

# HI\_GetSelfInstancelId

## %HI\_GetSelfInstancelId function

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### Function

The function detects the instance number of the picture ([Control function](#)).

### Declaration

```
INT %HI_GetSelfInstanceId(  
    BOOL in bPhysical := @FALSE  
)
```

### Parameters

<b>bPhysical</b>	@TRUE - the function returns the current picture instance number. @FALSE - the function returns the instance number that was required on opening the picture.
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### Description

The function returns the picture instance number. If the parameter *bPhysical* is not defined or its value is False, the function returns the such the instance number that was required on opening the picture. If the parameter is True, the function return the current picture instance number. The current instance number can be different from the required number if the picture is opened as a subpicture and the parameter [Multiple open](#) of the connection is checked.

### Note

See also: [%GetSelfHBJ\(\)](#).

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#### Related pages:

[Active picture manipulation functions](#)  
[Function arguments - types](#)