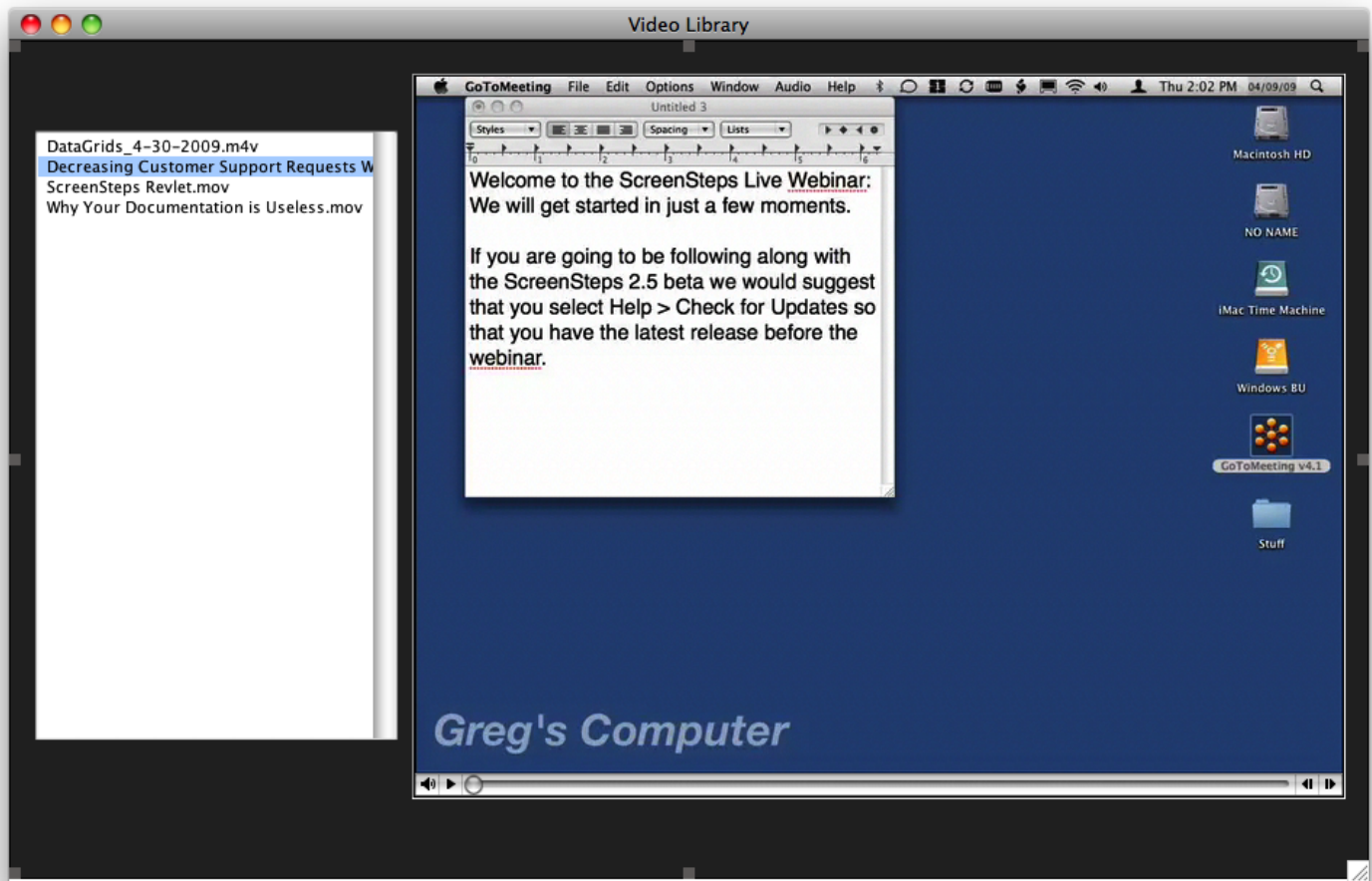


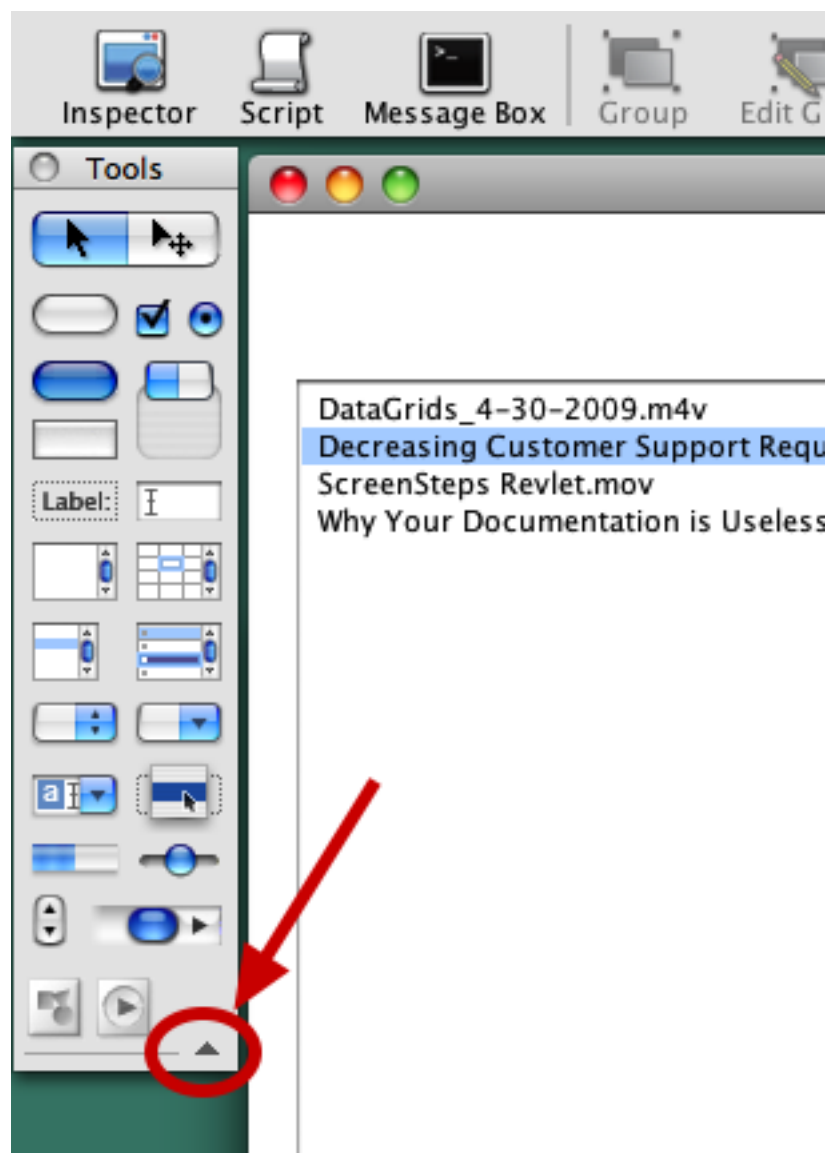
## Add a Background Color

### What We Are Going To Do

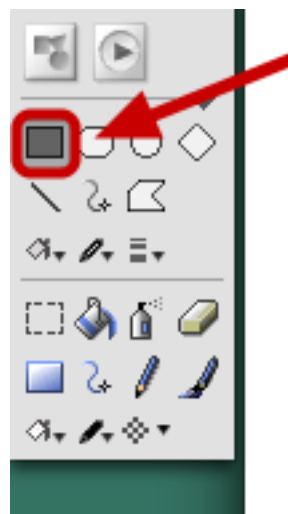


In this lesson we are going to add a nice background color to our video player. To do this we will first need to create a graphic and then place it behind our other controls.

