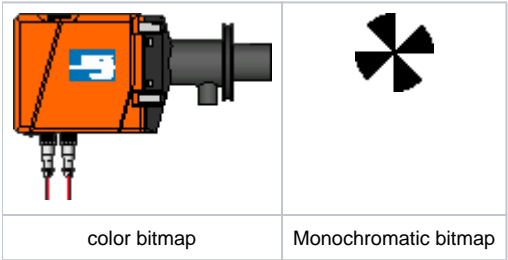


# Bitmaps

Bitmaps are raster pictures created by a bitmap editor. The only condition to use bitmaps in the [D2000 GrEditor](#) process is that the bitmap file must be in the *BMP*, *JPEG*, *TIFF*, *GIF* or *PNG* formats.

Bitmaps of *PNG*, *GIF* and *TIFF* are native transparent formats. In the D2000 system, bitmaps of *BMP* type are extended with the feature of transparent color. The black color that is defined as the first color of the color palette of the corresponding bitmap is viewed as the transparent color.




## Bitmap localization

In the D2000 system, bitmaps are placed in the directory **Bitmaps**, which is a subdirectory of the [application directory](#). All bitmaps are located in this directory. The bitmaps existing also in other language mutations are located as well as in language subdirectories of the directory **Bitmaps**, whereby the names of subdirectories correspond to the names of languages defined in the application.

By reason of decreasing the network load when opening the pictures, the copies of the directory are created on user consoles. Their synchronization is executed after running the user console ([D2000 HI](#)) and [D2000 GrEditor](#). GrEditor also allows to request the synchronization manually.

**Note:** The bitmaps of *JPEG* format do not contain the transparent color as the *BMP* format.

 **Related pages:**

- [Creating bitmaps](#)
- [Configuration of bitmaps](#)
- [Autoconfiguration of bitmaps](#)
- [Synchronization of bitmaps](#)