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You can **change visibility of entity classes and properties** in the EDM Designer but special rules apply for models used in Silverlight.

Class and property visibility

The generated Entity Data Model (EDM) classes and their members are *Public* by default.

That isn't always a good idea. Some classes shouldn't be changed or constructed. Some properties should be read-only.

You can change the visibility of a class or property in the EDM Designer. Locate the object in the Model Browser, open its Properties window, and find the "Code Generation" category. Entity and property options differ:

Entity visibility

Property getter and setter visibility
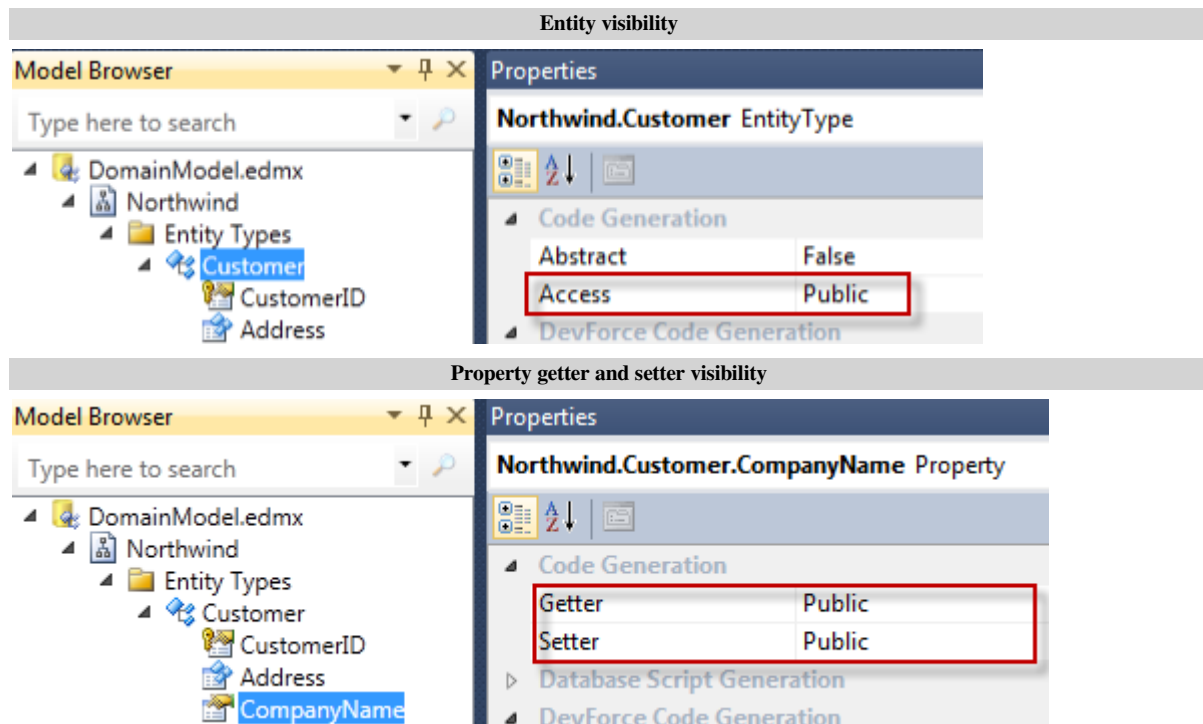
You have four visibility choices: *Public*, *Internal*, *Protected*, or *Private*. You can pick any of them if you don't intend to use the model in Silverlight.

Silverlight restrictions

In Silverlight your only viable options are *Public* and *Internal*.

Silverlight prohibits non-public reflection. Silverlight won't let DevForce reflect for *Protected* and *Private* types which means DevForce won't be able to get and set entity data while communicating with the server during queries and saves.

Pick *Internal* if you want to hide an entity or property in a model that you will use in Silverlight.

Follow the same rule when writing an entity's default constructor.

Make project internals visible to DevForce

Silverlight prevents outside assemblies from accessing *internal* members, but it makes an exception when the assembly's internals are made visible using the *InternalsVisibleTo* attribute.
DevForce automatically adds the following to the AssemblyInfo file when the code for a database-first model is generated:

```
// Allows the expression tree built by DevForce for certain complex queries to be processed correctly.
[assembly: InternalsVisibleTo("System.Core,
PublicKey=0024000004800000940000000602000000240000525341310004000001000100 1008d56c76f9e8649383049f383c44be0ec204181822a6c31cf5eb7ef4869
```

```
// Allows internal data members to be serialized.
[assembly: InternalsVisibleTo("System.Runtime.Serialization,
PublicKey=00240000048000009400000006020000002400005253413100040000010001008d56c76f9e8649383049f383c44be0ec204181822a6c31cf5eb7ef48694
```

DevForce adds these lines to the project's *AssemblyInfo* automatically when you first generate your entity model. You may have to add them manually if you [moved the model to a different model project](#).

As of version 7.2.0, you also need to grant "friend" access to IdeaBlade.Core.SL to allow DevForce to clone your entities with internal members.

```
[assembly: InternalsVisibleTo("IdeaBlade.Core.SL,
PublicKey=00240000048000009400000006020000002400005253413100040000010001000b3f302890eb5281a7ab39b936ad9e0eded7c4a41abb440bead71ff5a31
```

```
// Allows internal data members to be serialized.
[assembly: InternalsVisibleTo("System.Runtime.Serialization,
PublicKey=00240000048000009400000006020000002400005253413100040000010001008d56c76f9e8649383049f383c44be0ec204181822a6c31cf5eb7ef48694
```