

# @SHOW

The **entity** attribute @SHOW is used to define an Entity to reveal all non-[@HIDE](#) computed data during input (Taxonomy-based solutions) or a specified set of computed values, but the process does not halt during dialogue if no input is present. See [@SHOWSTOP](#) for this option.

## Syntax

Place @SHOW[:Par\_1,..,Par\_n] in the data slot of the entity

## Arguments

- Par\_1,..,Par\_n is an optional list of computed entity parameters that should be presented to the user during input.

Member of functional group: [Presentation](#)

Member of knowledge base type: [Taxonomy type](#)

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