

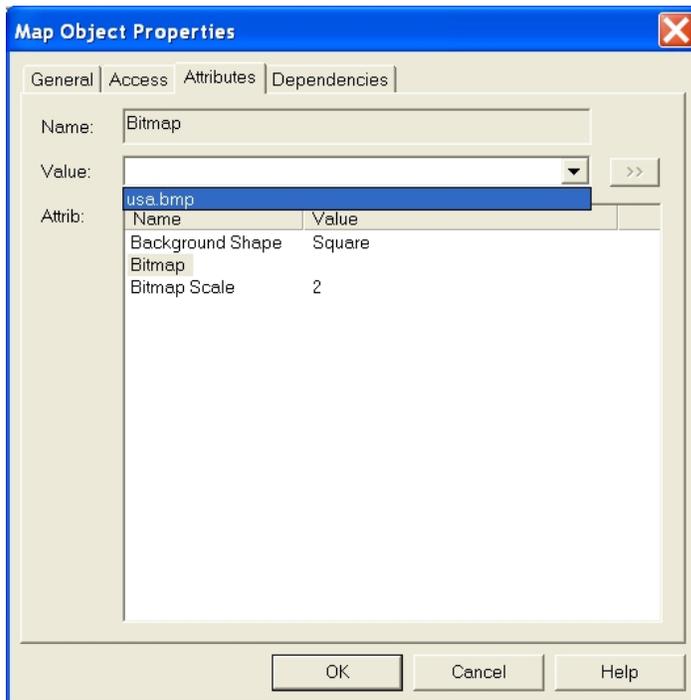
How to set a map background image

Save the image as a bitmap (.bmp) file to the SNMPc bitmaps subdirectory. (Normally c:\Program Files\SNMPc Network Manager\bitmaps)

In SNMPc click on the 'background' of the map with the left mouse button. This will ensure that you have no icons selected.

Right-click on any part of the background map and select *Properties*.

Select the *Attributes* Tab. Click on the Bitmap variable. By selecting the *Value* pull down you will be able to select your image.



Tip

SNMPc can automatically scale your image to fit the window size. Often this can make your image appear in a 'letter box' format similar to that seen when viewing a widescreen movie on a regular TV. You can avoid this by setting the background color of your image to the standard one used by SNMPc.

The color setting in Microsoft Paint is: Hue:120; Sat:240; Lum:60; Red:0 Green:128; Blue 128.