

# HI\_EnablePicture

## %HI\_EnablePicture function

### Function

The function allows to enable/disable the active picture with the optional displaying of "WAIT" mouse cursor ([Control function](#)).

### Declaration

```
%HI_EnablePicture(  
    BOOL in bEnable,  
    BOOL in bWaitCursor := @TRUE  
)
```

### Parameters

<b>bEnable</b>	@TRUE - enable the control of graphic objects. @FALSE - disable the control of graphic objects.
<b>bWaitCursor</b>	@TRUE - show the "WAIT" mouse cursor. @FALSE - hide the "WAIT" mouse cursor.

### Note 1

If the value of the parameter *bEnable* is @FALSE the control of individual graphic objects in the picture is disabled. If the value is @TRUE the control is enabled.

The parameter *bWaitCursor* defines the behaviour of the mouse cursor only if *bEnable*=@FALSE.

### Note 2

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



#### Related pages:

[Active picture manipulation functions](#)

[Function arguments - types](#)

[%HI\\_SetCursorWait](#)