

HI_SetMasterVisible

%HI_GetMasterVisible, %HI_SetMasterVisible functions

Functions

The **%HI_SetMasterVisible** function hides the object (overloads [%HI_SetVisible](#)) / cancels the overloading and enables to control the displaying of graphic object by **%HI_SetVisible** ([control function](#)).

The **%HI_GetMasterVisible** function gets the current status of overloading of object that is set by **%HI_SetMasterVisible**.

Declaration

```
%HI_SetMasterVisible(  
    INT in refId,  
    BOOL in bVisible  
)  
  
BOOL %HI_GetMasterVisible(  
    INT in refId  
)
```

Parameters

refId	Reference to graphic object (reference variable).
bEnable	@TRUE - shows the graphic object, which is controlled by %HI_SetVisible @FALSE - hides the graphic object

Description

The **%HI_SetMasterVisible** function hides the graphic objects or tab of the object [Windows control - Tabs](#) - the parameter *refId* defines the name of the reference variable for particular graphic object or the tab. When *bEnable* parameter is @FALSE, it overloads the **%HI_SetVisible** function (disables its functionality).

The **%HI_GetMasterVisible** gets the current status of object overloading that is set by **%HI_SetMasterVisible**. The return value @TRUE does not mean that the object is visible, but the object is controlled by the **%HI_SetVisible** function. @FALSE means the controlling of object by **%HI_SetVisible** function is blocked and the object is visible.

The behavior of Master functions is described in the chapter Master function.

Example

```
ENTRY OnLogOn(IN TEXT _userName, IN BOOL _bLogOn)  
    IF _bLogOn THEN  
  
        ;when a user is logged on, the object is visible  
        %HI_SetMasterVisible(_Text,@TRUE)  
    ELSE  
  
        ;when a user is logged off, the object is hide  
        %HI_SetMasterVisible(_Text,@FALSE)  
    ENDIF  
END OnLogOn
```



Related pages:

[Graphic object manipulation functions](#)
[Function arguments - types](#)