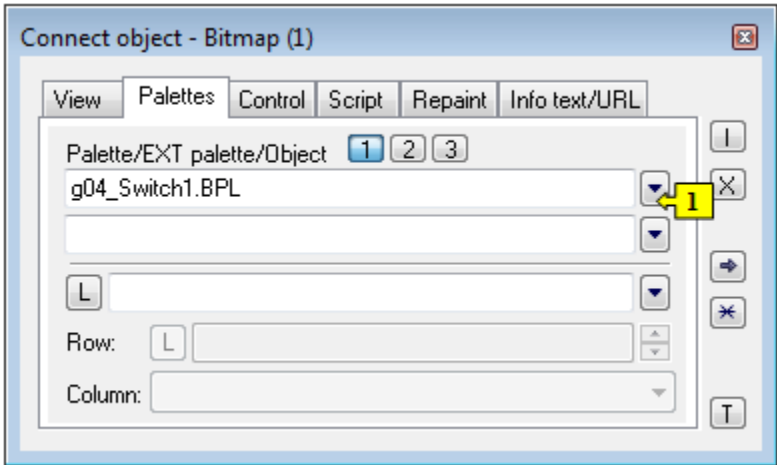


Use of Bitmap Palettes

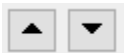
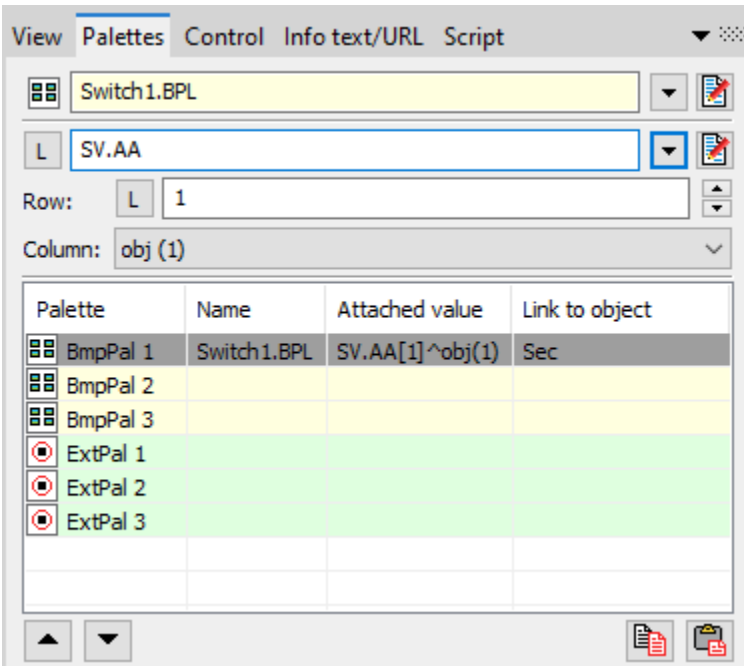
Use of bitmap palettes

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 assigned to the graphic object by using the palette [Connect object](#) - the tab **Palettes**.




From version V12267:



Change order v rámci typu palety



Copy connected value between palettes

**Related pages:**

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