

## PalEdit Help Index

This Index lists the Help topics available for PalEdit. Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

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PalEdit Keys

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### Procedures

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## PalEdit Keys

Use the following keys to perform PalEdit functions:

<b>Press</b>	<b>To Do</b>
ALT+BKSP	To undo changes to the palette file
ALT+F4	To quit PalEdit
CTRL+A	To select all colors in the palette
CTRL+INS	To copy the selected colors
DEL	To delete the selected colors
F2	To flash selected colors in the BitEdit window
F3	To merge colors in the palette
F12	To save changes to a specified palette file
SHIFT+DEL	To cut the selected area.
SHIFT+F12	To save changes to the palette file
SHIFT+INS	To paste from the clipboard

## **PalEdit Commands**

To get help with a command, choose the appropriate menu.

### File Menu Commands

- New
- Open
- Close
- Save
- Save As
- Apply from File
- Save to File
- Exit

### Edit Menu Commands

- Undo
- Cut
- Copy
- Paste
- Delete
- Select All
- Select Similar Colors
- Select Unused Colors
- Flash Selected Colors
- Merge Selected Colors
- Preferences

### Palette Menu Commands

- Edit Color
- Add Color
- Reorder Palette as View
- Make Identity Palette

### Effects Menu Commands

- Adjust Brightness
- Adjust Contrast
- Add Selected Color
- Fade to Selected Color
- Fade to Palette
- Cycle RGB
- Cycle Palette

## **PalEdit Procedures**

The Procedure topics give you step-by-step instructions for using PalEdit. Use the scroll bar to see more topics.

To learn how to use Help, press F1 or choose using Help from the Help menu.

### **Working with Palette Files**

- [Opening a Palette File](#)
- [Creating a Palette File](#)
- [Saving Palette Files](#)
- [Applying a Palette File to a Bitmap](#)
- [Quitting PalEdit](#)

### **Setting Preferences and the Palette View**

- [Setting Preferences](#)
- [Changing the Palette View](#)

### **Selecting Parts of the Palette**

- [Canceling Color Cell Selections](#)
- [Flashing Selected Colors](#)
- [Selecting Color Cells](#)
- [Selecting Colors from BitEdit](#)
- [Selecting Similar Colors](#)
- [Selecting Unused Colors](#)

### **Editing the Palette**

- [Adding a Color Cell to a Palette](#)
- [Copying Color Cells](#)
- [Deleting Color Cells](#)
- [Editing a Cell's Color](#)
- [Merging Selected Color Cells](#)
- [Moving Color Cells](#)
- [Pasting Color Cells](#)
- [Replacing Color Cells](#)
- [Undoing Changes](#)
- [Using the Add Color and Edit Color Boxes](#)

### **Adjusting and/or Restructuring the Entire Palette**

- [Adding Color to the Entire Palette](#)
- [Adjusting Palette Brightness](#)
- [Adjusting Palette Contrast](#)
- [Creating an Identity Palette](#)
- [Cycling Hue Sequences in a Palette](#)
- [Cycling Palette Colors](#)
- [Fading a Palette to a Specific Color](#)
- [Fading a Palette to a Second Palette](#)
- [Reordering an Entire Palette](#)

## **The PalEdit Tool**

The PalEdit Tool shows all the colors in a color palette as a rectangular grid. Use PalEdit to examine and edit the colors associated with a palette file.

## **The Edit Color Box**

The Edit Color box shows the color of the selected cell, along with a set of numeric fields and a color cube you can use to define a color. Each color is defined as values for these components: Red, Green, Blue (RGB) and Hue, Saturation, Luminance (HSL). Either RGB or HSL completely define the color-- they are simply different perspectives.

## **The Add Color Box**

The Add Color box shows the color of the selected cell, along with a set of numeric fields and a color cube you can use to define a new color. Each color is defined as values for these components: Red, Green, Blue (RGB) and Hue, Saturation, Luminance (HSL). Either RGB or HSL completely define the color--they are simply different perspectives.

## **Palette Order**

Lists the colors in the order in which they are stored in the palette.



## **Brightness**

Sorts the colors by brightness, with the lightest colors in the upper left corner of the grid and the darkest colors in the lower right of the grid.

