

HI_SetBackColor (Graphic Object Manipulation Functions)

%HI_GetBackColor, %HI_SetBackColor functions

Function The function **%HI_SetBackColor** sets the background color of the specified graphic object or picture ([control function](#)).

The function **%HI_GetBackColor** gets the background color currently sets for the specified graphic object or picture.

Declaration


```
%HI_SetBackColor(  
    INT in refId,  
    INT in color  
    [,BOOL in _bForEnabledState := @TRUE]  
)  
  
INT %HI_GetBackColor(  
    INT in refId  
    [,BOOL in _bForEnabledState := @TRUE]  
)
```

Parameters

refId	Reference to graphic object (reference variable) or picture (if <i>RefId</i> =0).
color	RGB index of color.
_bForEnabledState	@TRUE (or parameter is not set) - the functions use a color background which is used at displaying of graphic object in enabled status. @FALSE - the functions use a color background which is used at displaying of graphic object in disabled status.

Note The functions use a color, that is expressed by RGB index. RGB index is a integer number, that express the color representation of the color components - red (R), green (G) and blue (B) in the result color.

The function [%MakeRGB](#) allows to create the color from individual color components.

 **Related pages:**

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