

分類/Classification	<input type="checkbox"/> tDS	<input type="checkbox"/> tGW	<input type="checkbox"/> PETL/tET/tPET	<input type="checkbox"/> DS/PDS/PPDS	<input checked="" type="checkbox"/> TouchPAD
	<input type="checkbox"/> I/O Card	<input type="checkbox"/> VXC Card	<input type="checkbox"/> VxComm	<input type="checkbox"/> Other	
作者/Author		日期/Date		編號/NO.	FAQ006

Q: Why does the widgets still display after I set the visibility to false?

A: Using the API function (e.g. TextButtonVisibleSet) to make a widget disappear, users must execute the code below or it will still there.

```
WidgetPaint(WIDGET_ROOT); // update all the widgets
```

```
WidgetPaint((tWidget*)&WidgetName); // update the specified widget, WidgetName
```

1. Warning

WidgetPaint(WIDGET_ROOT) costs system resources so we don't suggest users frequently changing the visibility of widgets.

2. When using "WidgetPaint((tWidget*)&WidgetName);" to update certain widgets, there's an upper limit 16 on the number of the widgets to update. If more than 16 widgets need to be update at one time, use "WidgetPaint(WIDGET_ROOT)" instead.