

# HI\_SetPosX

## %HI\_GetPosX, %HI\_SetPosX functions

**Function** The function **%HI\_SetPosX** sets the X-position of the graphic object in the picture ([Control function](#)).

The function **%HI\_GetPosX** detects the X-position of the graphic object in the picture.

**Declaration**

```
%HI_SetPosX(  
    INT in refId,  
    INT in x,  
    BOOL in where := @FALSE  
)  
  
INT %HI_GetPosX(  
    INT in refId,  
    BOOL in where := @FALSE  
)
```

**Parameters**

<b>refId</b>	Reference to the graphic object ( <a href="#">reference variable</a> ).
<b>x</b>	X-position of the graphic object in the picture (the palette Object properties- the tab <a href="#">Size</a> ).
<b>where</b>	Optional parameter. Specifies whether to read or set the value before or after the calculation of Layout manager. Please see the note below.

**Note** The behaviour of functions is affected by setting of the [Script functions](#) and it is described in the following table.

picture parameter "Script functions"	called function	where=@FALSE	where=@TRUE
Zoom	%HI_Set*	original	original
	%HI_Get*	original	original
Layout	%HI_Set*	original	actual
	%HI_Get*	actual	actual
StdLayout	%HI_Set*	actual	original
	%HI_Get*	actual	original

- original** - the coordinate represents the initial value that is calculated for displaying according to definition of the [Layout manager](#)
- actual** - the coordinate represents the real position in the screen after recalculation according to the definition of [Layout manager](#)



**Related pages:**

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