**findobjectbynametrans**

Function of search for object by specified name with transliteration.

**Syntax:**

*obj\_id* = **findobjectbynametrans***(name*);

**Arguments:**

*name* – string with object name.

**Description:**

*findobjectbynametrans(name) –* the function searches for an object by specified name *name* with transliteration in the project.

**Result:**

*obj\_id* – identifier of the object.

**Example:**

|  |  |
| --- | --- |
|  | **var** id: **integer**;  **initialization**  //Setup of flashing identifier  id = **findobjectbynametrans**("FillRect");  stick = **tickcount**;  **end**;  //Flashing during a preset time  **if** id <> 0 **then begin**  **setvisible**(id,**flash**(1000));  if **tickcount** – **stick** > 5000 **then begin**  **setvisible**(id, 1);  id = 0;  **end**;  **end**; |

The example presents a search for an object and sets up its flashing.