**getobjname**

Function of getting the object name in graphical container by identifier.

**Syntax:**

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

**Arguments:**

*obj\_id* – object identifier.

**Description:**

*getobjname(obj\_id) –* the function of getting the object name in graphical container by its identifier *obj\_id*. The object identifier can be got by means of function *getobj(i)* and is provided with the type of indicator to the object.

**Result:**

*name* – string containing the object name.

**Example:**

|  |  |
| --- | --- |
|  | **var** i,id;  **initialization** //original initialization  i = 1;  **while** i <= **getobjcount do begin** //for all diagram objects    obj\_id = **getobj**(i); //get the object identifier  name = **getobjname**(obj\_id);  //Display the message  **seterrorstr**(name);    i = i + 1;  **end**;  **end**; |

As a result of execution of the given script, names of all diagram blocks are displayed.