HI_GetPosY

%HI_GetPosY, %HI_SetPosY functions

Function

The function **%HI_SetPosX** sets the Y-position of the graphic object in the picture (Control function).

The function **%HI_GetPosX** detects the Y-position of the graphic object in the picture.

Declaration

```
%HI_SetPosY(
   INT in refId,
   INT in y,
   BOOL in where := @FALSE
 )


 INT %HI_GetPosY(
   INT in refId,
   BOOL in where := @FALSE
 )
```

Parameters

refId	Reference to the graphic object (reference variable).
y	Y-position of the graphic object in the picture (the palette Object properties- the tab Size).
where	Optional parameter. Specifies whether to read or set the value before or after the calculation of Layout manager. Please see the note below.

Note

The behaviour of functions is affected by setting of the Script functions and it is described in the following table.

picture parameter "Script functions"	called function	where=@FALSE	where=@TRUE
Zoom	%HI_Set*	original	original
	%HI_Get*	original	original
Layout	%HI_Set*	original	actual
	%HI_Get*	actual	actual
StdLayout	%HI_Set*	actual	original
	%HI_Get*	actual	original

- **original** - the coordinate represents the initial value that is calculated for displaying according to definition of the Layout manager
- **actual** - the coordinate represents the real position in the screen after recalculation according to the definition of Layout manager

Related pages:

Graphic object manipulation functions
Function arguments - types