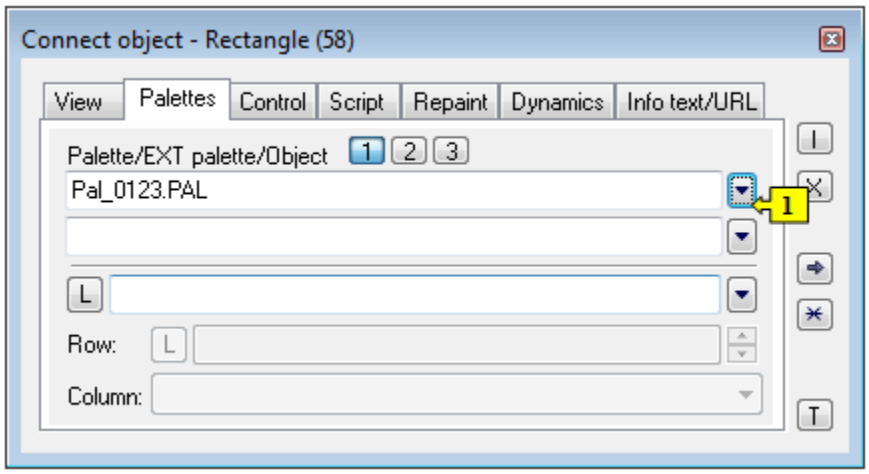
Use of Display Palettes

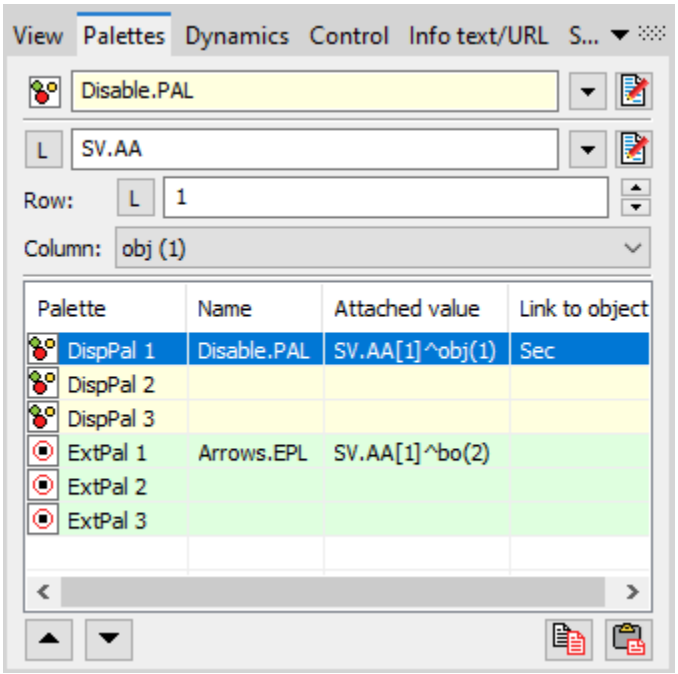
Use of display palettes

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.

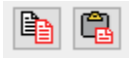
By clicking on the button (**1**) in the tab **Palettes** in the Connect object window, you can assign the palette to the object.



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