

HI_GetOwnerInstance

%HI_GetOwnerInstance function

Function	The function %HI_GetOwnerInstance returns an instance of the picture which a current picture is inserted as a subpicture to.	
Declaration	<pre>INT %HI_GetOwnerInstance([BOOL in bPhysical := True])</pre>	
Parameters	bPhysical	If the value of parameter is True , the function returns the instance number of the picture which the current picture is inserted to. If the value of parameter is False , the function returns the required instance number of the picture which the current picture is inserted to.
Description	If the picture is not opened as a subpicture, the return value is 0.	
Example	<pre>ENTRY btn_OnClick _ownerHBJ := %HI_GetOwnerHBJ() _ownerInstance := %HI_GetOwnerInstance() CALL [(_ownerHBJ)] Entry(_i) SYNC ON _FROM_HIP INSTANCE _ownerInstance _i := _i + 1 END btn_OnClick</pre>	
	The example shows a called RPC procedure <i>Entry</i> of the picture, which current picture is placed to.	
Note 1	See also %HI_GetOwnerHBJ .	
Note 2	This function exists also in %HIX_version . It enables to find out HBJ also from other pictures than the current subpicture. HIX function works unless the picture, addressed via [hobj, instancelid], contains ESL script.	



Related pages:

[Active picture manipulation functions](#)
[Function arguments - types](#)