## **Darkness**

Sorts the colors by brightness, with the darkest colors in the upper left corner of the grid and the lightest colors in the lower right corner of the grid.

## **Color Sort**

Sorts by color, placing like colors together.

## **Bitmap Occurrence**

Sorts the palette in the order of color frequency, with the colors used most frequently in the bitmap in upper left corner of the grid and the least common colors in the lower right corner of the grid. This option doesn't appear when you run PalEdit independently.

## **Opening a Palette File**

### **To open an existing palette file:**

- 1 Choose the Open command from the File menu.
- 2 Scroll through the file, directory, and file-type lists and select the file you want to edit.
- 3 Choose Open to open the file.

## **Creating a Palette File**

### **To create a new palette file:**

- 1 Choose New from the File menu.
- 2 Enter the number of colors you want the new palette file to have.
- 3 Choose OK to open the new file.

## **Saving Palette Files**

### **To save a palette associated with a bitmap:**

- 1 Choose Save To File from the File menu.
- 2 Enter a name and location for the new file.
- 3 Choose OK to save the file.

### **To save an existing palette file:**

- \* Choose Save from the File menu.

### **To save an existing palette file under a different name:**

- 1 Choose Save As from the File menu.
- 2 Enter a new name and/or location for the new file.
- 3 Choose OK to save the file.

## Applying a Palette File to a Bitmap

You can apply the palette in one bitmap to another bitmap. When you apply a new palette to a bitmap, the new palette replaces the bitmap's existing palette and the bitmap displays using the new palette's colors.

### To apply a palette to a bitmap:

- 1 Open the bitmap file in BitEdit.
- 2 Open PalEdit by choosing Show Palette from the Options menu.
- 3 In PalEdit, choose Apply From File from the File menu.
- 4 Select the palette file or bitmap file that has the palette you want to apply.
- 5 Choose Open to apply the new palette.
- 6 Choose OK to replace the existing palette with the new palette.

Related Topic

[Fading a Palette to a Second Palette](#)



## Quitting PalEdit

### To quit PalEdit:

- 1 Choose Exit from the File menu.
- 2 Choose Yes to save changes or No to exit without saving.

## Setting Preferences

### To set PalEdit preferences:

- 1 Choose Preferences from the Edit menu.
- 2 Set preferences through the dialog's check boxes.

#### \* Dual View

Turn this option on to display two views of the palette. With each view, you can display the palette through one of the following color arrangements: Palette Order, Color Sort, Brightness, Darkness, and Bitmap Occurrence.

When Dual View is active, PalEdit shows colors you select in both views.

#### \* Delay Updates

Turn this option on to avoid recalculating the palette view when a bitmap change occurs in BitEdit. If you notice performance degrading when you edit a bitmap, you might reduce waiting by selecting Delay Updates.

When Delay Updates is turned on, you can update the palette view by reselecting a palette viewing order or by cutting or pasting colors to the palette.

- 3 Choose OK to assign your preferences.

### Related Topic

[Changing the Palette View](#)

## Changing the Palette View

PalEdit supports five views:

[Palette Order](#)

[Brightness](#)

[Darkness](#)

[Color Sort](#)

[Bitmap Occurrence](#)

**To change to a different view:**

- 1 Click the down arrow button next to the current view.
- 2 Select the view you want.

Related Topic

[Setting Preferences](#)

## Selecting Color Cells

You must select a color cell before you can edit it. When a cell is selected, its border changes color.

### To select a single cell:

- 1 Display the PalEdit window.
- 2 Click the cell you want to select.

### To select multiple cells:

- \* Drag the mouse pointer over the cells you want to select.

### To select a row of cells:

- \* Click in the margin of the color grid, just left of the row you want to select.

### To select all cells in a palette:

- \* Choose Select All from the Edit menu.

Related Topics

[Canceling Color Cell Selections](#)

[Flashing Selected Colors](#)

[Selecting Colors from BitEdit](#)

[Selecting Similar Colors](#)

[Selecting Unused Colors](#)

## Canceling Color Cell Selections

### To cancel a single-cell selection:

- \* Click the cell using the right mouse button (or hold down the SHIFT key and click the left mouse button).

### To cancel a multiple-cell selection:

- 1 Hold down the right mouse button.
- 2 Drag across the selected cells.

