


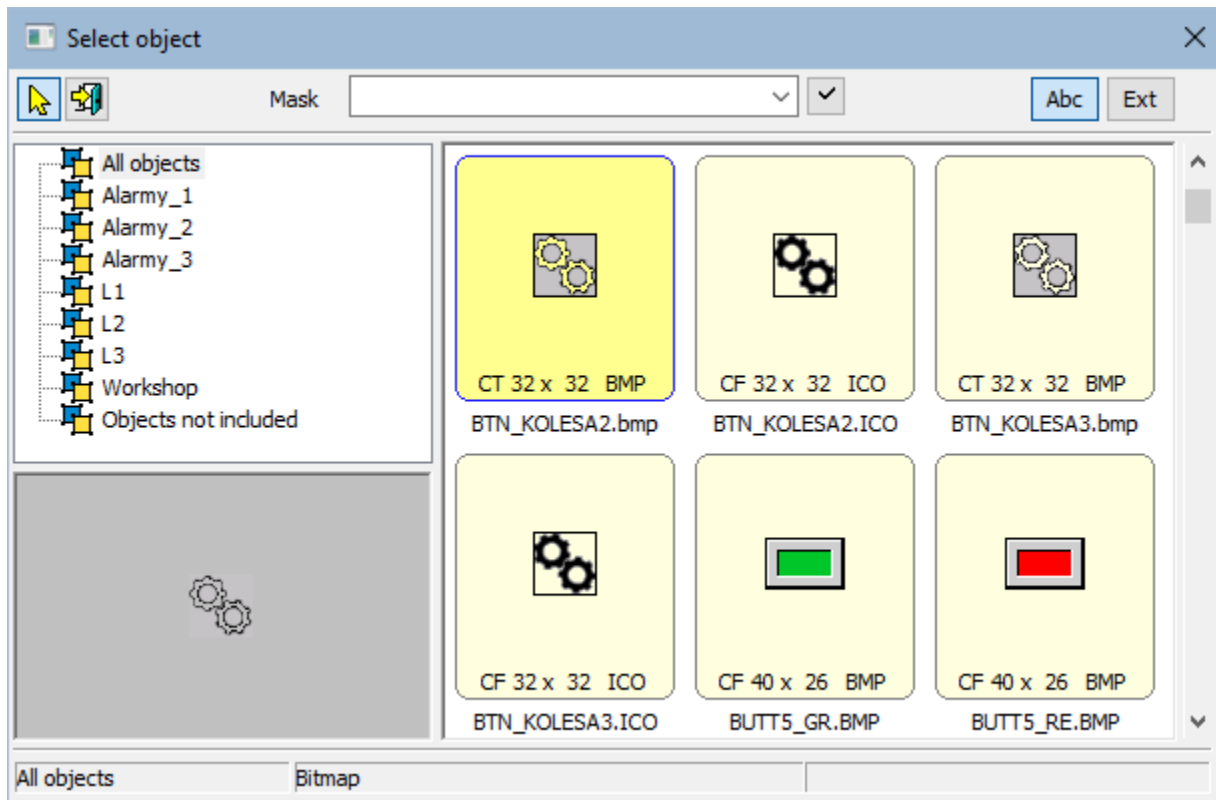
Bitmap

Pictures can also contain, besides vector graphic objects, bitmap graphics - **bitmaps**. A bitmap is a raster picture created by means of bitmap graphic editors (e.g.. Paint Shop Pro, Adobe Photoshop). Bitmaps allow the modification of a picture with graphic items, which can not be created by using the process [D2000 GrEditor](#).

For more information on the use of bitmaps in **D2000 GrEditor** see the topic [Bitmaps](#).

Insert bitmap into the picture

1. In the [Drawing toolbar](#), click the button  **Bitmap**.
2. There will appear the dialog box containing a list of available bitmaps.



1. Use double-click on the bitmap to select the required bitmap from the list.
2. In the picture, click on the position, in which you want to place the bitmap. The bitmap size can be changed - the topic [Resizing graphic objects](#).

The column **Type** shows the type of picture suffix.

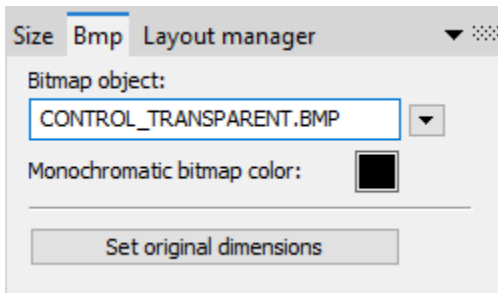
The **Description** in the list contains basic information on bitmaps. The information contains a pair of characters, the size of the bitmap and the type of picture suffix... The meaning of possible pairs is described in the following table.

Pair of characters	Meaning
CF	The bitmap is colored. If it is BMP type it does not contain a transparent color.
CT	The bitmap is colored and contains a transparent color.
MT	The bitmap is monochromatic and contains a transparent color.
???	Unknown data. A file has not been found or the picture has not been loaded from it.


Note: Monochromatic bitmaps are drawn according to adjusted color. Black color, placed on the first position of the bitmap palette, is always transparent (the topic [Bitmaps](#)).

Bitmap parameters

The bitmap parameters are being defined in the palette [Object properties](#).



Bitmap object

Selection of an object of *Bitmap* type. Clicking the button  opens a list of bitmaps.

Monochromatic bitmap color

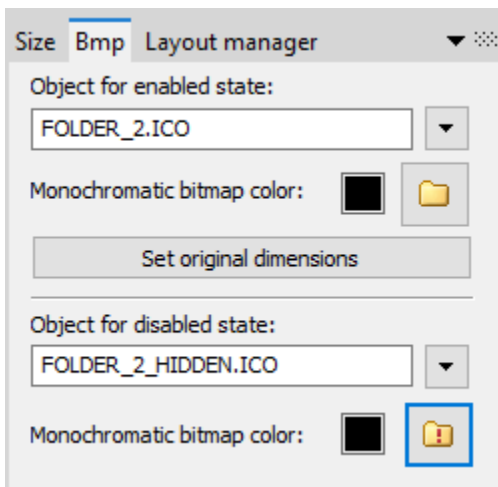
Allows selecting a color for monochromatic bitmaps.

Set original dimensions


Allows setting the original size of the bitmap.

Bitmap parameters D2000 V12.1N

The bitmap parameters are being defined in the palette [Object properties](#).



An object for the enabled state

Selection of an object of *Bitmap* type. It is used for the enabled object state and also for disabled if it is not defined. Clicking the button  opens a list of bitmaps.


Monochromatic bitmap color

Allows selecting a color for monochromatic bitmaps.

Set original dimensions

Allows setting the original size of the bitmap.

An object for the disabled state

Selection of an object of *Bitmap* type. It is used for the disabled object state of the object. Clicking the button  opens a list of bitmaps.

Monochromatic bitmap color

Allows selecting a color for monochromatic bitmaps.

Requirements

Minimum supported version	D2000 V12.1N
---------------------------	--------------

ICO Objects

Icon support

- icons are taken to the [windows controls "button"](#) by windows setting usually 32x32
- icons to [windows items "treeview"](#) should be 16x16, otherwise, they are compressed

Note: Bitmaps with transparency defined as used in schemes have the same transparency in treeview also.



Related pages:

[Drawing graphic objects](#)