

# VISIBLE

## Applies to

All controls.

## Description

Returns or sets visibility status of specified control. If true, the control is visible at run-time. If false, the control is invisible at run-time

## Usage

*visiblestate* = **Get\_Property** (*objectname*, "VISIBLE")

*existingstate* = **Set\_Property** (*objectname*, "VISIBLE", *visiblestate*)

## Remarks

The *visiblestate* value passed to [Set\\_Property\(\)](#) can be any of the valid show-window states, (those states accepted by the Windows API function ShowWindow). For example, the Windows SDK file "windows.h" defines SW\_RESTORE as 9; this value restores a minimized window to its previous size, equivalent to the "Restore" choice on the Window's system menu.

**Note:** To hide a menu item, set its visible property to 0. A top level menu (on the menu bar) cannot be hidden this way. To hide it, set its [TEXT property](#) to null.

## Returns

Values returned by Get\_Property and Set\_Property:

Value	Description
<i>visiblestate</i>	0=Hidden.
	1=Visible.
	2=Minimized.
	3=Maximized.
<i>existingstate</i>	Visibility status, when <a href="#">Set_Property()</a> was run.

## See also

[REDRAW property](#), [SIZE property](#), [CREATE Event](#)

## Example (Making Menu Items Invisible)

```
/* on a window, under the TOOLS menu bar item are menu items called TOOLS1, TOOLS2, TOOLS3, and TOOLS4.
To hide these menu items, set the VISIBLE property to 0. Do this in the CREATE event.*/

declare subroutine Set_Property
for i = 1 to 4
    Set_Property(@window: ".MENU.TOOLS.TOOL": i, "VISIBLE", 0)
next i
```