

# HI\_GetText

## %HI\_GetText, %HI\_SetText functions

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### Function

The function **%HI\_SetText** sets the displayed text of the graphic object ([Control function](#)).

The function **%HI\_GetText** detects the displayed text of the graphic object.

### Declaration

```
%HI_SetText(  
    INT in refId,  
    TEXT in text  
)  
  
TEXT %HI_GetText(  
    INT in refId  
)
```

### Parameters

<b>refId</b>	Reference to graphic object ( <a href="#">reference variable</a> ).
<b>text</b>	Text that will be displayed in the graphic object.

### Note 1

The function also allows to set the text of a tab of Windows control of [Tab control](#) type - the parameter *refId* determines the reference variable name of the tab.

### Note 2

The function **%HI\_SetText** sets a display mask for a control windows [Entry Field](#). A format of this mask is the same as for the mask of [transformation palette](#).



#### Related pages:

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