

[AppKit](#) / [NSToolBarItem](#) / `isHidden`

Instance Property

isHidden

iOS 18.0+ | iPadOS 18.0+ | Mac Catalyst 18.0+ | macOS 15.0+

```
@MainActor  
var isHidden: Bool { get set }
```

See Also

Getting the item's configuration

`var isVisible: Bool`

A Boolean value that indicates whether the item is currently visible in the toolbar, and not in the overflow menu.

`var isBordered: Bool`

A Boolean value that indicates whether the toolbar item has a bordered style.

`var isNavigational: Bool`

A Boolean value that indicates whether the item behaves as a navigation item in the toolbar.

`var isEnabled: Bool`

A Boolean value that indicates whether the item is enabled.

`var badge: NSItemBadge?`

A badge that can be attached to an NSToolBarItem. This provides a way to display small visual indicators that can be used to highlight important information, such as unread notifications or status indicators.

```
struct NSItemBadge
```

NSItemBadge represents a badge that can be attached to an NSToolBarItem.

```
var style: NSToolBarItem.Style
```

Defines the toolbar item's appearance. The default style is plain. Prominent style tints the background. If a background tint color is set, it uses it; otherwise, it uses the app's or system's accent color. If grouped with other items, it moves to its own to avoid tinting other items' background.

```
enum Style
```

```
var visibilityPriority: NSToolBarItem.VisibilityPriority
```

The display priority associated with the toolbar item.

```
struct VisibilityPriority
```

Constants that indicate which toolbar items to keep in the toolbar when space is limited.

```
var tag: Int
```

An integer tag you can use to identify the toolbar item.