

# HI\_SetFocus

## %HI\_SetFocus function

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### Function

The function **%HI\_SetFocus** allows to make the graphic object active - sets the focus of activity on it ([Control function](#)).

### Declaration

```
%HI_SetFocus(  
    INT in refId  
)
```

### Parameters

<b>refId</b>	Reference to graphic object ( <a href="#">reference variable</a> ).
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### Note 1

Focus of activity on the graphic object means that the object can be controlled by keyboard. For example: if the focus has an Windows control of Text entry field, pressing keys of the keyboard will insert the characters into it.

### Note 2

The function also allows to set the focus on a tab of Windows control of [Tab control](#) type - the parameter *refId* determines the name of the reference variable of a tab.

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#### Related pages:

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