

@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](#)

Quick links: [Functions overview](#) | [Attribute overview](#) | [Constants overview](#) | [Dimensions overview](#)