

# HI\_SetGraphButtons

## %HI\_SetGraphButtons function

**Functions** The function **%HI\_SetGraphButtons** sets the features of the user-defined buttons placed left to the description of the graphic flows in the displayer of [Graph](#) or [XY Graph](#) types ([Control function](#)).

**Declaration**

```
%HI_SetGraphButtons(  
    INT in refId,  
    INT in index,  
    INT in visible,  
    INT in enable  
)
```

**Parameters**

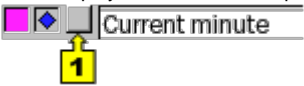
<b>refId</b>	Reference to displayer ( <a href="#">reference variable</a> ).
<b>index</b>	Serial number of the graphic flow. Possible values: <ul style="list-style-type: none"><li>• -1 - all buttons</li><li>• 0 - button at the table header</li><li>• 1 to n - button for particular graphic flow</li></ul>
<b>visible</b>	Button visibility. Possible values: <ul style="list-style-type: none"><li>• 0 - no change</li><li>• 1 - show</li><li>• 2 - hide</li></ul>
<b>enable</b>	Enable / disable the button. Possible values: <ul style="list-style-type: none"><li>• 0 - no change</li><li>• 1 - enable the button</li><li>• 2 - disable the button</li></ul>

**Description** The function allows to show / hide and enable / disable the buttons placed left to the descriptions of graphic flows in the displayer of [Graph](#) or [XY Graph](#) types. If the button is enabled, clicking the button will generate the picture event [OnGraphBtnClick](#).

Show and enable the button for all graphic flows:

```
%HI_SetGraphButtons(_Graph,-1,1,1)
```

**Example** In the displayer, there will be displayed the following button beside all graphic flows:



1 - user button

-  **Related pages:**
- [Graphic object manipulation functions](#)
  - [Function arguments - types](#)