**Use code 0x \_ \_ db first underscore for background second underscore for fore ground**

**Background**

|  |  |  |  |
| --- | --- | --- | --- |
| **Hex** | **Color** | **Hex** | **Color** |
| **0** |  | **4** |  |
| **1** |  | **5** |  |
| **2** |  | **6** |  |
| **3** |  | **7** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Hex** | **Color** | **Hex** | **Color** |
| **0** |  | **8** |  |
| **1** |  | **9** |  |
| **2** |  | **A** |  |
| **3** |  | **B** |  |
| **4** |  | **C** |  |
| **5** |  | **D** |  |
| **6** |  | **E** |  |
| **7** |  | **F** |  |

**For Foreground**