Adding a color to the background area

To begin, select the frame, right-click, and choose **Properties** in the context menu. On the Frame dialog, select the *Area* tab (Figure 143), then choose **Color**. Select from the color grid or create a new color to use for this frame, and then click **OK** to apply it to the background.
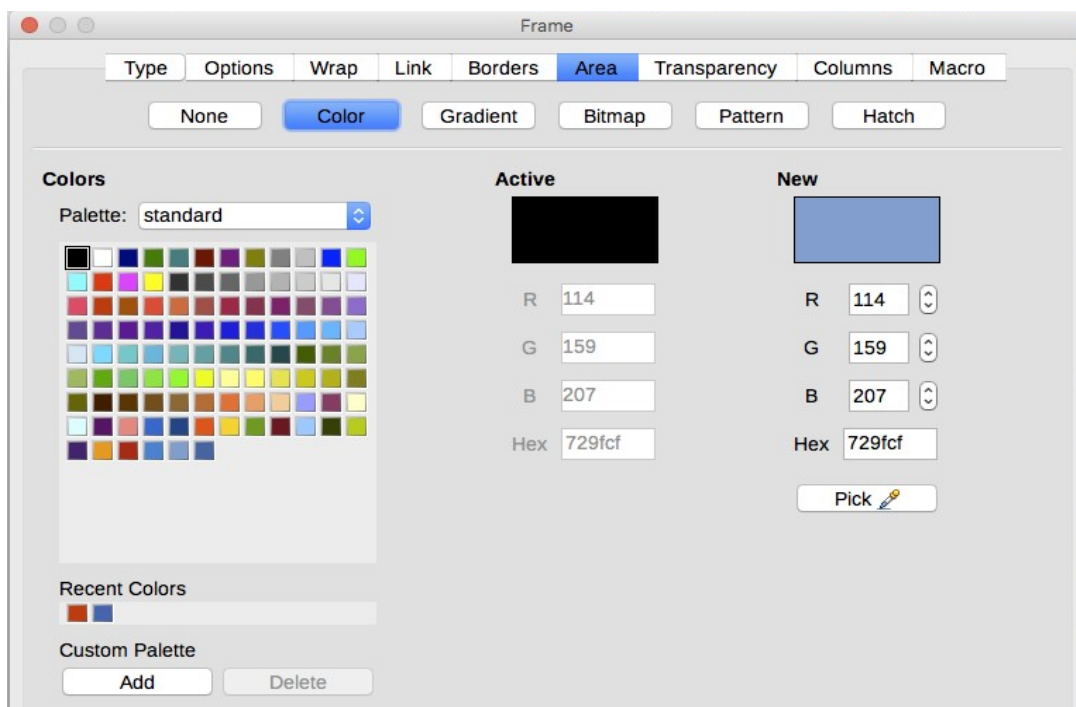

Figure 143: Frame dialog: Area page showing color choices

> ### ⓘ Tip
>
> For selected words or other characters (right-click, **Character > Character**), the "background" is called *highlighting*. The only choices are **Color** or **None**.

Adding a bitmap (image) to the background

"Bitmap" is a term that covers photos and other images that are made up of pixels of color; the image may be in several formats. To add a bitmap to the background, choose the *Area* page, then choose **Bitmap**. The page now displays the bitmap options, as shown in Figure 144.

You can choose one of the supplied bitmaps from the list on the left, or you can add your own.

To use an image, select it from the thumbnails on the left.

1) In the *Options* area, choose the placement for the image:
   – Style – custom position/size, tiled, or stretched.
   – Size – specify the width and height. Select Scale to stretch or shrink the image to fit the selected size.
   – Position – select where the image is to be displayed.
2) Click **OK** to apply the image to the background.

To add an image:

1) Click the **Add/Import** button. The Import dialog opens.
2) Find the file you want and then click **Open**. The Import dialog closes, and the selected bitmap appears in the list of thumbnails on the left and in the preview box on the right of the *Area* page.