

# Creating

## Creating bitmaps

You can create bitmaps in any bitmap editor (e.g. Paint Shop Pro, Adobe Photoshop).

Bitmaps, which the [D2000 GrEditor](#) process is working with, can be divided into three groups:

- Monochromatic bitmaps
- Color bitmaps
- Graphic files of the *JPEG*, *TIFF* and *PNG* formats

**Note:** Drawing the large bitmap takes a long time and holds a large memory space. Therefore, bitmaps should be used in small sizes and small numbers in pictures.

## Monochromatic bitmaps

Monochromatic bitmaps contain color defined in the palette [Object properties](#). Monochromatic bitmaps can change their color in dependence on the object value, to which they are connected.

## Color bitmaps and JPEG, TIFF and PNG files

Color bitmaps do not change their colors in dependence on the connected object value. In pictures, these bitmaps are drawn as they were created in given graphic editor.



### Related pages:

[Bitmaps](#)