**loadbitmap**

Function of image loading into a signal or another object property from graphical file.

**Syntax:**

**loadbitmap**(*img, filename*);

**Arguments:**

*img* – property or signal of “image” type,

*filename* – a string with the name of file containing an image in bmp format.

**Description:**

*loadbitmap(img, filename) –* function of image loading into a signal or object property on the diagram with *img* name from graphical file *filename*.

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | **loadbitmap**(RasterImage.RasterImage,"test.bmp"); |