

Connecting to Palettes

Connecting graphic objects to palettes

Connecting to palettes allows to associate an object with a palette and thus make the object to be displayed as specified in the palette definition. More information on this topic, covering three types of display palettes, can be found in the individual chapters listed below.



Related pages:

[Use of display palettes](#)

[Use of bitmap palettes](#)

[Use of extended palettes](#)