### To cancel all selected cells:

- \* Click in the area between the color grid and the palette view drop-down list box.

Related Topics

[Selecting Color Cells](#)

[Selecting Similar Colors](#)

[Selecting Unused Colors](#)

[Selecting Colors from BitEdit](#)

## Selecting Similar Colors

To select a group of similar colors:

- 1 Select a color cell.
- 2 Choose Select Similar Colors from the Edit menu.
- 3 Enter the number of cells to include in the group. You can adjust the group size by moving the scroll bar.
- 4 Choose OK.

Related Topics

[Canceling Color Cell Selections](#)

[Flashing Selected Colors](#)

[Selecting Color Cells](#)

[Merging Selected Color Cells](#)

## Selecting Unused Colors

The Select Unused Colors command on the Edit menu identifies color cells that are not used by the associated bitmap loaded in BitEdit.

### To select unused palette cells:

- \* Choose Select Unused Colors from the Edit menu.

Related Topics

[Canceling Color Cell Selections](#)

[Deleting Color Cells](#)

[Selecting Color Cells](#)

## Selecting Colors from BitEdit

### To select colors in a palette from BitEdit:

- 1 Activate the BitEdit window.
- 2 Select the portion of the bitmap whose colors you want to select.
- 3 Choose Select in PalEdit from BitEdit's Edit menu.
- 4 Activate the PalEdit window by clicking in the PalEdit title bar.

The colors in the BitEdit selection area appear selected in the palette grid.

### Related Topics

[Canceling Color Cell Selections](#)

[Copying Color Cells](#)

[Flashing Selected Colors](#)

[Moving Color Cells](#)

[Selecting Color Cells](#)



## Flashing Selected Colors

Flashing selected colors helps you see what parts of a bitmap use those colors and how important the colors are.

**To flash the selected colors once in the bitmap and palette:**

- 1 Make sure you can see the associated BitEdit window.
- 2 Select the colors you want to flash.
- 3 Choose Flash Selected Colors from the Edit menu.

Related Topics

[Canceling Color Cell Selections](#)

[Selecting Color Cells](#)

[Selecting Colors from BitEdit](#)

[Selecting Similar Colors](#)

[Selecting Unused Colors](#)

## Editing a Cell's Color

### To edit a color cell:

- 1 Select the cell whose color you want to edit.
- 2 Choose Edit Color from the Edit menu of the PalEdit window, or double-click the color cell.
- 3 Make changes to the Edit Color box.
- 4 Choose OK to save the changes.

### Related Topics

[Selecting Color Cells](#)

[Using the Add Color and Edit Color Boxes](#)

[Adding a Color Cell to a Palette](#)

## Using the Add Color and Edit ColorBoxes

### To modify a color by setting RGB or Hue/Saturation/Luminance values:

- \* Enter numbers in the RGB or Hue/Saturation/Luminance boxes, or click the up or down arrows next to the boxes.

### To modify a color using the color cursor:

- 1 Drag the color cursor around in the color cube.
- 2 Adjust Luminance by positioning the pointer to the right of the cube.

### To save the color changes:

- \* Click the Add or OK button on the bottom left of the window.  
After you save the changes, the Color box window disappears.

### To cancel the color changes:

- \* Click the Close or Cancel button on the bottom right of the window. All color changes made since you opened the Color box are cancelled.

### Related Topics

[Adding a Color Cell to a Palette](#)

[Editing a Cell's Color](#)

## **Adding a Color Cell to a Palette**

With the Add Color command, you can define a new color cell for the palette.

### **To add a color to a palette:**

- 1 Choose Add Color from the Edit menu to make the Add Color box appear.
- 2 Make changes to the Add Color box.
- 3 Click the Add button to add the new color.
- 4 Click the Close button when you finish adding colors.

Related Topics

[Copying Color Cells](#)

[Editing a Cell's Color](#)

[Using the Add Color and Edit Color Boxes](#)

## Copying Color Cells

### To copy a color cell:

- 1 Select the cell or cells you want to copy.
- 2 Choose Copy from the Edit menu, or press CTRL+INS.

