# Traditional Memory Rendering preferences

Use the  Traditional Memory Rendering preference panel to change the appearance of the [Memory](http://docs.google.com/cdt_u_memoryview.htm) view when displaying memory in traditional mode.



## Traditional Memory Rendering preference options

The table below lists the options displayed in the Traditional Memory Rendering Preferences.

**Traditional Memory Rendering Preferences Options**

| Option | Description |
| --- | --- |
| **Use Global Text Color** | Toggles the use of the global Text Color option. |
| **Text Color** | Changes the color of the text. |
| **Brighten Alternate Cells** | Set the brightness used to highlight alternate cells. |
| **Use Global Background Color** | Toggles the use of the global Background Text Color option. |
| **Background Color** | Changes the background color. |
| **Changed Color** | Set the color used to display changed memory locations. |
| **Edit Color** | Set the color used to show edited memory locations. |
| **Use Global Selection Color** | Toggles the use of the global selection color option |
| **Selection Color** | Set the color used to select memory locations. |
| **Edit Buffer** | Set how the edit buffer should behave:   * **Save on Enter, Cancel on Focus Lost** * **Save on Enter or Focus Lost** |
| **History Trails Levels** | Set the number of history levels to retain. |



[Debug information](http://docs.google.com/concepts/cdt_c_dbg_info.htm)



[Working with memory](http://docs.google.com/tasks/cdt_t_memory.htm)



[C/C++ Views](http://docs.google.com/cdt_o_views.htm)



