

Unhiding Objects

When you are working on a very busy screen it can be very useful to hide some of the objects you have already finished with, so they don't get in your way when working on other elements and you do not accidentally amend them.

When objects are hidden you are unable to see them on your screen while in build mode and therefore you cannot amend them.

To unhide a hidden object, locate it in the **Timeline events** toolbar and toggle the crossed out 'eye' icon.

