


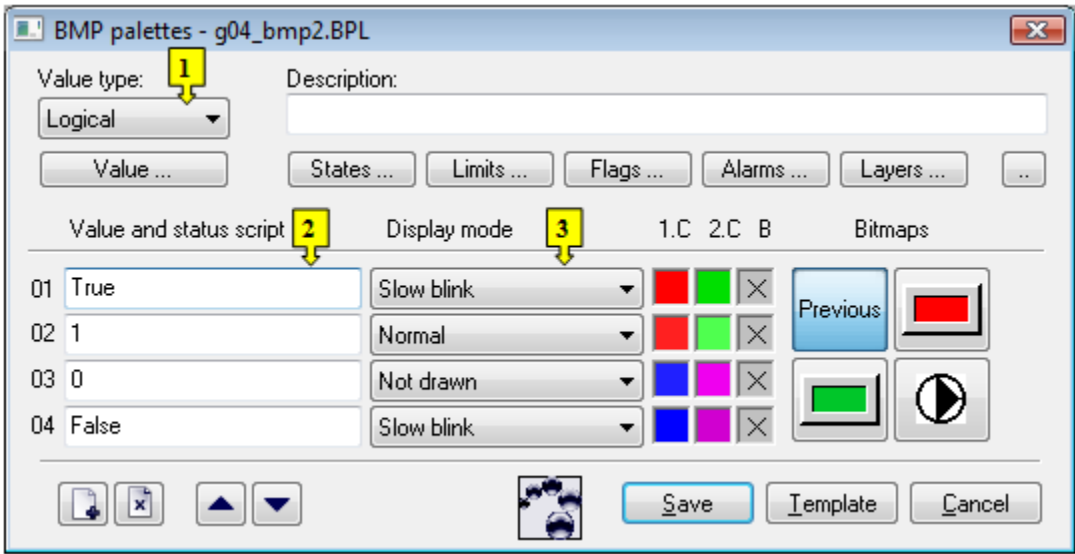
# Configuration Dialog Box (D2000/Creating Graphic Presentation Windows/D2000 GrEditor/Graphic Objects /Connecting Graphic Objects/Configuration of Palettes /Configuration of Bitmap Palettes)

## Bitmap palettes - configuration dialog box

Bitmap palette can consist of the bitmaps or the icons from a group of D2000 objects - [Bitmap](#). These objects can contain more raster formats. Only the bitmaps and icons are completely supported in the bitmap palettes. Because of simplification we will use a term "bitmaps" for both types of objects in the text.

The bitmap palette is configured in the following dialog box. Dialog box can be opened by clicking on a particular palette in dialog box for object selection that is available in the [D2000 GrEditor](#) process via menu [Configuration Gr -> Bitmap palettes](#).

This configuration dialog box can be opened also in the [D2000 CNF](#) process - clicking on button  in the D2000 GrEditor and selection the bitmap palette.




1	Selection of object value type.
2	Each palette line represents one <a href="#">status script</a> and a group of parameters which are to be applied to a given bitmap if the script is valid. It is possible to define up to 30 rows.
3	Selection of display mode.

### Description

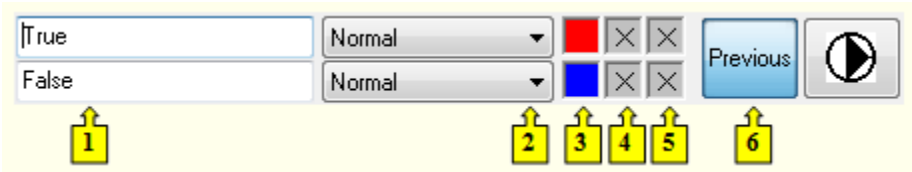
A text string describing the bitmap palette. Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

### Buttons to select keywords

Clicking on some of these buttons (**States**, **Limits**, **Flags**, **Alarms**, **Layers**) opens a list of the keywords for the status script. Separate the keywords by comma. The button  is used to enter a range. A more detailed description is mentioned in the chapter [Status script](#).


### Definition of bitmap parameters

For each bitmap palette line, it is possible to define the following parameters (1 up to 6):






1	Keywords that create the <a href="#">status script</a> .
2	Selection of mode to display the bitmap.
3	Selection of the first color for monochromatic bitmap.
4	Selection of the second color for monochromatic bitmap.
5	Selection of the bitmap background.
6	Selection of a bitmap or definition of a bitmap sequence. Bitmap sequence may be defined only for display modes <b>Switch</b> , <b>Slow switch</b> , <b>Quick switch</b> and <b>Very quick switch</b> . Due to the size of the buttons intended for selecting bitmaps, the buttons are placed in two columns. More information on bitmaps sequence can be found in the topic <a href="#">Definition of animated sequence</a> .

Color corresponding to item 4 is being defined for the display modes *Slowly blink*, *Blink* and *Quick blink*. A monochromatic bitmap is then drawn alternately by the colors defined in the parameters **1.F** (item 3) a **2.F** (item 4).

Left-click on an item opens the [color palette](#) (default label of the items is ).

Right-click on an item opens the menu containing three items:

- **Select color** - opens the [color palette](#) (as well as left mouse click on item). Item label: selected color.
- **Use previous** - the parameter will not be used, there will stay last valid parameter value. Item label : .
- **Default color** - the same value as when defining the bitmap. Item label: .

The palette parameters, which are not predefined (labelled by ), are to be displayed according to last valid palette line.

Clicking a button to define a bitmap - item 6 (default label of the buttons is "Previous") opens a list of bitmaps. If you select one of the display modes *Switch*, *Slow switch* or *Quick switch*, clicking the button opens the dialog box to define a bitmaps sequence.

Right-click on the button opens the menu containing three items:

- **Select bitmap** - opens a list of bitmaps or the dialog box to define a bitmaps sequence (as well as left mouse click on the button). Button label: selected bitmap/bitmap sequence.
- **Use previous** - there will be used last valid bitmap. Item label : Previous.
- **Default bitmap** - there will be used the bitmap placed in the picture. Item label: Default.

## Modes to display bitmaps

For each bitmap palette line, it is possible to define a method to display a defined bitmap. The method defines how the bitmap will be drawn in the picture opened in [D2000 HI](#). The following table contains all the available methods.

Display mode	Drawing
Use previous	There is used the method defined for the last valid status script.
Normal	Bitmap is drawn in the first color - the item 3. For monochromatic bitmap only.
Disable	Bitmap is drawn in the first color - the item 3. For monochromatic bitmap only. In this view, object control is disabled.
Not drawn	Bitmap is not drawn in the picture opened in the <a href="#">D2000 HI</a> .

Blink Slow blink Quick blink	Bitmap is blinking - it is alternately drawn in the first color (1.F - the item 3) and second color (2.F - the item 4). For monochromatic bitmaps only.
Switch Slow switch Quick switch Very quick switch	These modes are being used to display a bitmap sequence. Bitmaps in defined sequence are alternately switched - easy animation. If these methods are used for another graphic object than bitmap, then the graphic object is drawn as well as for the mode <i>Normal</i> .



#### Related pages:

[Configuration of palettes](#)

[Configuration of bitmap palettes](#)

[Use of bitmap palettes](#)

[Definition of animated sequence](#)