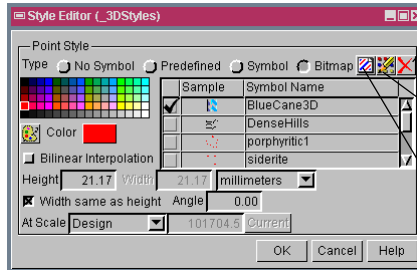# Edit Bitmap Patterns Interactively

DID YOU KNOW . . . you can interactively edit a bitmap pattern for use as a polygon fill pattern or a point symbol?

What Editing Bitmap Patterns Interactively Gives You

- *Create a new bitmap pattern from scratch or modify an existing pattern*
- *Use an existing bitmap fill pattern as a template to create new patterns*
- *Rotate and/or flip bitmap pattern*
- *Tools to fill and replace array of pixels or individual pixels*

The color palettes set the color for solid color drawing and for any variable color pattern components.

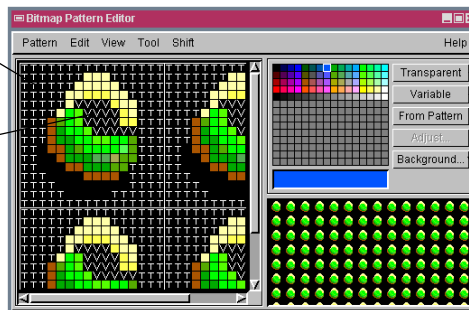Click on this icon to delete the selected bitmap symbol.

Click on this icon to insert symbol from style object, CAD, CGM, TrueType, ICO, or PNG.

Click on this icon to open the Bitmap Pattern Editor window for interactive bitmap pattern design.

The array of Ts represents transparent pixels in the pattern.

The array of Vs represents variable color pixels in the pattern.

Edit pattern to change pixel position or color.

Click to add transparent pixels.

Click to add variable color pixels.

Click to change background color.

How to Edit Bitmap Patterns Interactively

- *Open Style Editor for points or polygons and toggle on the Bitmap button.*
- *Click on the Create or Edit Symbols icon to open the Bitmap Pattern Editor.*
- *Select New from the Pattern menu to create a pattern from scratch and enter pattern width and height when prompted.*
- *Choose Tool/Point to edit pixel by pixel, or Tool/Fill to edit an array of pixels.*
- *Click on the desired color on the palette for solid color or on the Variable button to be able to assign any color to the symbol when the pattern design is finished.*
- *Draw the pattern and select Pattern/Save As to save the new pattern.*

WANT TO KNOW MORE?

See the tutorial booklet:

Creating and Editing Styles

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