

clickThrough

The **clickThrough** [Advanced property](#) determines whether mouse interactions are permitted on objects that are behind this object.

To make an object that is behind other objects accessible to mouse interactions, you must set **clickThrough** to TRUE on objects that are in front of it.

The possible values are:

- **TRUE**: Mouse interactions, such as clicking and hovering, are not permitted on this object and are permitted on objects behind it.
- **FALSE**: Mouse interactions, such as clicking and hovering, are permitted on this object and are not permitted on objects behind it. This is the default value.

Regardless of the value of **clickThrough**, the [Mouse Enabled](#) property must be TRUE in order for any object to respond to mouse interactions.

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