win_attributes : **▶** BLACK **⊳**(BLUE CYAN SREEN MAGENTA RED WHITE YELLOW REVERSE BLINK UNDERLINE NORMAL INVISIBLE DIM NO NEW LINESX <expression> STYLE PICTURE <expression> character-string (variable) CURRENT ROW DISPLAY = <expression> (COUNT <integer value> COUNT [variable] MAXCOUNT <integer value> MAXCOUNT [variable] INSERT ROW = TRUE INSERT ROW = FALSE DELETE ROW = TRUE DELETE ROW = FALSE UNBUFFERED BORDER ►(PAD **♦** character-string **▶**(LAST → (<integer value>) LAST **→**[FIRST] <integer value> COMMENT LINE **→**[FIRST <integer value> [variable] **⊳**(OFF <integer value> **⊳**(LAST **▶** FIRST <integer value> FORM LINE {FIRST <integer value> [variable] **⊳**(off LAST <integer value> **→**(LAST FIRST <integer value> ERROR LINE **→** FIRST <integer value> [variable] **→**(OFF <integer value> LAST **→**(LAST FIRST <integer value> MENU LINE FIRST <integer value> [variable] **⊳**(off ▶ LAST <integer value> **→**(LAST <integer value> FIRST MESSAGE LINE **→** FIRST <integer value> [variable] OFF LAST → <integer value> **▶**(LAST <integer value> FIRST PROMPT LINE **▶**[FIRST <integer value> [variable] **⊳**(OFF TEXT character-string variable attribute variable attributes _variable character-string variable attribute [variable] variable attributes **→** variable ATTRIBUTES ATTRIBUTE