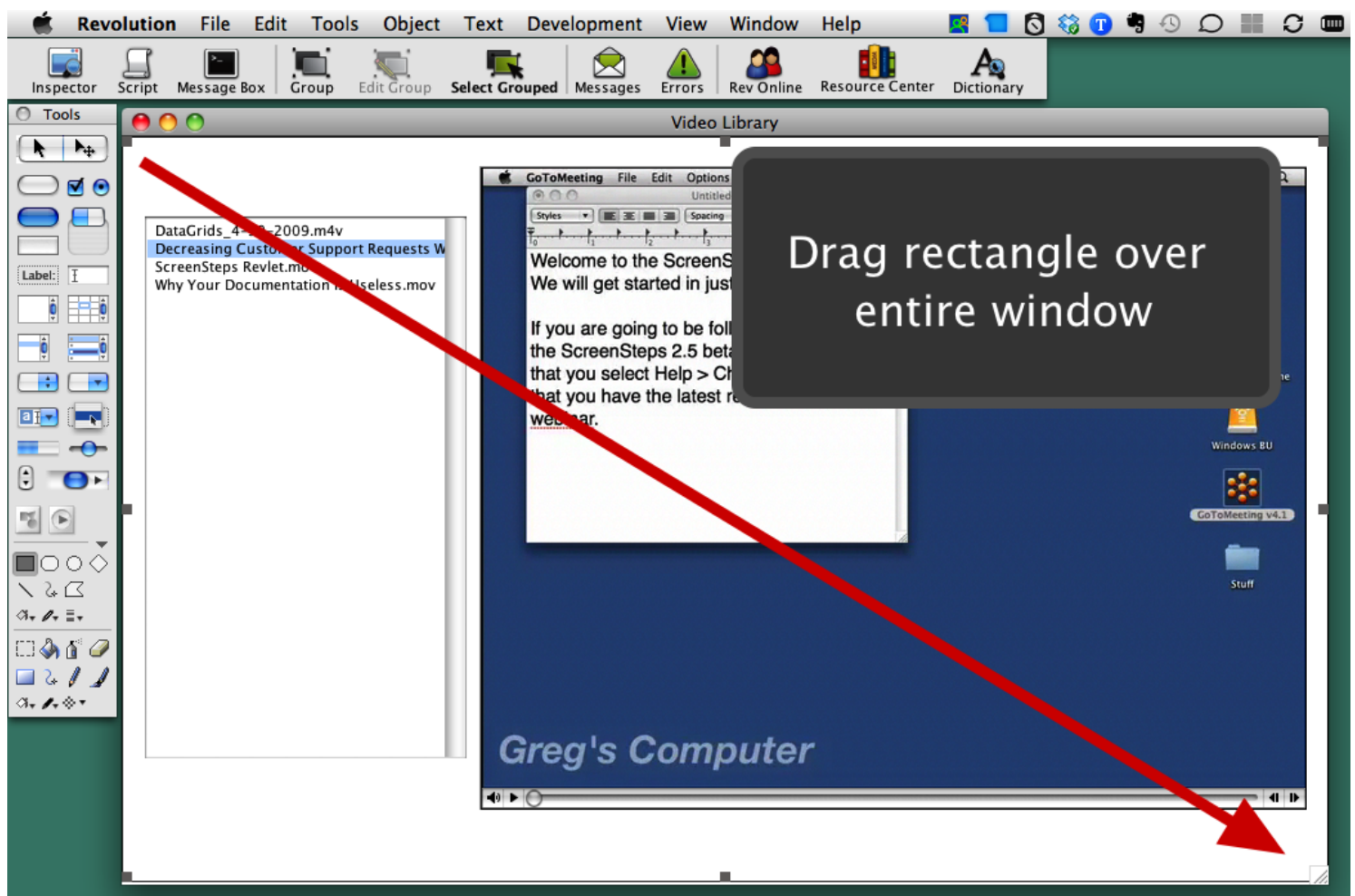
## Expand Tool Palette



## Select Rectangle

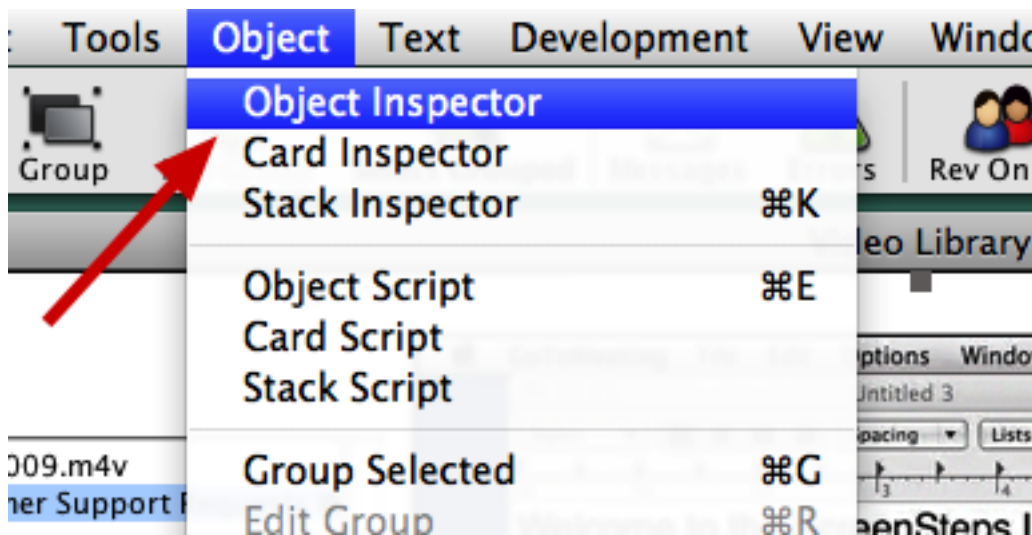


## Drag Rectangle on Stack



Drag a rectangle so that it covers then entire stack (or window). It will be transparent but you will see the selection handles.