Related Topics

[Deleting Color Cells](#)

[Pasting Color Cells](#)

[Selecting Color Cells](#)

## Pasting Color Cells

You can use the Edit menu's Paste command to paste color cells from one color palette into another. The pasted cells are added to the palette at the very end of the palette order.

### To paste colors from one palette to another:

- 1 Display the palette with the colors you want to incorporate into another palette.
- 2 Select the color cell(s) you want to paste.
- 3 Choose Copy from the Edit menu.
- 4 Activate the PalEdit window that displays the color palette into which you want to paste the colors. Make sure it displays Palette Order View.
- 5 Choose Paste from the Edit menu.  
PalEdit pastes the color palette from the Clipboard into the color palette associated with the active window.
- 6 If the active window's palette doesn't have enough room for all the colors in the Clipboard's palette, PalEdit displays a message telling you how many colors in the Clipboard's palette will not be added to the active window's palette.
- 7 Choose OK to continue the operation or Cancel to cancel it.

Related Topics

[Copying Color Cells](#)

[Moving Color Cells](#)

[Replacing Color Cells](#)

## Replacing Color Cells

If a palette is too full to hold the colors you want to paste, you can also replace the colors in selected cells with colors in the palette stored in the Clipboard.

- \* If the number of cells pasted is greater than the number of cells selected, the palette increases in size. Selected cells are replaced first, then additional cells are added immediately afterward. If there is a bitmap associated with the palette, PalEdit updates the bitmap to incorporate the newly pasted colors.
- \* If the number of cells pasted is less than the number of cells selected, the palette decreases in size. Selected cells are replaced; PalEdit updates the bitmap to incorporate the newly pasted colors.

### **To replace cells in one palette with cells from another:**

- 1 Display the palette with the colors you want to add into another palette.
- 2 Select the color cell(s) you want to paste.
- 3 Choose Copy from the Edit menu.
- 4 Activate the PalEdit window that displays the color palette into which you want to paste the colors. Make sure it displays Palette Order View.
- 5 Select the cells you want to replace.
- 6 Choose Paste from the Edit menu.
- 7 If the active window's palette does not have enough room for all the colors in the Clipboard's palette, PalEdit displays a message telling you how many colors in the Clipboard's palette will not be added to the active window's palette.  
Choose OK to continue the operation or Cancel to cancel it.

#### Related Topics

[Deleting Color Cells](#)

[Merging Selected Color Cells](#)

[Pasting Color Cells](#)

[Selecting Color Cells](#)

## Moving Color Cells

If you have a bitmap with colors that are important but not very common, you can move the important colors up on the color grid. This ensures that the important colors will be preserved when you reduce colors. You can move colors around the single-view grid and you can move colors between two views in Dual View mode.

### To move one or more colors:

- 1 Select the cell(s) whose color(s) you want to move.
- 2 Put the cursor inside a selected cell and hold down the left mouse button.
- 3 Drag the group of cells to the place where you want them to be.
- 4 Release the mouse button to place the color(s).

### To move one or more colors between views:

- 1 Put PalEdit in dual-view mode.
- 2 Choose Palette Order View for one side.
- 3 Select colors you want to move from inside the other view.
- 4 Drag them over to place them in the Palette Order View.

Related Topics

[Copying Color Cells](#)

[Reordering an Entire Palette](#)

[Selecting Color Cells](#)

[Setting Preferences](#)



## **Merging Selected Color Cells**

When you merge selected color cells, PalEdit combines the colors into a single color cell. For example, if you combined three cells, you now have only one cell. The newly combined color cell takes the grid position of the upper left-most selected cell.

### **To merge selected color cells:**

- 1 Select the cells whose colors you want to merge.
- 2 Choose Merge Selected Colors from the Edit menu.

Related Topics

[Replacing Color Cells](#)

[Selecting Color Cells](#)

## Deleting Color Cells

You can delete colors not necessary for a bitmap's appearance. BitEdit replaces the deleted colors from the bitmap with remaining colors of the nearest RGB values. Look at the bitmap in BitEdit to see the effect. You can delete the cells entirely with the Delete command or you can cut them to the Clipboard with the Cut command.

### To delete color cells from a palette:

- 1 Select the cells you want to delete.
- 2 Choose Delete from the Edit menu, or press the DEL key.

