

# HI\_SetFontStyle

## %HI\_GetFontStyle, %HI\_SetFontStyle functions

### Function

The function **%HI\_SetFontStyle** sets the object of *Text font* type for the graphic object.

The function **%HI\_SetFontStyle** detects the object of *Text font* type for the graphic object.

### Declaration

```
%HI_SetFontStyle(
    INT in refId,
    HBJ in refToStyle
)

HBJ %HI_GetFontStyle(
    INT in refId
)
```

### Parameters

<b>refId</b>	Reference to graphic object ( <a href="#">reference variable</a> ).
<b>refToStyle</b>	Reference to object of <i>Text font</i> type.

### Description

The function **%HI\_GetFontStyle** returns the unique identifier (HOBJ) of the text font used in the graphic object.



#### Related pages:

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