

# HI\_GetBackColor (Graphic Object Manipulation Functions)

## %HI\_GetBackColor, %HI\_SetBackColor functions

**Function** The function **%HI\_SetBackColor** sets the background color of the specified graphic object or picture ([control function](#)).

The function **%HI\_GetBackColor** gets the background color currently sets for the specified graphic object or picture.

**Declaration**


```
%HI_SetBackColor(  
    INT in refId,  
    INT in color  
    [,BOOL in _bForEnabledState := @TRUE]  
)  
  
INT %HI_GetBackColor(  
    INT in refId  
    [,BOOL in _bForEnabledState := @TRUE]  
)
```

**Parameters**

refId	Reference to graphic object ( <a href="#">reference variable</a> ) or picture (if RefId=0).
color	RGB index of color.
_bForEnabledState	@TRUE (or parameter is not set) - the functions use a color background which is used at displaying of graphic object in enabled status. @FALSE - the functions use a color background which is used at displaying of graphic object in disabled status.

**Note** The functions use a color, that is expressed by RGB index. RGB index is a integer number, that express the color representation of the color components - red (R), green (G) and blue (B) in the result color.

The function [%MakeRGB](#) allows to create the color from individual color components.

 **Related pages:**

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