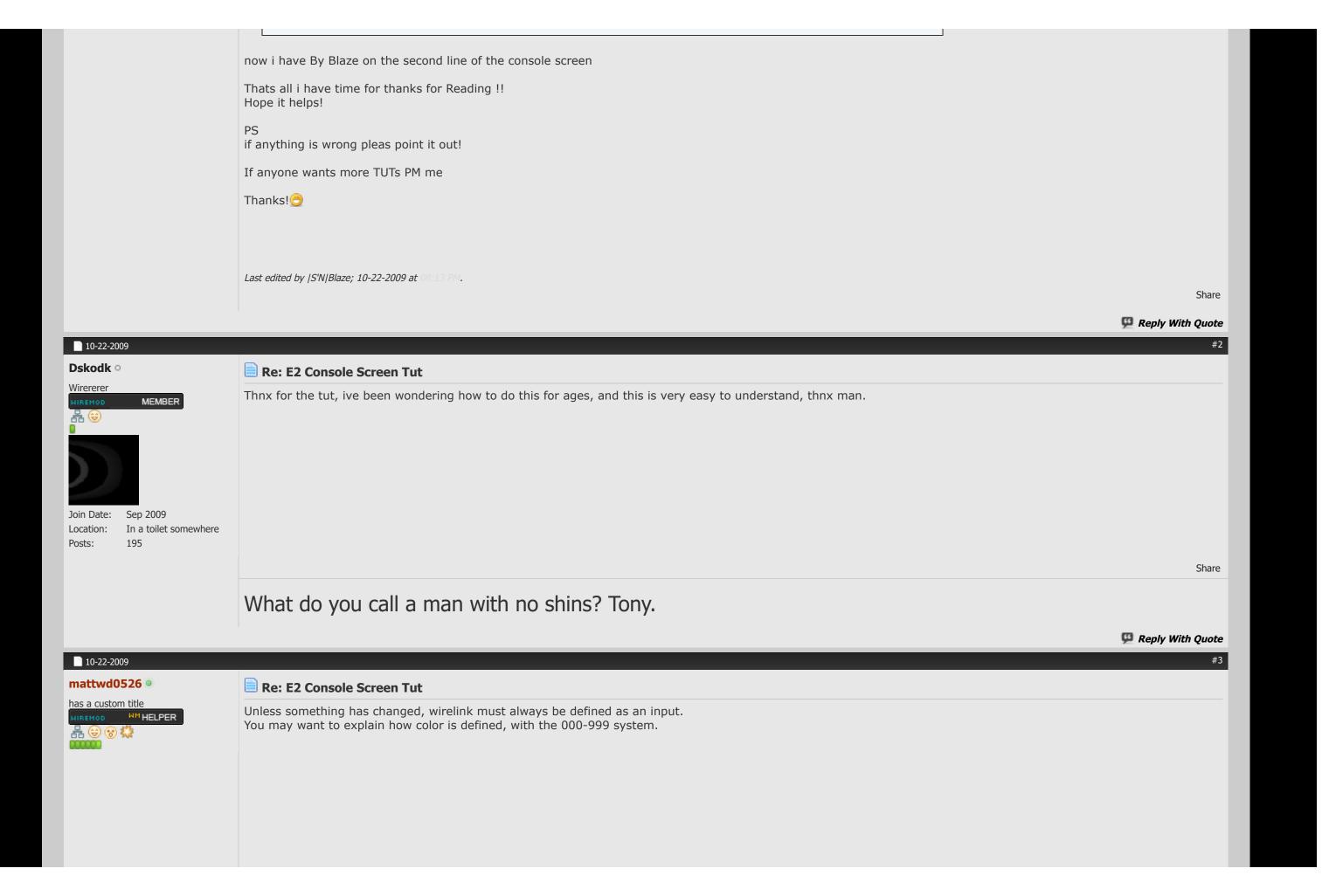
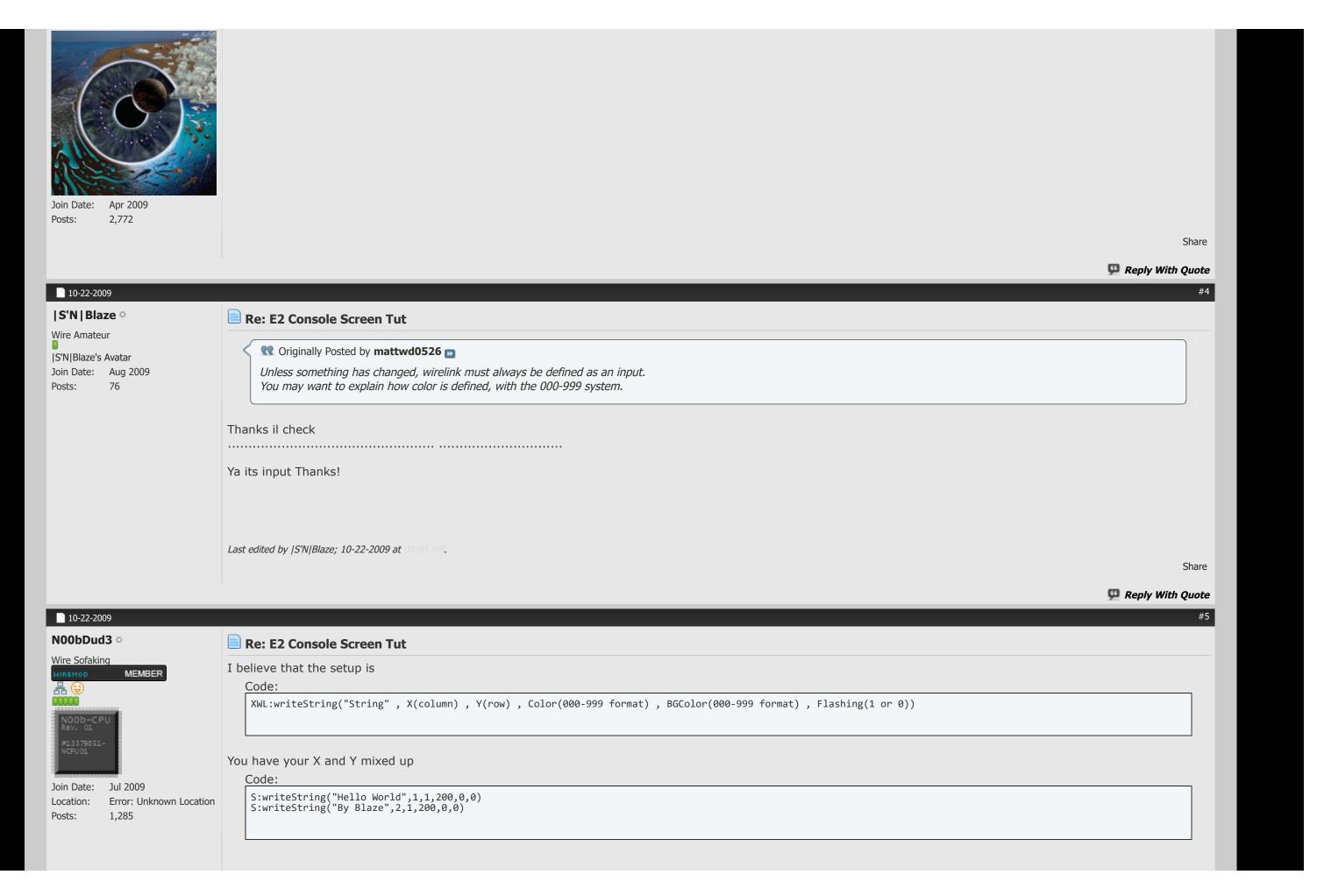
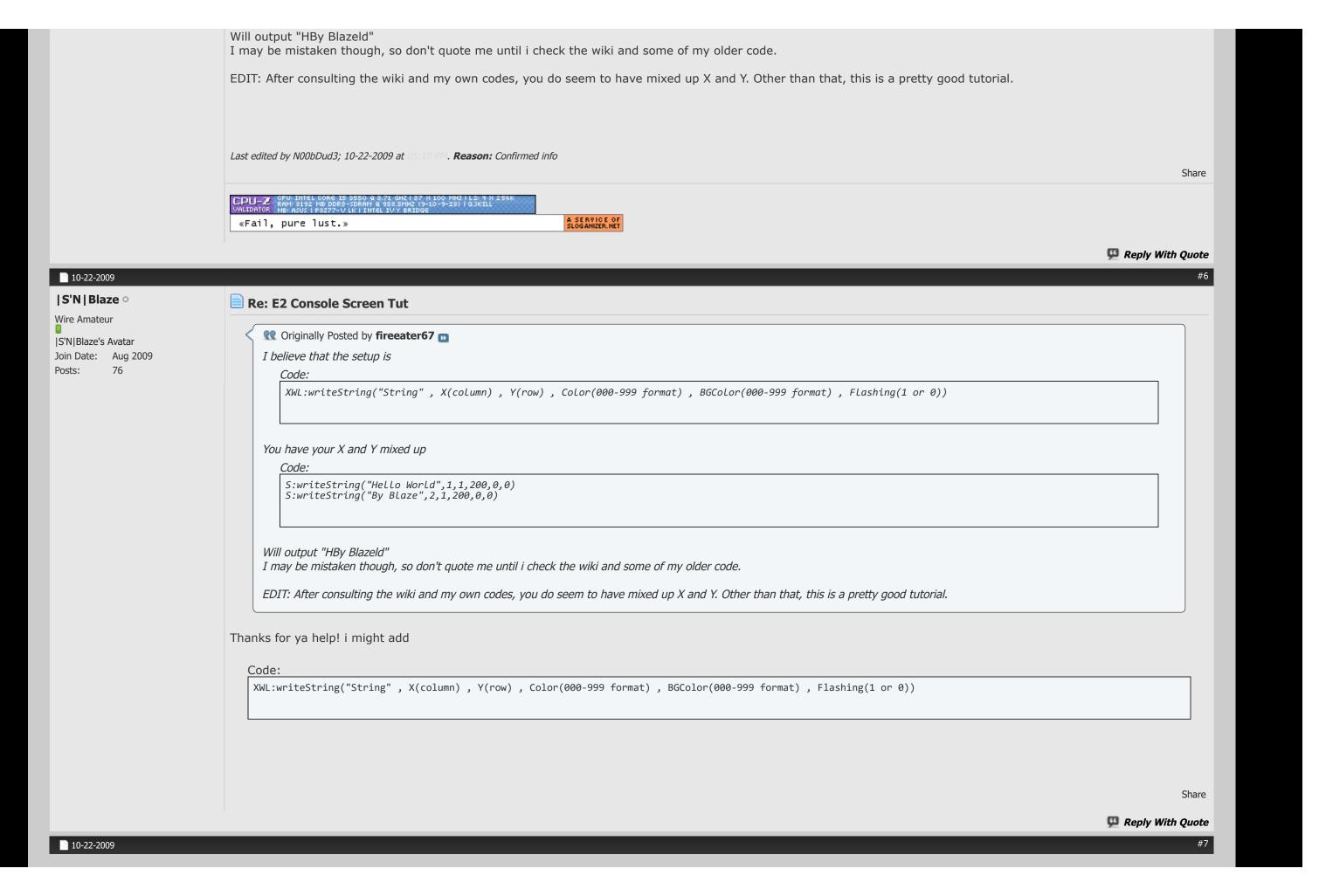


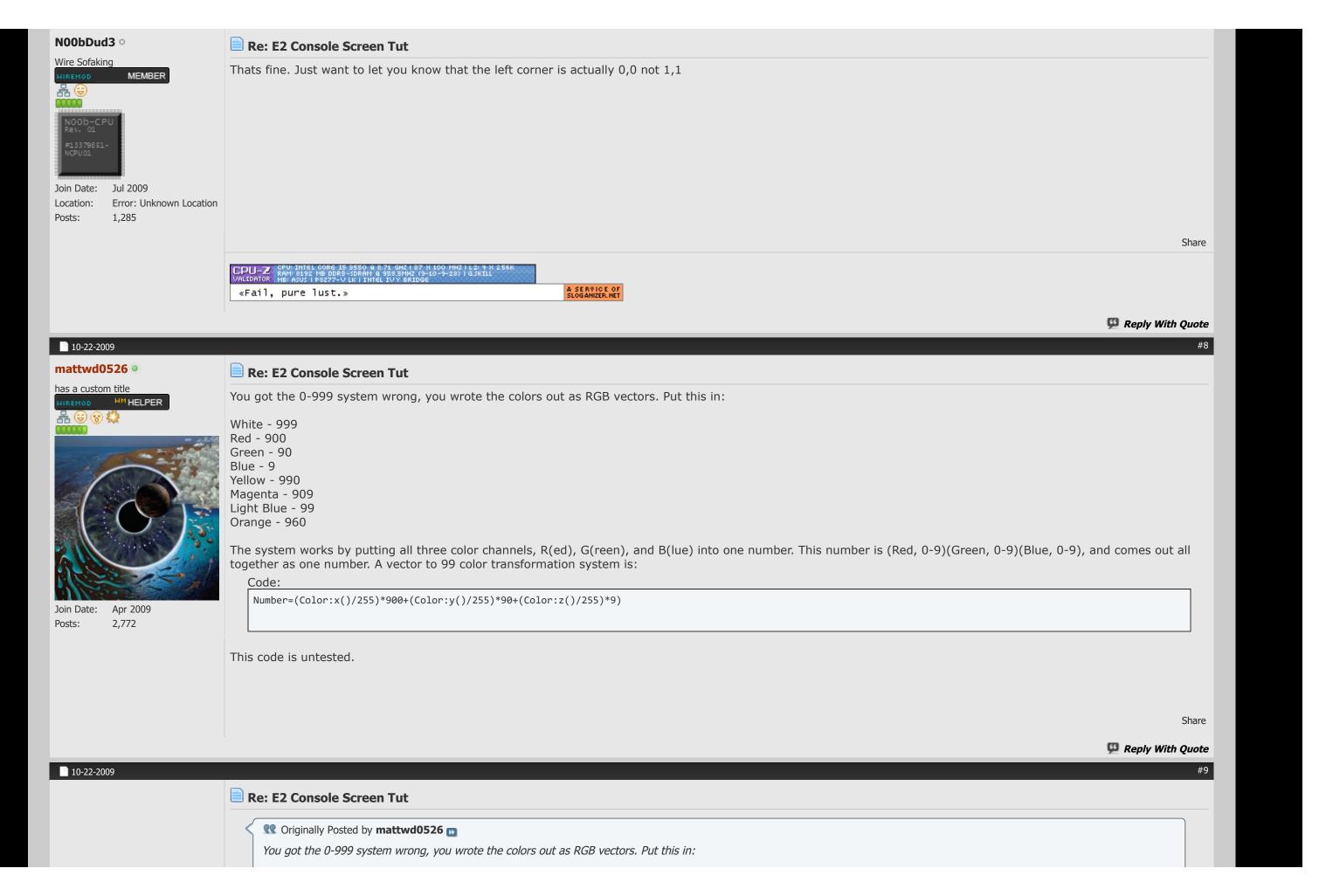
```
ok the color is defined, with the 000-999 system.
heres some colors
    Code:
     White - 999
    Red - 900
Green - 90
    Blue - 9
     Magenta - 909
    Light Blue - 99
Orange - 960
     Thanks to mattwd0526
lets get to writeing some Strings!......
    Code:
    @name Console Screen
@input S:wirelink
    S:writeCell(2041,1)
S:writeCell(2042,#background color)
    S:writeString("Hello World",1,1,200,0,0)
OK! u may be thinking what the hell is ("Hello World",1,1,200,0,0)
"Hello World" is going to show up on the screen with a color of red!
so this is how u read this String
    Code:
     ("Hello World", #What line its on, #Spaces between, #Color of the writing, 0, 0)
0,0) u use this if u want it flashing!
in other words
    Code:
    XWL:writeString("String", X(column), Y(row), Color(000-999 format), BGColor(000-999 format), Flashing(1 or 0))
Thanks to fireeater67
if you are able to lean this you shold to be able to do a second String>.....
