

# HI\_SetItemImage

## %HI\_SetItemImage function

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### Function

The function **%HI\_SetItemImage** sets the bitmap to defined item of the Windows control of [Tree view](#) type ([Control function](#)).

### Declaration

```
%HI_SetItemImage(  
    INT in refId,  
    INT in itemHandle,  
    HBJ in refToBitmap  
)
```

### Parameters

<b>refId</b>	Reference to graphic object ( <a href="#">reference variable</a> ).
<b>itemHandle</b>	Item identifier.
<b>refToBitmap</b>	Reference to object of <a href="#">Bitmap</a> type.

### Note

Maximum number of bitmaps in a Windows control of [Tree view](#) type is 20.

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#### Related pages:

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