

# HI\_SetWinCtrlBmp

## %HI\_SetWinCtrlBmp function

Function

Declaration

Function changes bitmap in windows control - [Push button](#).

```
%HI_SetWinCtrlBmp(  
    INT in _refId,  
    HBJ in bmp,  
    INT in _forCtrlState  
)
```

Parameters

_refId	Reference to graphic object ( <a href="#">reference variable</a> ).
bmp	Bitmap.
_forCtrlState	1 - enabled, it applies also for "disabled" status, if no bitmap is defined for it 2 - disabled - it will not be used, if no bitmap is set for "enabled" status

Description

Example

Function changes bitmap in windows control *Push button* from script. The bitmap, which is defined for "enabled" status, is also used for "disabled" status providing that no bitmap is set for "disabled" status. The bitmap, defined for "disabled" status, will not be used, if no bitmap is defined for "enabled" status.

If there is entered a zero ID instead of reference to the bitmap, the bitmap will be removed from the push button.

The following applies for statuses:

1 - enabled - a text will be displayed instead of bitmap,  
2 - disabled - bitmap from "enabled" status will be used for "disabled" status.

```
%HI_SetWinCtrlBmp(_bmp, otvor.bmp\HBJ,1)
```



Related pages:

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