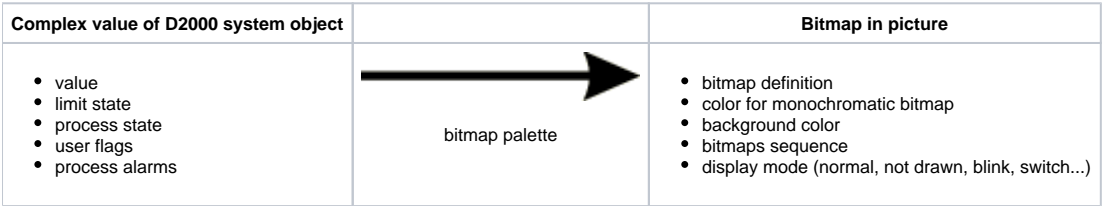


Configuration of Bitmap Palettes

Configuration of bitmap palettes

Bitmap palette is a D2000 system object containing information on how graphic object acts in dependence on the values of individual attributes of complex D2000 system object value.



To configure bitmap palettes click the item **Bitmap palettes ...** from the menu **Configuration**. It opens the selection window allowing to create, modify or delete bitmaps palettes.

To create a new bitmap palette

1. Click the button **Create new object** in the selection window.
2. It opens the dialog box "New object". Enter the name of new bitmap palette and click the button **OK**.
3. Configuration of the bitmap palette is being performed in the configuration dialog box [BMP palettes](#).
4. In the dialog box carry out the configuration and then click the button **Save**.

To modify the bitmap palette

1. In the selection window select the bitmap palette you want to modify.
2. Click the button **Edit object**.
3. Configuration of the bitmap palette is being performed in the dialog box [BMP palettes](#).
4. In the dialog box carry out required changes and click the button **Save**.

To delete the bitmap palette

1. In the selection window select the bitmap palette you want to delete.
2. Click the button **Delete object**.



Related pages:

- [Configuration of palettes](#)
- ["BMP palettes" configuration dialog box](#)
- [Use of bitmap palettes](#)