

# HI\_GetMetadata

## %HI\_GetMetadata, %HI\_SetMetadata functions

Function	<p><b>%HI_GetMetadata</b> function gets back (according to the defined key) text value of metadata that are assigned to a graphic object.</p> <p><b>%HI_SetMetadata</b> function sets (according to the defined key) a text value of metadata that are assigned to a graphic object.</p>								
Declaration	<pre>TEXT %HI_GetMetadata(     INT in _refId,     TEXT in _key )  BOOL %HI_SetMetadata(     INT in _refId,     TEXT in _key,     TEXT in _value,     BOOL in _bOverWrite )</pre>								
Parameters	<table><tr><td><b>_refId</b></td><td>Reference to graphic object (<a href="#">reference variable</a>).</td></tr><tr><td><b>_key</b></td><td>Key which specified metadata.</td></tr><tr><td><b>_value</b></td><td>New value of metadata.</td></tr><tr><td><b>_bOverWrite</b></td><td>TRUE - either metadata are inserted (if they do not exist) or the value of existing metadata is updated. FALSE - either metadata are inserted (if metadata do not exist) or the existing value of metadata is kept.</td></tr></table>	<b>_refId</b>	Reference to graphic object ( <a href="#">reference variable</a> ).	<b>_key</b>	Key which specified metadata.	<b>_value</b>	New value of metadata.	<b>_bOverWrite</b>	TRUE - either metadata are inserted (if they do not exist) or the value of existing metadata is updated. FALSE - either metadata are inserted (if metadata do not exist) or the existing value of metadata is kept.
<b>_refId</b>	Reference to graphic object ( <a href="#">reference variable</a> ).								
<b>_key</b>	Key which specified metadata.								
<b>_value</b>	New value of metadata.								
<b>_bOverWrite</b>	TRUE - either metadata are inserted (if they do not exist) or the value of existing metadata is updated. FALSE - either metadata are inserted (if metadata do not exist) or the existing value of metadata is kept.								
Description	<p><b>%HI_GetMetadata</b> gets back (according to the set key) text value of metadata which is assigned to graphic object.</p> <p><b>%HI_SetMetadata</b> sets new metadata to the graphic object according to defined key.</p>								
Note 1	Configuration of <a href="#">metadata</a> for graphic object.								
Note 2	<p><b>%HI_SetMetadata</b> function applies the change of metadata only on the running instance of picture.</p> <p>These functions are available also in <a href="#">%HIX_version</a>.</p>								



**Related pages:**

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