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 zmeans 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