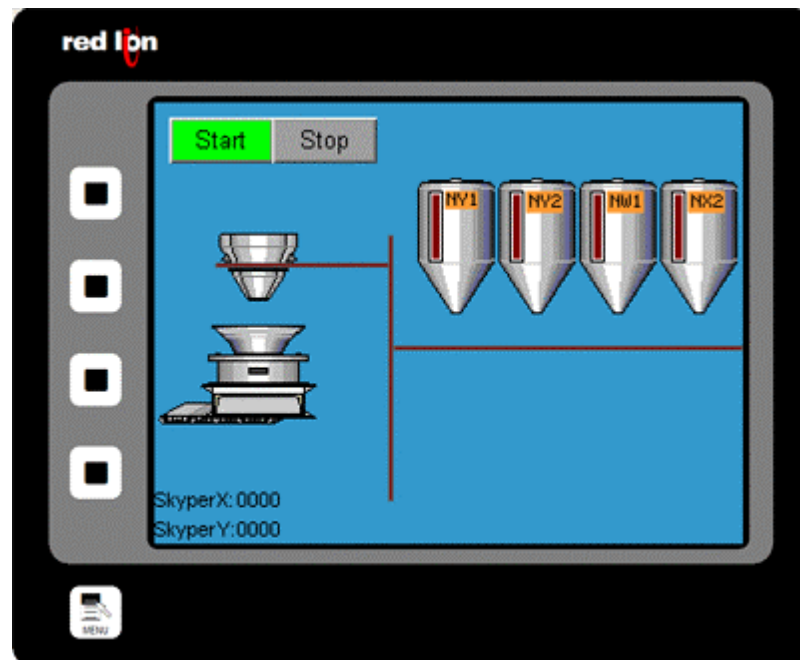


## HIDE OBJECT

### DESCRIPTION



The ability to hide objects allows programmers to remove objects from the user interface when they're not relevant to a particular operation. This allows the operators to remain focused only on the items that require the most attention.

### BENEFITS

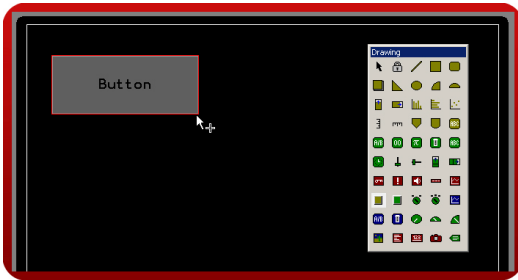
- Provide accurate graphics for your application.
- Facilitate graphic database development.

## HIDING OBJECT IN JUST 5 STEPS

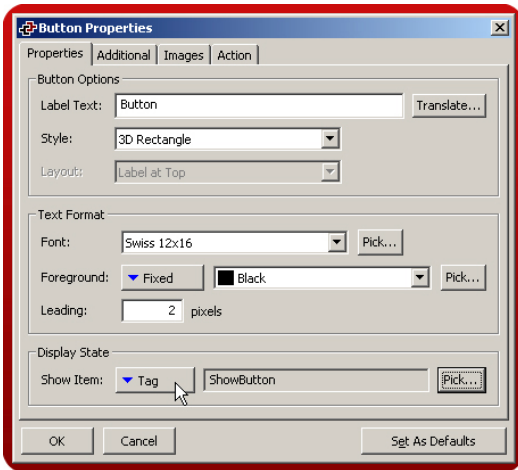
**Step 1** Enter the "User Interface" module.



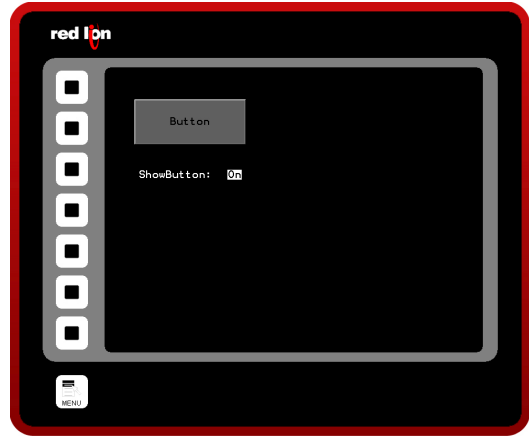
**Step 2** Insert an object from the library or any other primitive (buttons, etc.).



**Step 3** Enter object properties and define a tag in the "Show Item" field.



**Step 4** If the condition in "Show Item" is true, the object will be visible.



**Step 5** If the condition in "Show Item" is false, the object will be invisible.



Hide object is completed!

Reference: <http://www.redlion.net/g3features/G3 Feature - Hide Object.html>

For more information on Crimson 2.0, refer to the manual.