

HI_SetItemImage

%HI_SetItemImage function

Function

The function **%HI_SetItemImage** sets the bitmap to defined item of the Windows control of [Tree view](#) type ([Control function](#)).

Declaration

```
%HI_SetItemImage(  
    INT in refId,  
    INT in itemHandle,  
    HBJ in refToBitmap  
)
```

Parameters

refId	Reference to graphic object (reference variable).
itemHandle	Item identifier.
refToBitmap	Reference to object of Bitmap type.

Note

Maximum number of bitmaps in a Windows control of [Tree view](#) type is 20.



Related pages:

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