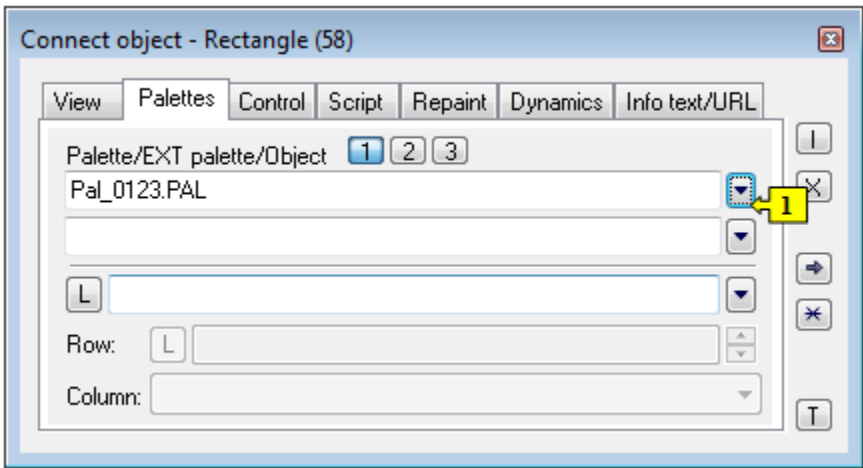


Use of Display Palettes

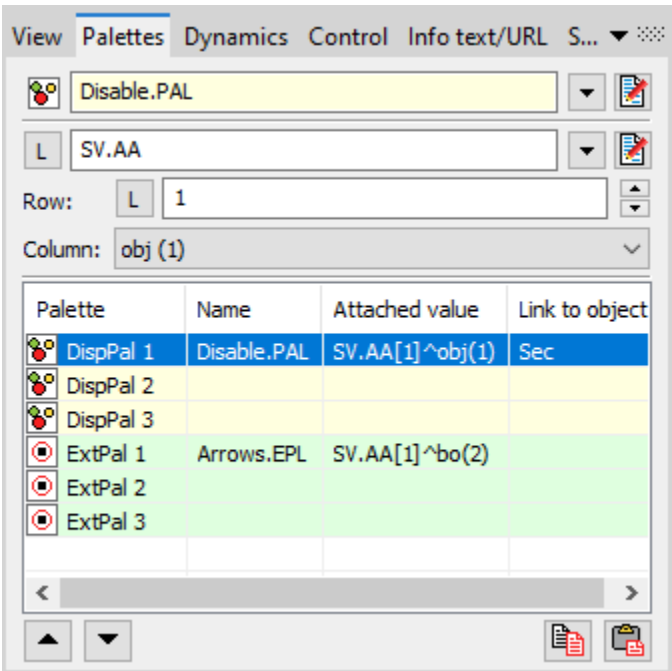
Use of display palettes

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

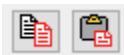
By clicking on the button (1) in the tab **Palettes** in the [Connect object](#) window, you can assign the palette to the object.




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](#)

