# Granite:renderConditions

Render condition is mechanic to indicate if the component should be rendered or not.

**granite:rendercondition**

The render condition config. This node at very least has sling:resourceType property, which point to the actual render condition component that is doing the actual decision making logic.

To come up with rendercondition, create a node ***granite:renderCondition(nt:unstructured)***  under your ***cq:widget*** node with a ***sling:resourceType 🡪 pointing to logic***