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<!-- STEAMPUNK -->
 Anleitung Channel selection.... user
 Mit Notpad++ die /usr/share/enigma2/STEAMPUNK/allScreens/skin ChannelSelection User.xml öffnen.
 Dann eure Channel_selection_User editieren.
 <!-- Instructions Channel Selection .... user
 Open the /usr/share/enigma2/STEAMPUNK/allScreens/skin_ChannelSelection_User.xml with Notepad
 Then edit your Channel_selection_User. -->
 Diese Zeilen sind relevant.
 <!-- These lines are relevant. -->
 scrollbarSliderBorderColor="lightblue"
 colorServiceDescription="lightblue"
 colorServiceDescriptionSelected="white"
 colorEventProgressbarBorder="lightblue"
 colorEventProgressbarBorderSelected="lightblue"
 backgroundColor="background"
 backgroundColorSelected="black"
 foregroundColor="white"
 foregroundColorSelected="green"
 picServiceEventProgressbar="STEAMPUNK/steampunk/Progress_CS.png" />
 oder
 colorEventProgressbar="white"
 Es dürfen nur die Farben genommen werden, die auch in der skin.xml
 in <colors> eingetragen sind, sonst crasht es.
 <!-- Only the colors that are also in the skin.xml
 are entered in <colors>, otherwise it will crash. -->
 Um die Farbe eurer Wahl zu bestimmen, hier den Farbcode suchen:
 <!-- To determine the color of your choice, look for the color code here: -->
<colors>
<color name="background" value="#00000000" />
<color name="backgroundBlue" value="#00003366" />
<color name="bernstein" value="#00f0a30a" />
<color name="bernstein2" value="#00ff9900" />
<color name="black" value="#00000000" />
<color name="blue" value="#000000ff" />
<color name="bluelabel" value="#00003399" />
<color name="bluetitle" value="#004176b6" />
<color name="brown" value="#00825a2c" />
<color name="brown2" value="#00c38c4d" />
<color name="brown3" value="#00956732" />
<color name="darkbrown" value="#00680000" />
<color name="cobalt" value="#000064c7" />
<color name="cyan" value="#0000ffff" />
<color name="dark" value="#00031324" />
<color name="darkgreen" value="#00002200" />
<color name="default" value="#009bbfdd" />
<color name="green" value="#0000ff00" />
<color name="greenlight" value="#00a4c400" />
<color name="grey" value="#00aab2ba" />
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<color name="grey1" value="#00e2e5e7" /> <color name="lemon" value="#00c8ff12" />

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<color name="lightblue" value="#0066ccff" />
<color name="lila" value="#009f40ca" />
<color name="menu" value="#00062748" />
<color name="metrixblue" value="#000050ef" />
<color name="orange" value="#00ff4500" />
<color name="orange2" value="#00e64d17"
<color name="pink" value="#00ff349f" />
<color name="pink2" value="#00990099" />
<color name="red" value="#00ff0000" />
<color name="red2" value="#00c40000" />
<color name="red3" value="#00ab0000" />
<color name="red4" value="#00910000" />
<color name="red5" value="#003d0000" />
<color name="rosa" value="#00ff99cc" />
<color name="rose" value="#00ff4a3c" />
<color name="steelblue" value="#007e93ae" />
<color name="verydarkgrey" value="#003a3a3a" />
<color name="verygrey" value="#00666666" />
<color name="white" value="#00ffffff" />
<color name="yellow" value="#00fcc000"
<color name="yellow2" value="#00ffff00" />
</colors>
```

Anstelle Des Bildes für die Progressbar, kann man auch eine Farbe eurer Wahl eintragen. Das heißt: (picServiceEventProgressbar="Multibox/menu/Progress\_CS\_color.png"/>) durch (colorEventProgressbar="Farbe eurer Wahl")ersetzen.

<!-- Instead of the picture for the progress bar, you can also enter a color of your choice. That means: (picServiceEventProgressbar = "Multibox / menu / Progress\_CS\_color.png" />) replace with (colorEventProgressbar = "color of your choice"). -->

Speichern und die Oberfläche neu starten.

<!-- Save and restart the interface. -->

