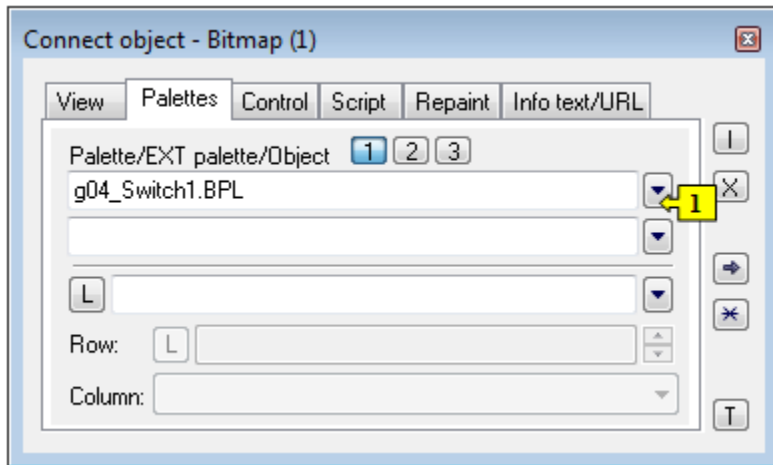


Use of Bitmap Palettes

Use of bitmap palettes

[Bitmap palette](#) can be only assigned to graphic objects of the [Bitmap](#) type. Bitmap palette specifies bitmaps or bitmaps sequence (animation).

By selecting the bitmap palette (1) this can be assign to the graphic object by using the palette [Connect object](#) - the tab **Palettes**.



Related pages:

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