

visibleIfTreeCollapsed



Introduced in	
Version:	3.5
Description	
Description:	Checks whether an editor object is visible on the map even when the object tree it is displayed in is collapsed.
Syntax	
Syntax:	map visibleIfTreeCollapsed edobj
Parameters:	<ul style="list-style-type: none">map: Control - Map control.edobj: Editor Object: - Object to check.
Return Value:	Array - [visible, maxlevel]: <ul style="list-style-type: none">visible: Boolean - If true, then object is visible, even if its tree is collapsed.maxlevel: Number - Number of levels above the object that have to be collapsed, in order for object to be hidden.

Examples	
Examples:	<pre>_chk = map visibleIfTreeCollapsed "_unit_1"</pre>
Additional Information	
See also:	setVisibleIfTreeCollapsed
Multiplayer:	
Problems:	

Notes