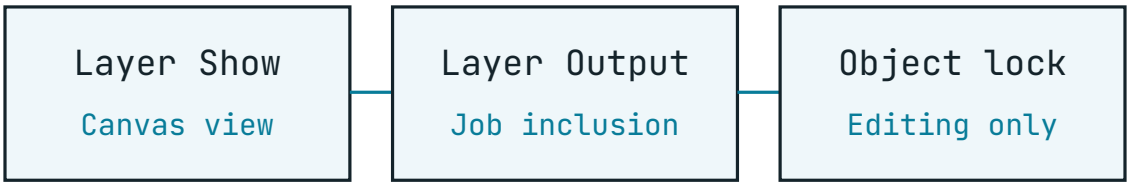
LESSON GUIDE

Show, Output, visibility and locking

Separate canvas display, job inclusion and protection against accidental editing.

Disconnected software practice

Leave **No Machine** selected and stay disconnected. The projects have no machine profile. Output is enabled where needed for software Preview; the example values are not material settings. Keep each lesson pack in its own folder.



Three different controls. The independent practice also hides one object through Outliner.

1. Open **visibility-start.lzrproj**. Artwork contains the rectangle and circle; Guide contains the large blue placement box.

2. Select Guide and turn **Show off**. Inspect Preview with Show Travel off: the guide remains in the plan. Close Preview and restore Show.

3. Turn off Guide's **main Output beside Show**. Preview again: the guide stays on the canvas and is excluded from the plan.

4. In Outliner, **Hide object** for Badge opening. The circle disappears from both canvas and Preview. Restore it with **Show object**.

5. Lock **Badge outline** in Outliner. Preview still includes the locked rectangle. Locking protects editing; it does not disable output.

6. Save a separate copy and compare with **visibility-finished.lzrproj**. The demo ends with both artwork objects visible and the rectangle locked.

INDEPENDENT PRACTICE

Independent practice

Open **visibility-practice.lzrproj**. Keep the Guide layer shown with main Output off. Hide Badge opening through Outliner and lock Badge outline.

☐ Keep every shape's geometry unchanged. The practice outline is 34 x 24 mm; the hidden circle is 12 mm.

☐ Preview with Show Travel off. Predict which objects should remain in the plan.

☐ Save your own copy before comparing with visibility-practice-answer.lzrproj.

Which single object should appear in the practice Preview?

Which control restores the hidden circle when you cannot click it on the canvas?

Can the smaller operation Output override a disabled main layer Output?

EXPLAINED ANSWER

Explained answer

Practice result
Preview includes only Badge outline, the 34 x 24 mm rectangle. The hidden circle remains in Outliner. The large guide remains visible on the canvas with main Output off.

Layer Show and object visibility
Layer Show affects the canvas view. Outliner Hide object affects both canvas and output. These controls have different consequences.

Output and locking
Both main layer Output and individual operation Output must allow a normal operation. A locked visible object can still be output.

visibility-start.lzrproj
Demo starter: artwork and guide included; objects unlocked.

visibility-finished.lzrproj
Demo answer: guide excluded; circle shown; rectangle locked.

visibility-practice.lzrproj
Independent geometry: 34 x 24 mm outline, 12 mm circle.

visibility-practice-answer.lzrproj
Practice answer: circle hidden, guide excluded, outline locked.

These are ordinary processing layers. The separate tool-layer lesson uses a layer type that excludes output regardless of Show.

Matches the demonstrated Beam Bench 0.2.37 interface. Panel layout may differ in later versions.