

# HI\_SetItemData

## %HI\_GetItemData, %HI\_SetItemData functions

**Function** The function **%HI\_SetItemData** sets the value pertaining to the item of the Windows control of [Tree view](#) type.

The function **%HI\_GetItemData** detects the user defined value pertaining to the item of the Windows control of [Tree view](#) type.

**Declaration**

```
%HI_SetItemData(  
    INT in refId,  
    INT in itemHandle,  
    INT in position,  
    in data  
)  
  
UNIVAL %HI_GetItemData(  
    INT in refId,  
    INT in itemHandle,  
    INT in position  
)
```

**Parameters**

<b>refId</b>	Reference to graphic object ( <a href="#">reference variable</a> ) .
<b>itemHandle</b>	Item identifier.
<b>position</b>	Position of the item data within the interval 1 ... 15.
<b>data</b>	Inserted data (optional type).


**Description**

Each tree view item can contains an array of 15 data, that may be read or set by the user. Use of the data is optional and their values have no effect on the item behaviour.

The tree view is defined by the reference variable *refId*.  
The item is specified by the parameter *itemHandle* (see: [%HI\\_AddTreeItem](#)).  
The item data is identified by the serial number within the interval 1 .. 15 - the parameter *position*.

The value type of the parameter *data* is optional, beside a structure type.

Return code of the function **%HI\_GetItemData** is given by the type of the value stored in particular position.

 **Related pages:**

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