

# HI\_GetOwnerInstance

## %HI\_GetOwnerInstance function

Function	The function <b>%HI_GetOwnerInstance</b> returns an instance of the picture which a current picture is inserted as a subpicture to.	
Declaration	<pre>INT %HI_GetOwnerInstance(     [BOOL in bPhysical := True] )</pre>	
Parameters	<b>bPhysical</b>	If the value of parameter is <b>True</b> , the function returns the instance number of the picture which the current picture is inserted to. If the value of parameter is <b>False</b> , the function returns the required instance number of the picture which the current picture is inserted to.
Description	If the picture is not opened as a subpicture, the return value is 0.	
Example	<pre>ENTRY btn_OnClick     _ownerHBJ := %HI_GetOwnerHBJ()     _ownerInstance := %HI_GetOwnerInstance()     CALL [(_ownerHBJ)] Entry(_i) SYNC ON _FROM_HIP INSTANCE _ownerInstance     _i := _i + 1 END btn_OnClick</pre>	
Note 1	The example shows a called RPC procedure <i>Entry</i> of the picture, which current picture is placed to.	
Note 2	See also <a href="#">%HI_GetOwnerHBJ</a> .  This function exists also in the <a href="#">%HIX_version</a> . It enables to find out HBJ also from other pictures than the current subpicture. HIX function works unless the picture, addressed via [hobj, instanceld], contains ESL script.	



**Related pages:**

- [Active picture manipulation functions](#)
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