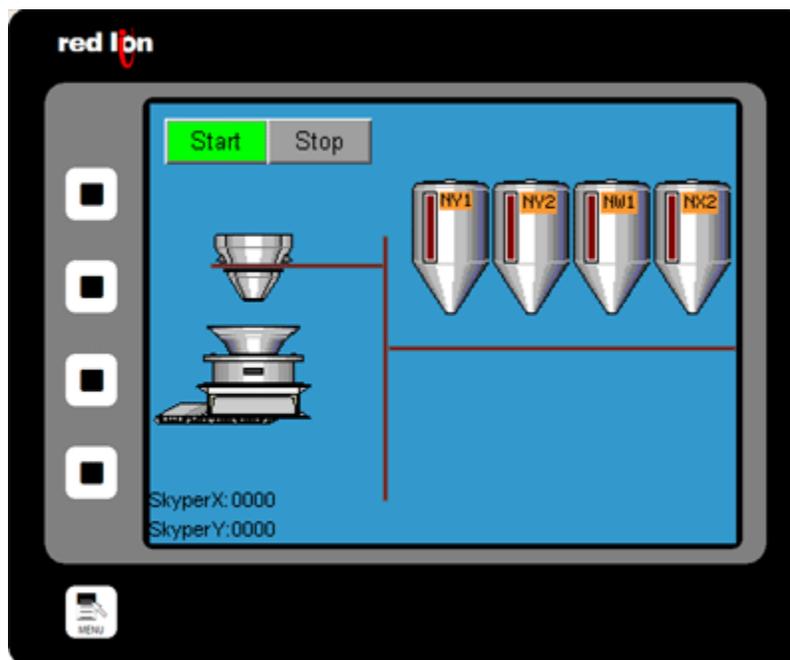**red lion**

CRIMSON 2 TUTORIAL   TU0009

Title: Hide Object

DESCRIPTION

Improve clarity for the operator by only displaying the necessary objects at any process time.
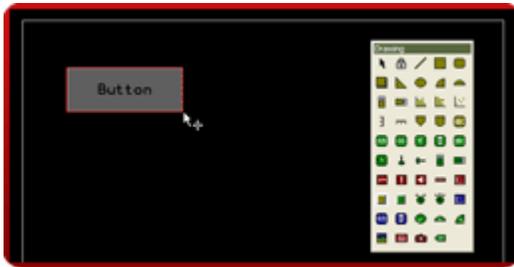
BENEFITS

- Provides graphic close to reality for your application,
- Facilitate graphic database development,

HIDING OBJECT IN JUST 5 STEPS
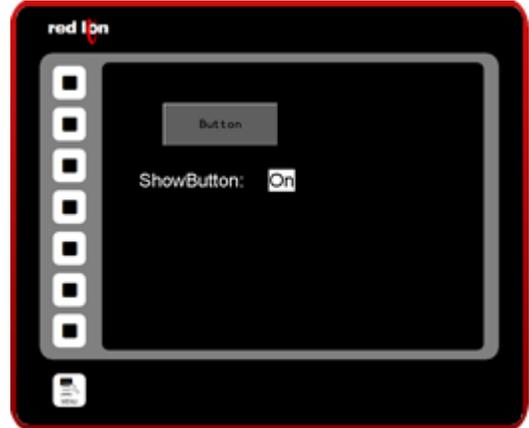
Step 1 Enter the "User Interface" module,

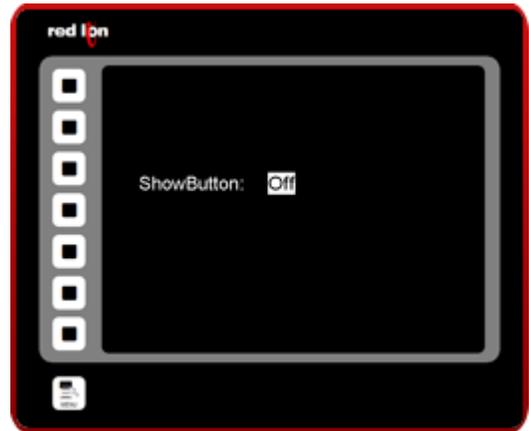**Step 2** Insert an object from the library or any other primitives (buttons, etc...),

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.