### To cut the color cells to the clipboard:

- 1 Select the cells you want to cut.
- 2 Choose Cut from the Edit menu, or press the SHIFT+DEL key.

Related Topics

[Copying Color Cells](#)

[Merging Color Cells](#)

[Replacing Color Cells](#)

[Selecting Color Cells](#)

## **Undoing Changes**

**To undo changes made to a palette:**

- \* Choose Undo from the Edit menu.

## Adjusting Palette Brightness

### To adjust palette brightness:

- 1 Choose Adjust Brightness from the Effects menu.
- 2 Enter the level of brightness in the adjustment box to increase or decrease brightness. You can also adjust the brightness level by moving the scroll bar.
- 3 Choose OK.

### Related Topics

[Adjusting Palette Contrast](#)

[Fading a Palette to a Second Palette](#)

## Adjusting Palette Contrast

### To adjust palette contrast:

- 1 Choose Adjust Contrast from the Effects menu.
- 2 Enter the contrast level in the adjustment box to increase or decrease the distinction between light and dark colors. You can also adjust the contrast by moving the scroll bar.
- 3 Choose OK.

### Related Topics

[Adding Color to the Entire Bitmap](#)

[Adjusting Palette Brightness](#)

## Adding Color to the Entire Palette

Tinting a palette adds the RGB components of a specified color to all cells of the palette and causes that color to dominate your bitmap. Filtering a palette is the inverse of tinting; filtering removes a specified color from all cells of the palette.

### To add or remove a selected color to all entries in a palette:

- 1 Select one or more colors in the palette. If you choose more than one color, PalEdit uses the average RGB values of the selected color.
- 2 Choose Add Selected Color from the Effects menu.
- 3 Enter the percentage of the selected color to add or subtract from the entire palette. You can also adjust the percentage by moving the scroll bar.
- 4 Choose OK.

Related Topics

[Adjusting Palette Contrast](#)

[Fading a Palette to a Second Palette](#)

[Fading a Palette to a Specific Color](#)

[Selecting Color Cells](#)

## Fading a Palette to a Specific Color

Fading a palette to a specified color converges all colors in the palette to the RGB components of a specified color. The specified color serves as a standard for the other colors in the palette.

### To fade an entire palette to a selected color:

- 1 Select one or more colors in the palette. If you choose more than one color, PalEdit uses the average RGB values of the selected color.
- 2 Choose Fade to Selected Color from the Effects menu.
- 3 Enter the amount of fading you want to perform on the palette. You can also adjust the percentage by moving the scroll bar.

As the percentage increases, the RGB components of each color converge to the target RGB values. At 100 percent, all color cells in the palette match the target RGB values.

- 4 Choose OK.

Related Topics

[Adding Color to the Entire Palette](#)

[Fading a Palette to a Second Palette](#)

[Selecting Color Cells](#)

## Fading a Palette to a Second Palette

Fading colors from one palette to another palette transforms the colors of one palette to those of a second palette. For each color in the original palette, the Fade to Palette command selects a color from the target palette and converges the original color to its target color.

### To fade a palette to a second palette:

- 1 Choose Fade to Palette from the Effects menu.
- 2 Select the target palette from a palette file or a bitmap file.
- 3 Enter the amount of fading you want to perform on the palette. You can also adjust the percentage by moving the scroll bar.

As the percentage increases, the RGB components of each color converge to the target RGB values. At 100 percent, all color cells in the original palette have converged to the closest colors of the target palette.

- 4 Choose OK.

### Related Topics

[Applying a Palette to File to a Bitmap](#)

[Cycling Hue Sequences in a Palette](#)

[Fading a Palette to a Specific Color](#)



## Cycling Hue Sequences in a Palette

Cycling hue sequences lets you change colors in a bitmap according to a pair of color-shift sequences: red-green-blue-red and cyan-yellow-magenta-cyan. White, grey, and black color definitions are unaffected by this command.

### To cycle RGB values in a palette:

- 1 Choose Cycle RGB from the Effects menu
- 2 Enter the amount of hue shift you want to perform on the palette. You can also adjust the percentage by moving the scroll bar.  
33 % shifts each cell one color in the sequence; 66 % shifts each cell two colors in the sequence.  
Other percentages produce colors located between adjacent colors in the sequence.
- 3 Choose OK.

