

# HI\_SetFocus

## %HI\_SetFocus function

### Function

The function **%HI\_SetFocus** allows to make the graphic object active - sets the focus of activity on it ([Control function](#)).

### Declaration

```
%HI_SetFocus(  
    INT in refId  
)
```

### Parameters

**refId** Reference to graphic object ([reference variable](#)).

#### Note 1

Focus of activity on the graphic object means that the object can be controlled by keyboard. For example: if the focus has an Windows control of Text entry field, pressing keys of the keyboard will insert the characters into it.

#### Note 2

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



#### Related pages:

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