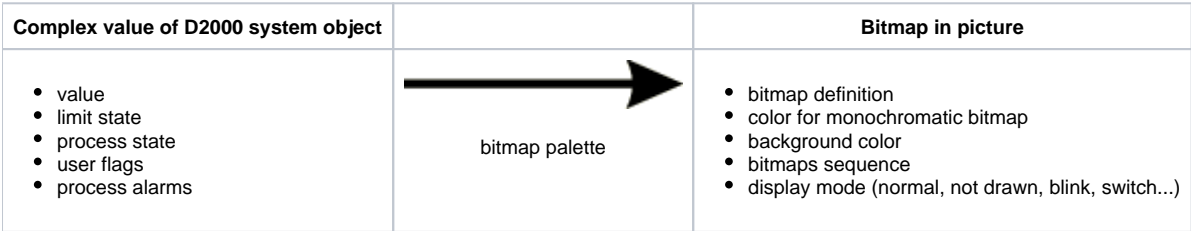


# Configuration of Bitmap Palettes

## Configuration of bitmap palettes

A bitmap palette is a D2000 system object containing information on how a graphic object acts in dependence on the values of individual attributes of complex D2000 system object values.



To configure bitmap palettes click the item **Bitmap palettes ...** from the menu **Configuration**. It opens the selection window allowing you to create, modify or delete bitmap palettes.

### To create a new bitmap palette

1. Click the button **Create a new object** in the selection window.
2. It opens the dialog box "New object". Enter the name of the new bitmap palette and click the button **OK**.
3. Configuration of the bitmap palette is being performed in the configuration dialog box [BMP palettes](#).
4. In the dialog box carry out the configuration and then click the button **Save**.

### To modify the bitmap palette

1. In the selection window select the bitmap palette you want to modify.
2. Click the button **Edit object**.
3. Configuration of the bitmap palette is being performed in the dialog box [BMP palettes](#).
4. In the dialog box carry out the required changes and click the button **Save**.

### To delete the bitmap palette

1. In the selection window select the bitmap palette you want to delete.
2. Click the button **Delete object**.



**Related pages:**

- [Configuration of palettes](#)
- ["BMP palettes" configuration dialog box](#)
- [Use of bitmap palettes](#)