

# HI\_SetBmp

## %HI\_SetBmp function

**Function**

Function changes bitmap in graphic object Bitmap.

**Declaration**

```
%HI_SetBmp(  
    INT in refId,  
    HBJ in bmp,  
    BOOL in bOriginalSize,  
    BOOL in byCenter,  
    [, BOOL in bProportional]  
)
```

**Parameters**

<b>refId</b>	Reference to graphic object ( <a href="#">reference variable</a> ).
<b>bmp</b>	Bitmap.
<b>bOriginalSize</b>	@TRUE - by its size @FALSE - by the size in HI
<b>byCenter</b>	@TRUE - by the centre size in HI @FALSE - by the location (upper left point)
<b>bProportional</b>	@TRUE - it draws a picture and keeps its aspect ratio in the area of active bitmap @FALSE - it draws a picture and adjust it to the defined area of active bitmap. @FALSE is used if the parameter is not defined.

**Description**

Function changes bitmap in graphic object Bitmap from script.

**Example**

```
%HI_SetBmp(_bmp, otvor.bmp\HBJ, @TRUE, @FALSE, @TRUE)
```



**Related pages:**

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