

# Filter

A condition statement applied to all items in the tree, hiding those that don't meet the condition.

## Usage

```
Set_Property(OLECtrlEntID, "OLE.Filter", Condition)
```

## Values

Any valid [condition](#) statement.

**Default:** ""

## Remarks

The Filter property is a way to hide items that don't meet a certain condition. [Conditions](#) are supported in several Tree control properties, and this one uses the same syntax as the others. In this case, the condition is used to determine if an item is visible or not. Think of it this way: if the condition evaluates to 1 for an item, then its [ItemVisible](#) property is set to 1. The items are never removed, only hidden. Setting this property to "" removes the filter entirely.

Note that the filter doesn't permanently alter an item's [ItemVisible](#) property. Thus, an item whose [ItemVisible](#) property is set to 0, will be hidden even if it fulfills this Filter condition.

## Example

```
// Hide everything except items that start with "ke"  
Set_Property(@Window:".OLE_TREE", "OLE.Filter", 'Caption starts with "ke" ' )
```

## See Also

[CheckBoxConditions](#), [Conditions](#), [ImageConditions](#), [ItemVisible](#)