

HI_SetFocus

%HI_SetFocus function

Function

The function **%HI_SetFocus** allows to make the graphic object active - sets the focus of activity on it ([Control function](#)).

Declaration

```
%HI_SetFocus(  
    INT in refId  
)
```

Parameters

refId	Reference to graphic object (reference variable).
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Note 1

Focus of activity on the graphic object means that the object can be controlled by keyboard. For example: if the focus has an Windows control of Text entry field, pressing keys of the keyboard will insert the characters into it.

Note 2

The function also allows to set the focus on a tab of Windows control of [Tab control](#) type - the parameter *refId* determines the name of the reference variable of a tab.



Related pages:

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