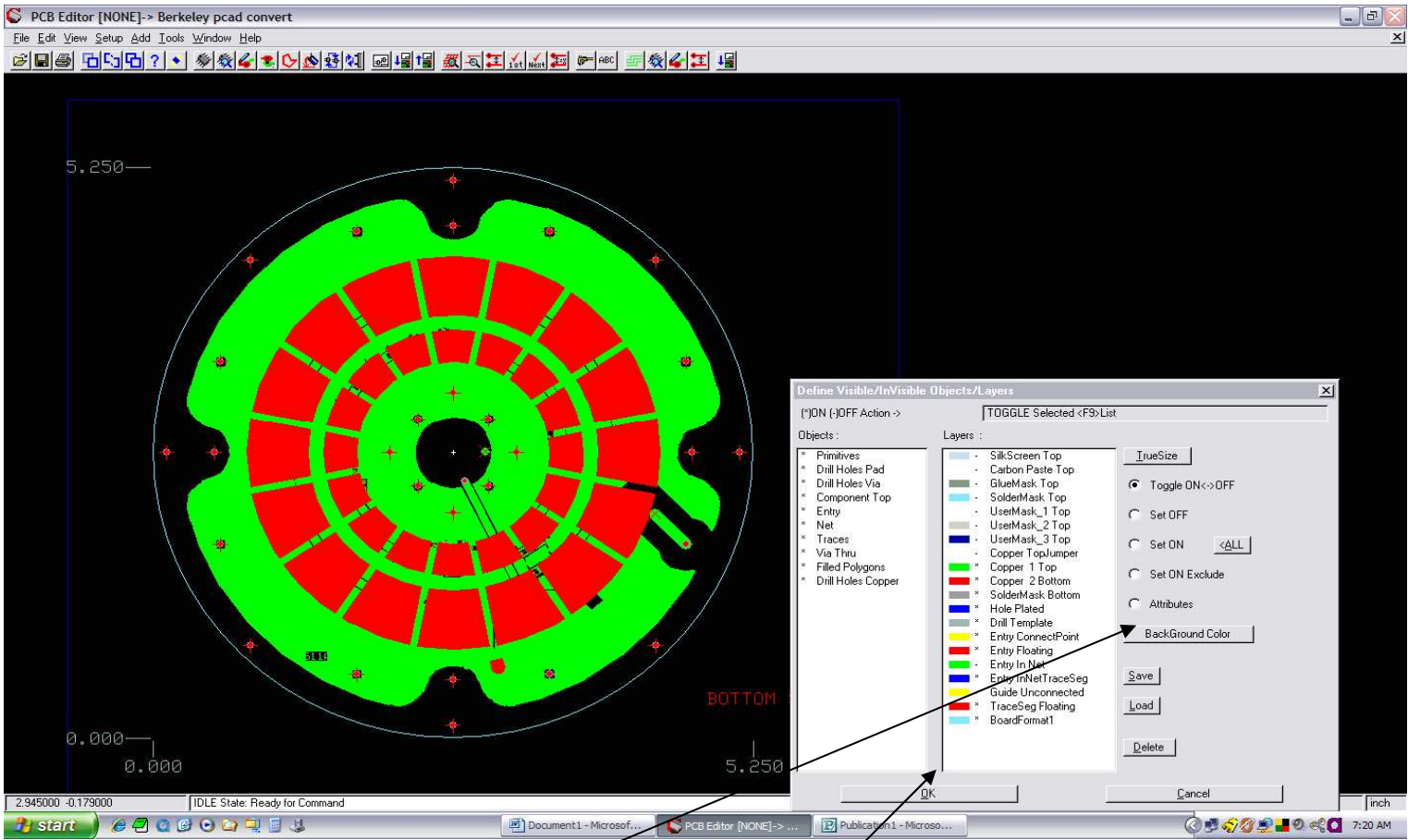


# Define Visible/Invisible Objects (filtering)



Background changed in two commands total

Filter screen

**These images imported from P-Cad**

