

# HI\_SetItemImage

## %HI\_SetItemImage function

**Function** The function **%HI\_SetItemImage** sets the bitmap to defined item of the Windows control of [Tree view](#) type ([Control function](#)).


**Declaration**

```
%HI_SetItemImage(  
    INT in refId,  
    INT in itemHandle,  
    HBJ in refToBitmap  
)
```

**Parameters**

refId	Reference to graphic object ( <a href="#">reference variable</a> ).
itemHandle	Item identifier.
refToBitmap	Reference to object of <a href="#">Bitmap</a> type.

**Note** Maximum number of bitmaps in a Windows control of [Tree view](#) type is 20.

 **Related pages:**

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