

# HI\_LockUpdate

## %HI\_LockUpdate function

### Function

The function allows to disable/enable redrawing the picture or individual Windows control ([Control function](#)).

### Declaration

```
%HI_LockUpdate(  
    BOOL in bLock  
)
```

or

```
%HI_LockUpdate(  
    INT in refID,  
    BOOL in bLock  
)
```

### Parameters

<b>bLock</b>	@TRUE - enable redrawing. @FALSE - disable redrawing.
<b>refID</b>	Reference variable ( <a href="#">RefID</a> ).

### Note 1

Disabled redrawing can be used in the script operations leading to more complicated graphic operations. When there is defined a great number of graphic objects, these graphic operations can take a long time and they require a higher computing load (CPU load). Disabling the redrawing will also disable the automatic redrawing. All changes will be drawn after enabling the redrawing.

Enabling the redrawing is not executed automatically.

### Note 2

This function is available also in [%HIX\\_ version](#).



#### Related pages:

- [Active picture manipulation functions](#)
- [Graphic object manipulation functions](#)
- [Function arguments - types](#)