

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

| | |
|--------------|--|
| bLock | @TRUE - enable redrawing. @FALSE - disable redrawing. |
| refId | Reference variable (RefID). |

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](#)