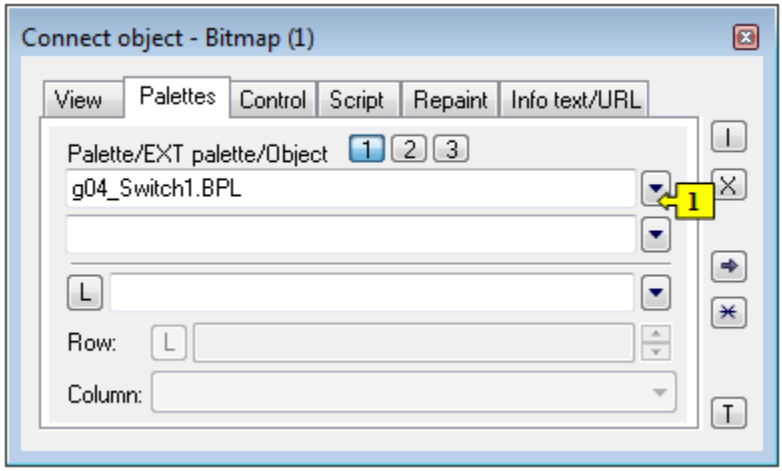
Use of Bitmap Palettes

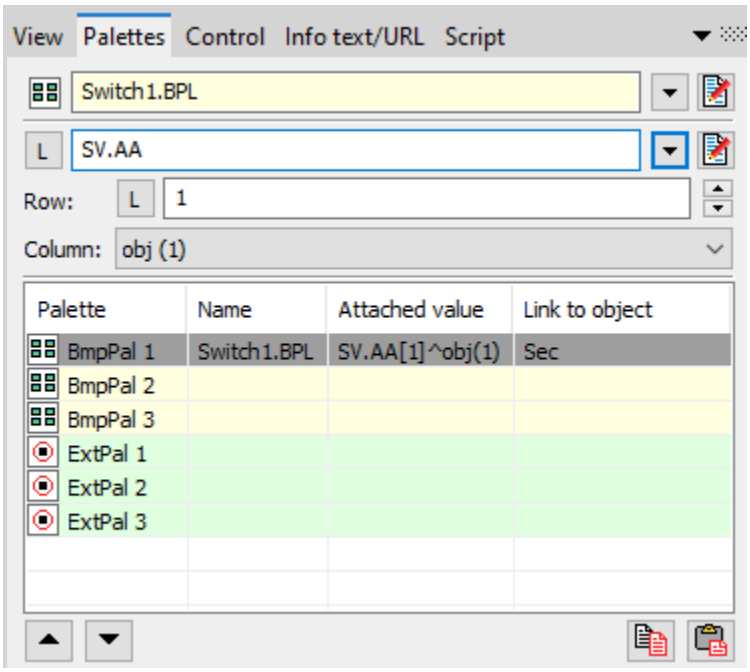
Use of bitmap palettes

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