## Select Object > Object Inspector



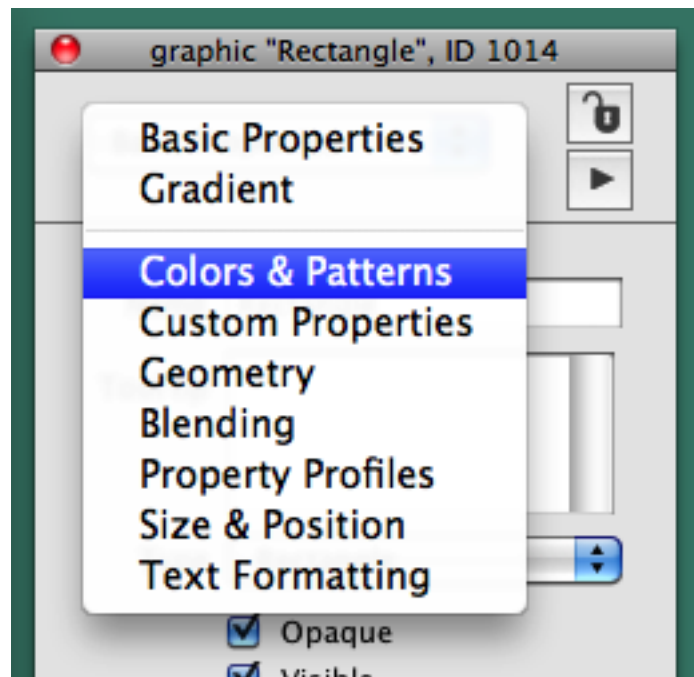
## Check Opaque



Check **Opaque** from the inspector palette. This will give the rectangle a fill.

Next we will change the color.

## Select Colors & Patterns



Select **Colors & Patterns** from the inspector palette.