Related Topic

[Cycling Palette Colors](#)

## Cycling Palette Colors

Cycling colors in a palette lets you preview color animation by shifting color definitions from cell to cell through the palette. You can simulate and test light movements and effects by arranging color sequences in a palette, and then cycling through the sequence.

### To cycle palette colors:

- 1 Organize the color cells in the palette to create the color sequence you want.
- 2 Identify the cycle color sequence by selecting the first and last color cells of the color sequence.
- 3 Choose Cycle Palette from the Effects menu.
- 4 Enter the amount of color cycling you want to perform on the palette. Or drag the scroll bar back and forth to cycle repeatedly through the specified color sequence.
- 5 Choose OK.

Related Topics

[Selecting Color Cells](#)

[Moving Color Cells](#)

[Reordering an Entire Palette](#)

## Reordering an Entire Palette

### To reorder a palette in single view mode:

- 1 Choose the color sequence you want to use.
- 2 Change the view to display that color sequence.
- 2 Choose Reorder Palette as View from the Palette menu.

### To reorder a palette in dual view mode:

- 1 Choose the color sequence you want to use.
- 2 Display the Palette Order view on one side, and the sequence you want to use on the other side.
- 3 Choose Copy View from the Palette menu.

You can also reorder the palette from BitEdit; select the Selected Colors First command from the Selection menu.

Related Topics

[Changing the Palette View](#)

[Creating an Identity Palette](#)

[Moving Color Cells](#)

## Creating an Identity Palette

When you transform a palette into an identity palette, you restructure the palette to provide quicker bitmap loading while adding twenty system-defined colors into your palette, putting them in the first ten and last ten cells of a palette.

If your palette contains more than 236 colors, the Make Identity Palette command truncates the palette to the first 236 colors, adds the system-defined colors, and remaps deleted colors to the closest remaining colors in the palette. If your palette contains more than 236 colors, you might first want to reduce the number of defined colors in the palette to 236, then create the identity palette.

### To create an identity palette:

- 1 Change the viewing sequence to Palette Order.
- 2 Choose the Make Identity Palette command from the Palette menu.

### Related Topics

[Merging Selected Color Cells](#)

[Moving Color Cells](#)

[Reordering an Entire Palette](#)

[Selecting Unused Colors](#)

## The File Menu

The File menu contains these commands:

- New
- Open
- Close
- Save
- Save As
- Apply From File
- Save To File
- Exit

Use the scroll bar to see more File menu commands.

### **New**

Creates a new palette file.

Related topics

[Creating a Palette File](#)

### **Open**

Opens an existing palette file.

Related topics

[Opening a Palette File](#)

### **Close**

Closes an existing palette file.

### **Save**

Saves changes made to the palette file.

Related topics

[Saving Palette Files](#)

### **Save As**

Specifies a palette file and saves changes to that file.

Related topics

[Saving Palette Files](#)

### **Apply From File**

Applies the colors in the specified palette to the bitmap you are currently editing.

Related topics

[Applying a Palette File to a Bitmap](#)

### **Save To File**

Creates a palette file from the palette of the bitmap you are currently editing.

Related topics

[Saving Palette Files](#)

### **Exit**

Exits the PalEdit application.

Related topics

[Quitting PalEdit](#)



## The Edit Menu

The Edit menu contains the following commands:

- Undo
- Cut
- Copy
- Paste
- Delete
- Select All
- Select Similar Colors
- Select Unused Colors
- Flash Selected Colors
- Merge Selected Colors
- Preferences

Use the scroll bar to see more Edit menu commands.

### Undo

Undoes the last change to the palette.

Related topics

[Undoing Changes](#)

### Cut

Cuts a selected cell or group of cells from the palette and places the contents of the selection in the Clipboard.

Related topics

[Deleting Color Cells](#)

[Pasting Color Cells](#)

[Selecting Color Cells](#)

### Copy

Copies a selected cell or group of cells from the palette and places the contents of the selection in the Clipboard.

Related topics

[Copying Color Cells](#)

[Pasting Color Cells](#)

### Paste

Pastes the contents of the Clipboard into the palette.

Related topics

[Pasting Color Cells](#)

### Delete

Deletes a selected cell or group of cells from the palette. The selection is **not** placed in the Clipboard.

