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Subject: Re: MVD not visible

Posted by [Tobias Stockmanns](#) on Fri, 05 Feb 2010 10:34:50 GMT

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Dear Lars,

the problem ist the VisLevel(3) setting in the macro. The vis level tells you down to which hierarchy level a geometry is drawn.

Change it to 10 and it should work:

```
gGeoManager->SetVisLevel(10);
```

Cheers,

Tobias

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