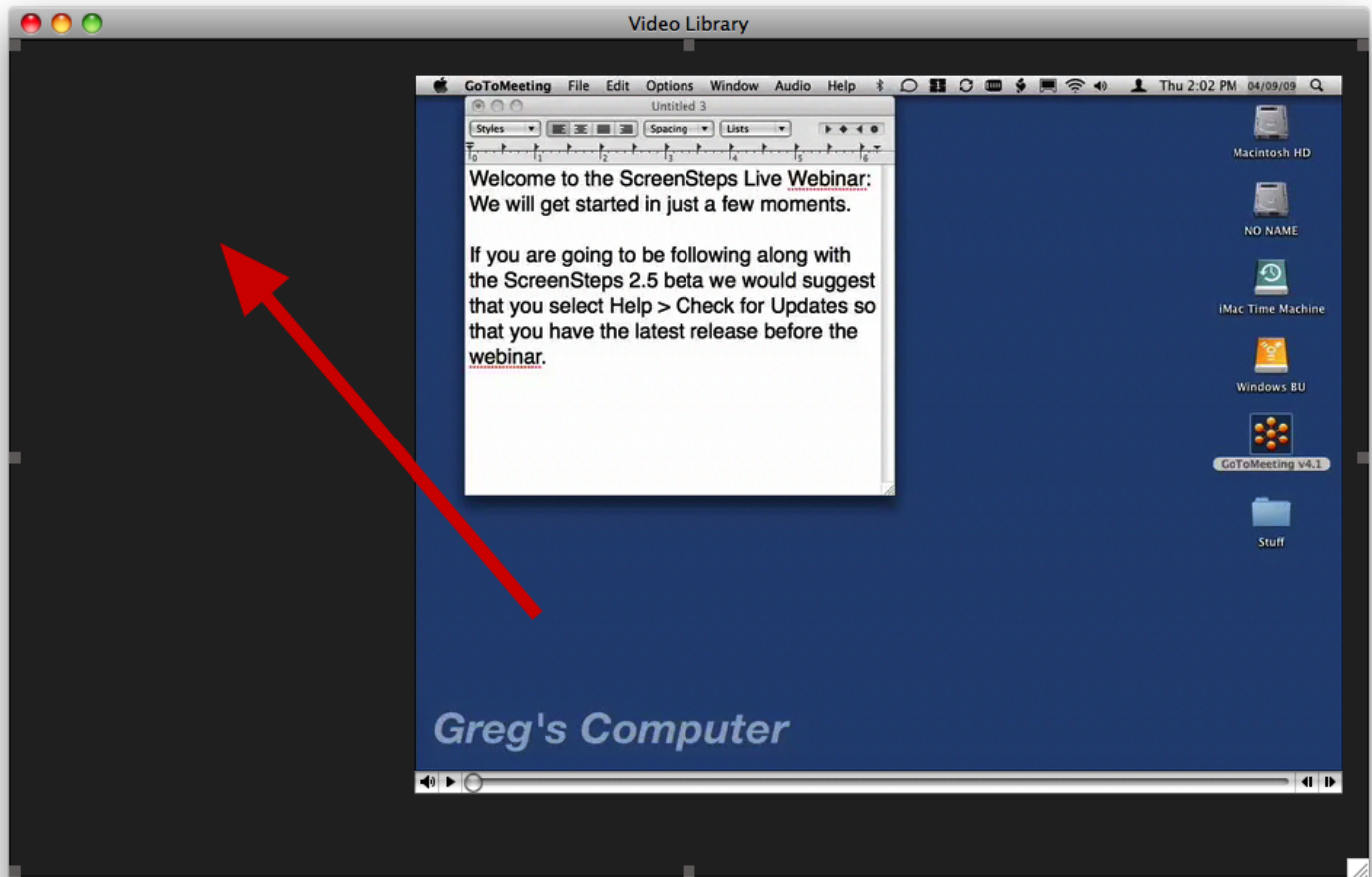
## Click on Fill Color



Select Color and Click OK



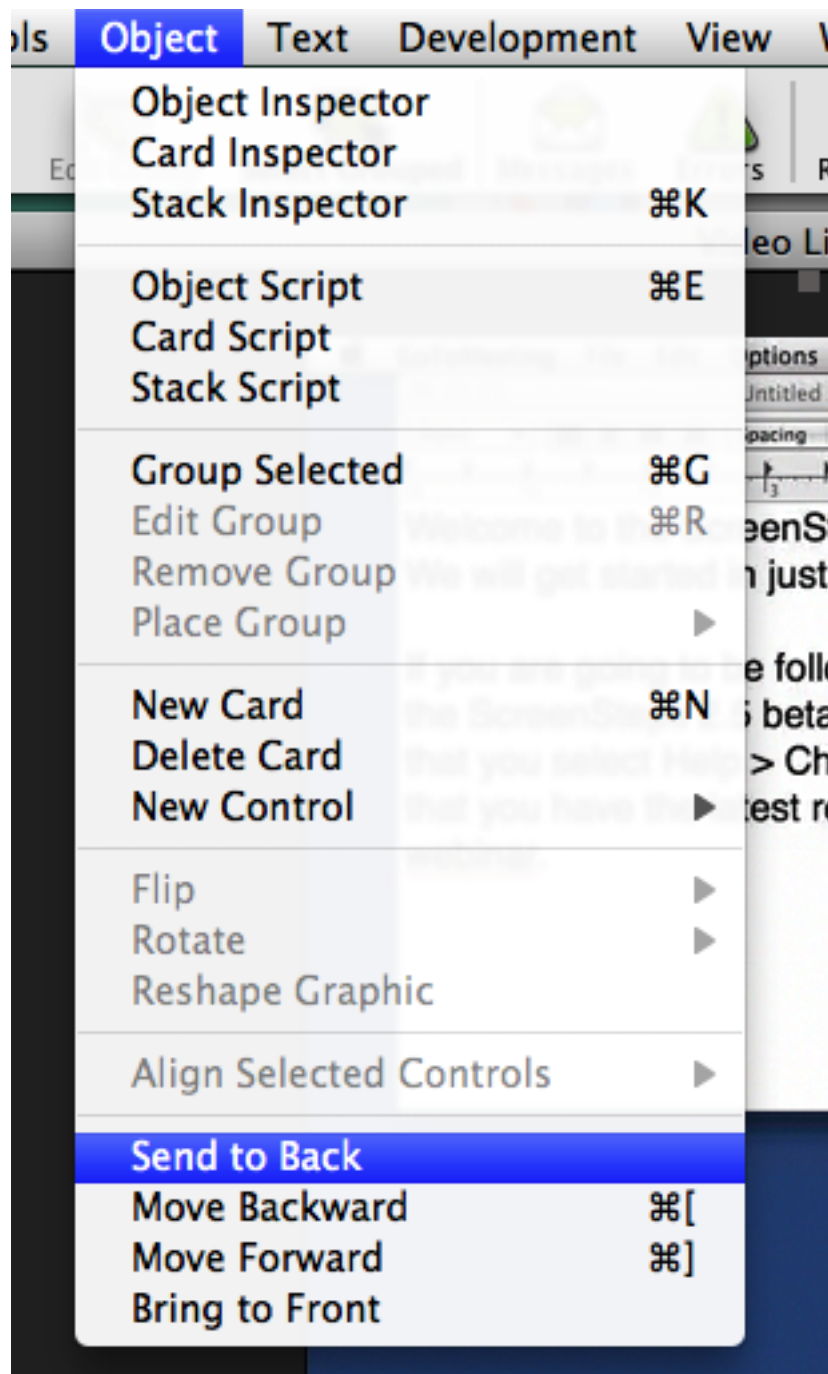
## We Now Have a Background!



We now have a background color. But notice that it is covering all of our fields *except* the videos. There are two reasons for this.

1. The graphic we created is layered on top of the other fields (the last item you create always is always on the top layer).
2. The video is set to **Buffer**. This means that it is being drawn directly to the screen and will show up on top of everything else in our window. The video will *always* be on top unless we change the buffer setting.

