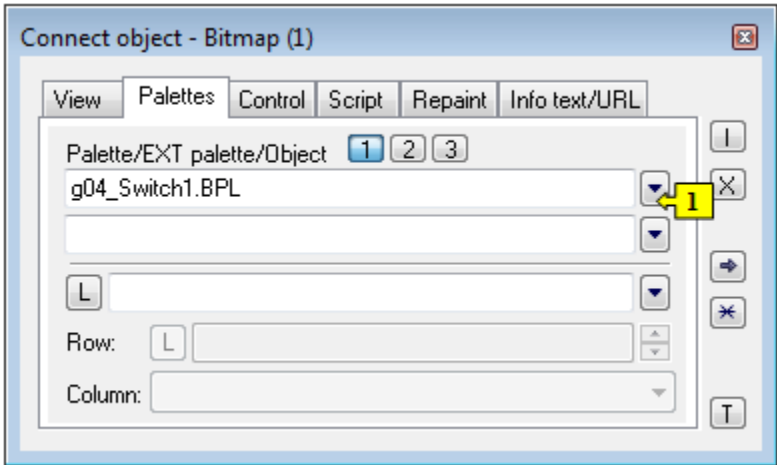


# Use of Bitmap Palettes

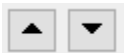
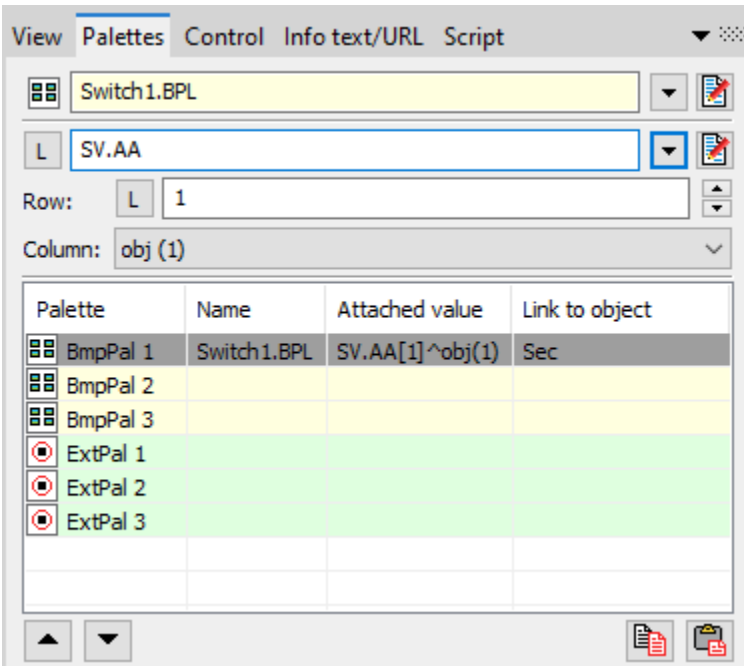
## Use of bitmap palettes

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 assign 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](#)