**getobj**

Function of getting an object identifier in graphical container by specified index.

**Syntax:**

*obj\_id* = **getobj**(*indx*);

**Arguments:**

*indx* – object index, integer starting with one.

**Description:**

*getobj(indx) –*  the function of getting the identifier (reference) of object (diagram block or another graphical object) by index. Index begins with one. The identifier is provided with the type of indicator to the object.

**Result:**

*obj\_id* – identifier of the object.

**Example:**

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|  | **var** i,id;  **initialization** //original initialization  i = 1;  **while** i <= **getobjcount do begin** //for all diagram objects    id = **getobj**(i); //get the object identifier  //get the value of property tag of the object  **if getprop**(id, "tag") = 1 **then begin**  //change the values of properties  **setprop**(id,"tbl\_name",submodel.tbl\_name);  **setprop**(id,"ob\_name",submodel.ob\_name);  **end**;    i = i + 1;  **end**;  **end**; |
|  |  |

As a result of execution of the given script, property values “tbl\_name” and “ob\_name” from the same properties of the submodel (i.e., from a block, whose level is higher than the nesting level of the considered blocks) will be assigned to all blocks of the submodel, whose property tag is set by the user to 1.