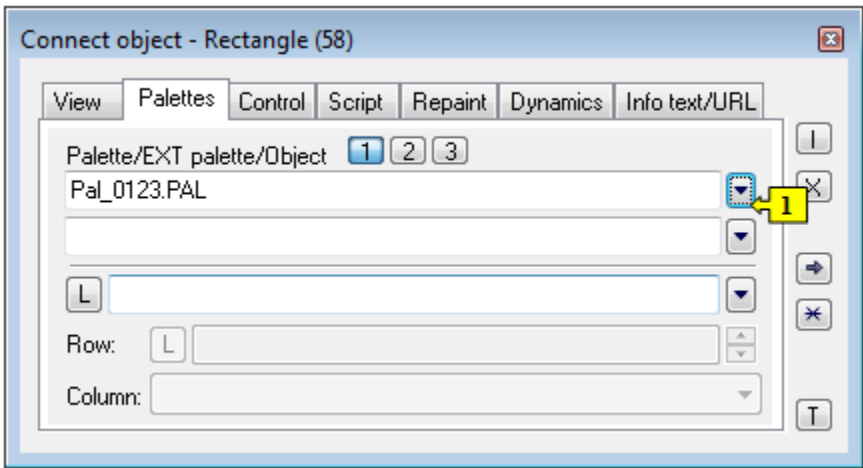


# Use of Display Palettes

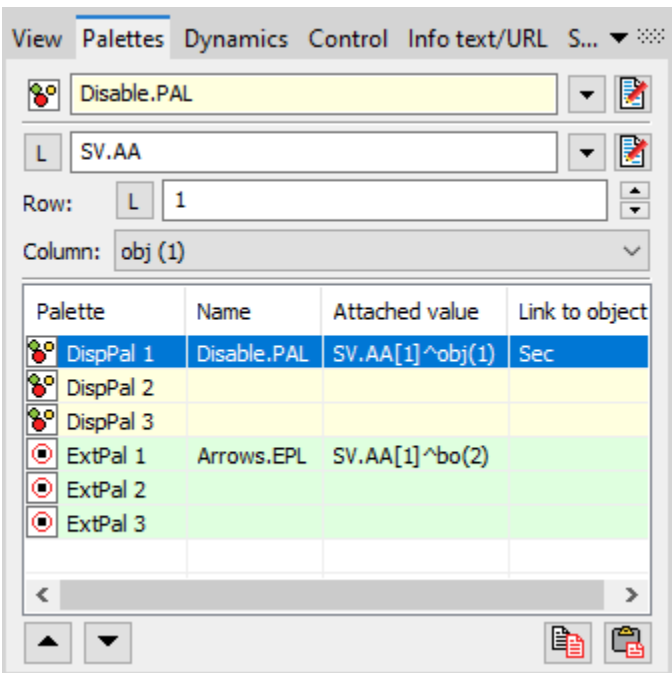
## Use of display palettes

[Display palette](#) can be assigned to any graphic object (except the object [Bitmap](#)). Bitmap palette contains information on acting of the graphic object in regard to the status of the connected object.

By clicking on the button (1) in the tab **Palettes** in [Connect object](#) window, you can assign the palette with object.



From version V12267:



Change order v rámci typu palety

Copy connected value between palettes



### Related pages:

- [Connecting graphic objects to palettes](#)
- [Configuration of display palettes](#)