Related topics

[Deleting Color Cells](#)

### Select All

Selects all cells in the palette.

Related topics

[Selecting Color Cells](#)

[Selecting Colors from BitEdit](#)

[Selecting Similar Colors](#)

[Selecting Unused Colors](#)

### **Select Similar Colors**

Selects the color cells that have similar color components based on a specified color.

Related topics

[Canceling Color Cell Selections](#)

[Flashing Selected Colors](#)

[Selecting Color Cells](#)

[Merging Selected Color Cells](#)

### **Select Unused Colors**

Selects the color cells that are not used by the associated bitmap loaded in BitEdit.

Related topics

[Canceling Color Cell Selections](#)

[Deleting Color Cells](#)

[Selecting Color Cells](#)

### **Flash Selected Colors**

Flashes the currently selected colors in the palette and the associated bitmap image.

Related topics

[Canceling Color Cell Selections](#)

[Flashing Selected Colors](#)

[Selecting Color Cells](#)

[Selecting Colors from BitEdit](#)

[Selecting Similar Colors](#)

[Selecting Unused Colors](#)

### **Merge Selected Colors**

Merges a set of selected colors into one color entry, which is the average of all the selected colors.

Related topics

[Flashing Selected Colors](#)

[Selecting Color Cells](#)

[Merging Selected Color Cells](#)

### **Preferences**

Preferences controls the palette-viewing mode and the update method associated with the palette view

Related topics

[Setting Preferences](#)

[Changing the Palette View](#)



## The Palette Menu

The Palette menu contains the following commands:

- Edit Color
- Add Color
- Reorder Palette as View
- Make Identity Palette

Use the scroll bar to see more Palette menu commands.

### **Edit Color**

Changes the color of a selected cell.

Related topics

[Editing a Cell's Color](#)

[Using the Add Color and Edit Color Boxes](#)

### **Add Color**

Adds a new color to the end of the palette.

Related topics

[Adding a Color Cell to a Palette](#)

[Using the Add Color and Edit Color Boxes](#)

### **Reorder Palette as View**

Changes the palette order to match the order shown by a specific color sort. Replaced by Copy View when PalEdit is in Dual view mode.

Related Topics

[Changing the Palette View](#)

[Reordering an Entire Palette](#)

### **Make Identity Palette**

Restructures the current palette into an identity palette.

Related topics

[Creating an Identity Palette](#)

## The Effects Menu

The Effects menu contains the following commands:

- Adjust Brightness
- Adjust Contrast
- Add Selected Color
- Fade to Selected Color
- Fade to Palette
- Cycle RGB
- Cycle Palette

Use the scroll bar to see more Effects menu commands.

### **Adjust Brightness**

Raises or lowers the brightness level of all colors in a palette.

Related topics

[Adding Color to the Entire Palette](#)

[Adjusting Palette Brightness](#)

[Adjusting Palette Contrast](#)

### **Adjust Contrast**

Raises or lowers the contrast level of all colors in a palette.

Related topics

[Adding Color to the Entire Palette](#)

[Adjusting Palette Brightness](#)

[Adjusting Palette Contrast](#)

### **Add Selected Color**

Add RGB values of a selected color to all colors in a palette.

Related topics

[Adding Color to the Entire Palette](#)

[Adjusting Palette Brightness](#)

[Adjusting Palette Contrast](#)

[Selecting Color Cells](#)

### **Fade to Selected Color**

Causes all colors in a palette to converge to the RGB values of a selected color.

Related topics

[Adding Color to the Entire Palette](#)

[Fading a Palette to a Specific Color](#)

[Selecting Color Cells](#)

### **Fade to Palette**

Adjusts all colors in the current palette to similar colors in a specified palette.

Related topics

[Applying a Palette File to a Bitmap](#)

[Fading a Palette to a Specific Color](#)

[Fading a Palette to a Second Palette](#)

### **Cycle RGB**

Adjusts the hues of all colors except white, grey, and black.

Related topics

## Cycling Hue Sequences in a Palette

### **Cycle Palette**

Swaps color assignments within a specified block of cells.

Related topics

[Cycling Palette Colors](#)

[Moving Color Cells](#)

[Selecting Color Cells](#)