    Code:
    @name Console Screen
@input S:wirelink
    S:writeCell(2041,1)
S:writeCell(2042, #background color)
    S:writeString("Hello World",1,1,200,0,0)
S:writeString("By Blaze",1,2,200,0,0)
```



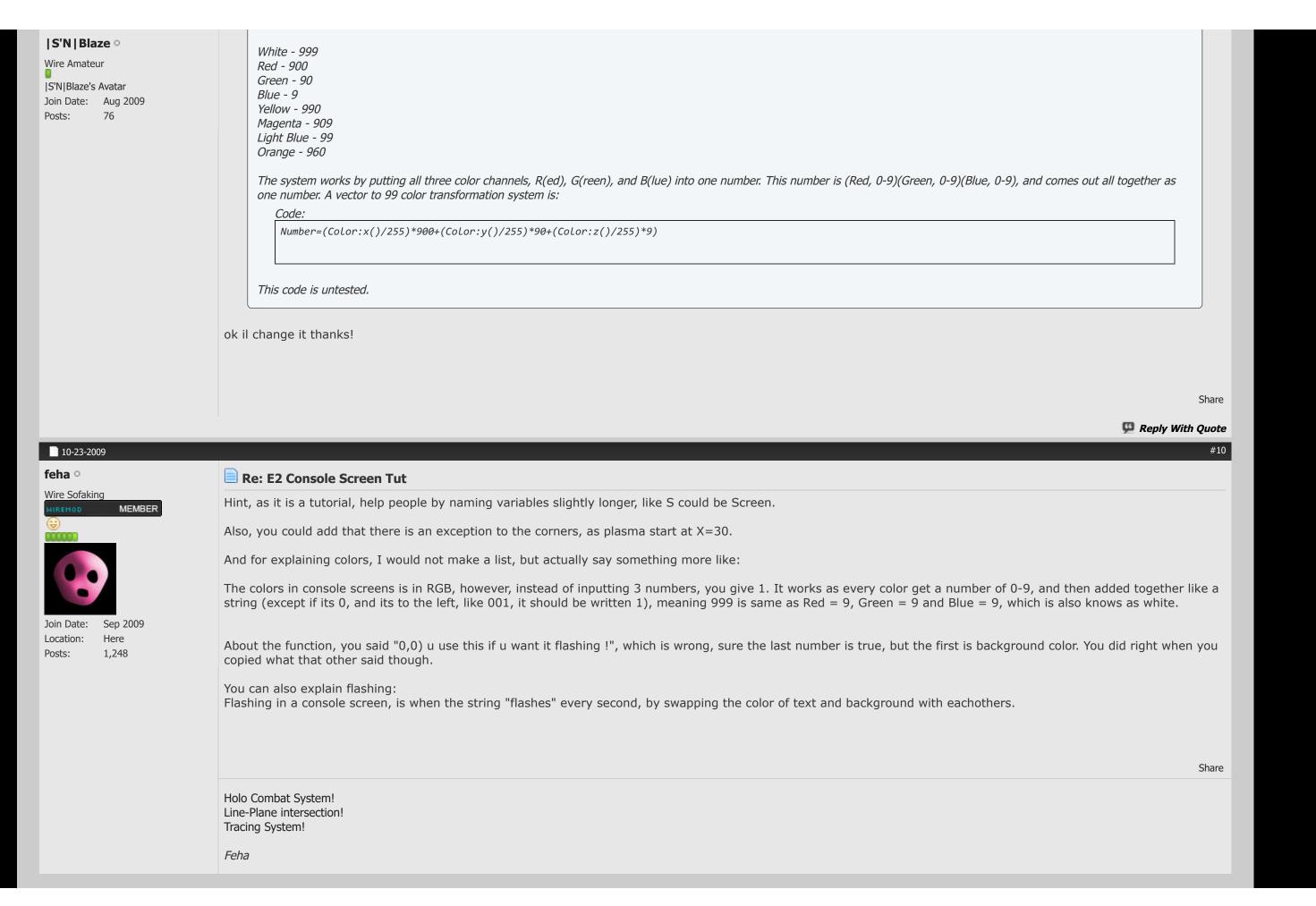




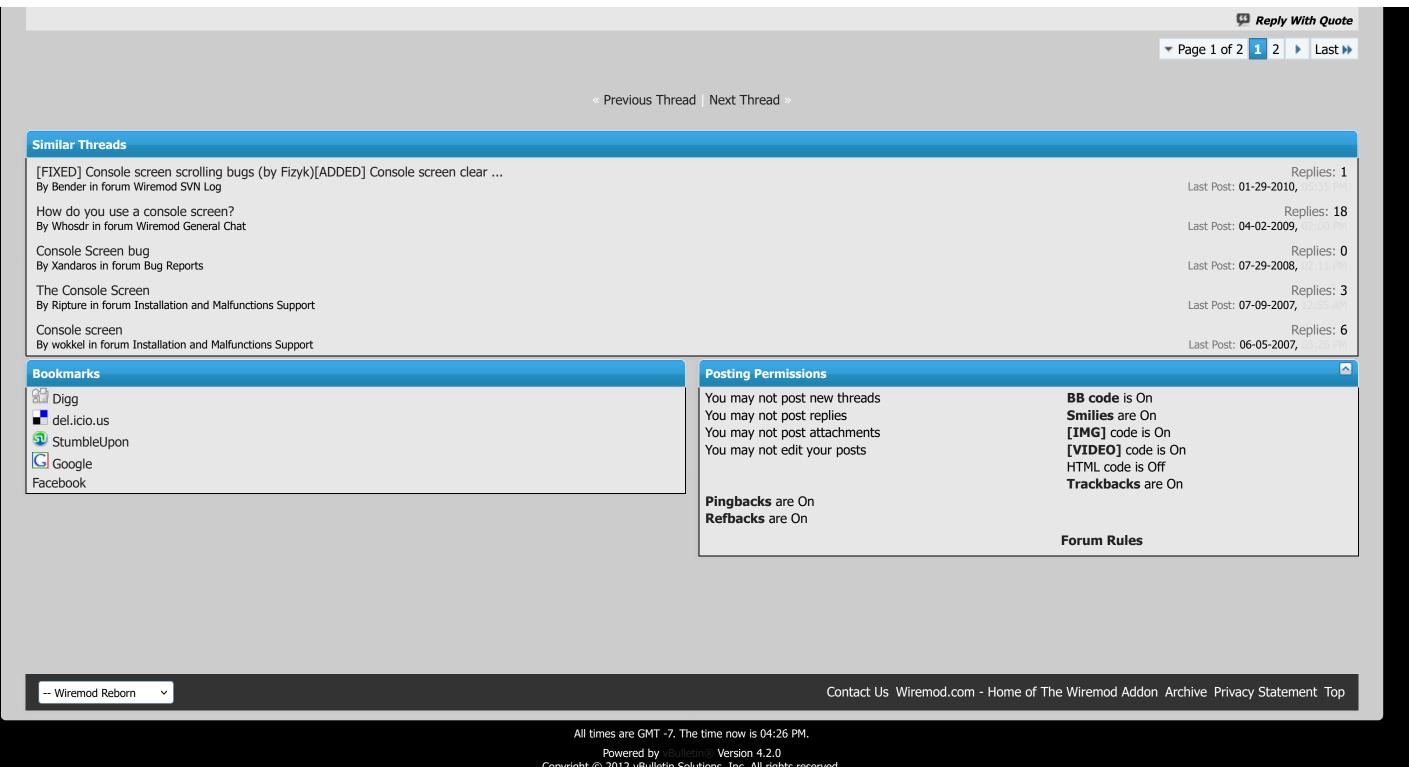
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