Thank you very much. Your method works and I will use it.

I was hoping I could find a way to make first everything invisible and then only make visible what I am actually interested in. (This would be more convenient than hiding almost all subdetectors.)

I tried this:

```
// everything invisible
TGeoNode* cave = gGeoManager->GetTopNode();
cave->SetAllInvisible();
```

But it does not actually seem to do anything. Any ideas?