

# How can I make a goal only be visible/active at a certain time?

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You can limit not only when a goal is visible, but also when it's 'active'. This helps prevent your list of goals from being too long.

Go to the Communications Panel, and look for the EventStream Manager tool (right-hand panel, paper plane in speech bubble icon).

[In Version 16 and upwards, this is under the Actions menu.]

Look under the Engage tab for Goals. These functions are visible when you add a Goal to the Library:

- **Restrict Display Time**

- control when a specific goal is **visible** in the attendee app.

- **Restrict Active Time**

- control when the goal **becomes available/can be achieved**. If you enable these settings, you can also set a reminder alert.

So for example, you can have a goal to scan a particular QR code during the lunch break, and either:

- set the display time to be the specific time for when the code is available (i.e. lunchtime)

OR

- make it visible before it's active (so people can see it but not yet achieve it), as shown in the example below.


# EventStream Manager


Live Feed Leader Boards Advertising **Engage** Settings


Goals Bades Prizes

Name\* Scan QR code at lunch entry

Description Scan the special QR code when you arrive for lunch today!

Type\* Location (scan QR code) 

[Copy QR Code](#) 



Icon  Standard Icon [Select Icon](#) Icon Color   Custom Icon [Select Image \(144x144\)](#) [Add](#)

Points 300



Display as Mystery Points


Goal Order 0

Restrict Display Time

From\* 18/07/2023 09:30 AM  to\* 18/07/2023 01:00 PM 

Restrict Active Time

From\* 18/07/2023 11:30 AM  to\* 18/07/2023 01:00 PM 

Send Reminder Alert 5 Mins 

You can also make it both invisible AND inactive until you're ready for it to be shown (and available).

So for example, you may want to motivate people, and build anticipation, by having a goal to 'speak with exhibitors' being *visible*, but the goal won't be *active* until the floor space opens at 3pm.

OR you can add the goal as "Mystery Points" and reveal the details later.



Learn more about using EventStream Engage by [searching this topic in our Education Resources](#)

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