

HI_SetDragRangeY

%HI_SetDragRangeX, %HI_SetDragRangeY functions

Function

Function **%HI_SetDragRangeX** sets a movement range of object on X-axis.

Function **%HI_SetDragRangeY** sets a movement range of object on Y-axis.

Declaration

```
%HI_SetDragRangeX(  
    INT in refId,  
    INT in _minPos,  
    INT in _maxPos,  
)  
  
%HI_SetDragRangeY(  
    INT in refId,  
    INT in _minPos,  
    INT in _maxPos,  
)
```

Parameters

refId	Reference to displayer (reference variable).
_minPos	Minimal movement range of object on axis.
_maxPos	Maximal movement range of object on axis.

Description

The function **%HI_SetDragRangeX** sets the movement range of object on X-axis (numbers in the range of Integer).

If X is grater than Y the function is ignored.

If both X and Y are equal to 0 (zero), the unlimited movement range is set on X-axis.

The function **%HI_SetDragRangeY** sets the movement range of object on Y-axis (numbers in the range of Integer).

If X is grater than Y the function is ignored.

If both X and Y are equal to 0 (zero), the unlimited movement range is set on Y-axis.

Example

```
%HI_SetDragRangeX(_LINE, 100,300)  
  
%HI_SetDragRangeY(_LINE, 100,300)
```

Note

The functions are not allowed for [ActiveX controls](#), [Displayers](#), [Windows controls](#), [SWTShell](#) and [JavaSwing](#).



Related pages:

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