Advanced Bitmap Objects

Multi-state Bitmap Object

This object displays images within a given frame on the ToughPanel. The object displays one image at a time based upon the bit that is on or the value of a tag. The maximum number of images is limited only by memory size. Our bitmaps use significantly lower memory because of our vector graphics.

Default Bitmap

Bitmap of bit 1

Bitmap of bit 2

Bitmap of bit 3