

# HI\_SetItemText

## %HI\_GetItemText, %HI\_SetItemText functions

**Function**

The function **%HI\_SetItemText** sets the text of defined or current item of the Windows control of [List box](#) or [Tree view](#) types.

The function **%HI\_GetItemText** detects the text of defined or current item of the Windows control of [List box](#) or [Tree view](#) types.

**Declaration**

```
%HI_SetItemText(  
    INT in refId,  
    TEXT in itemText  
    [, INT in itemIdx]  
)  
  
TEXT %HI_GetItemText(  
    INT in refId  
    [,INT in itemIdx]  
)
```

**Parameters**

refId	Reference to graphic object ( <a href="#">reference variable</a> ).
itemText	Text in the added item.
itemIdx	<a href="#">Unique identifier</a> of the item.


**Description**

The function **%HI\_SetItemText** sets the text defined by the parameter *itemText* to current item (if the parameter *itemIdx* is not entered) or the item defined by the parameter *itemIdx* (from 1...).

The function **%HI\_GetItemText** detects the text of current item (if the parameter *itemIdx* is not entered) or of the item defined by the parameter *itemIdx* (from 1...).

**Note**

If given object of **List box** type is editable, the term current item is taken the input field for entering a text. For this item, there is also valid the parameter *itemIdx*=0.

 **Related pages:**

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