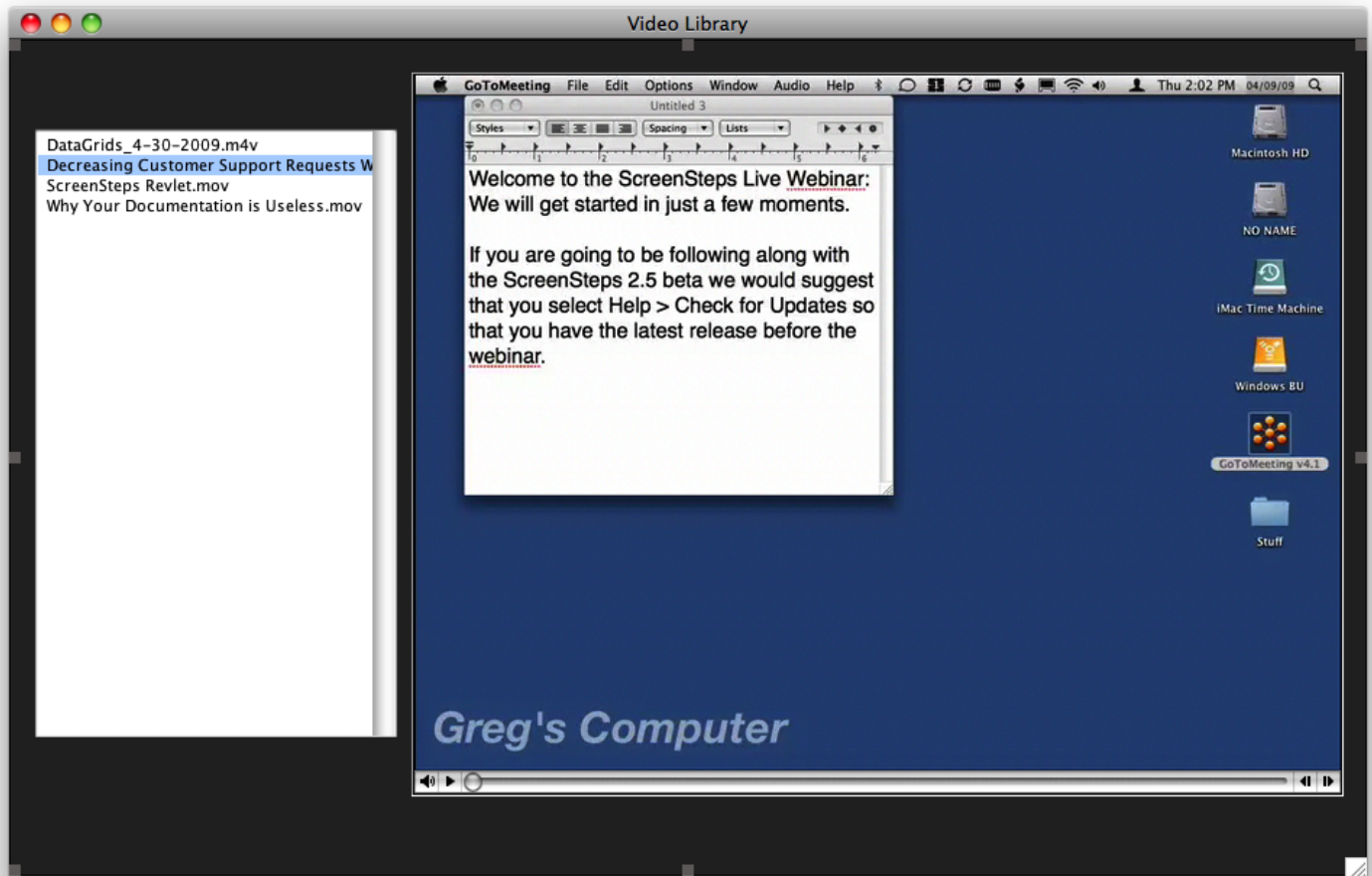
## Move Graphic to Back



This is a background graphic so we want it to appear behind everything else. With the graphic selected, select **Object > Send to Back**.



## That's It!



We now have a nice dark background for our window.