

# CheckBoxes

(Information and examples taken from the DroidScript documentation)

## Description

Create CheckBoxes using the **CreateCheckBox** method of the [app](#) object:

```
chk = app.CreateCheckBox( text );
```

Use the **SetOnTouch** method of the CheckBox object to set the name of a function you want to be called when the CheckBox is touched. You can read the 'isChecked' parameter in your callback function to get the state of the CheckBox.

## Methods

Some controls use the same methods.  
For examples of the [same methods](#) look here.

Method	Description
CheckBox.Destroy()	
CheckBox.GetAbsHeight()	
CheckBox.GetAbsWidth()	
CheckBox.GetChecked()	
CheckBox.GetHeight()	
CheckBox.GetPosition()	
CheckBox.GetText()	
CheckBox.GetTextSize( mode )	
CheckBox.GetType()	
CheckBox.GetVisibility()	
CheckBox.GetWidth()	
CheckBox.Release()	
CheckBox.SetBackColor( colorCode )	
CheckBox.SetBackGradient( color1,color2,color3,p4,p5,p6,p7 )	
CheckBox.SetBackGradientRadial( x,y,r,color1,color2,color3,p7 )	
CheckBox.SetBackground( imagefile,options )	
CheckBox.SetChecked( checked )	
CheckBox.SetMargins( left,top,right,bottom )	
CheckBox.SetOnTouch( callback )	
CheckBox.SetPadding( left, top, right, bottom )	
CheckBox.SetPosition( left, top, width, height )	
CheckBox.SetScale( x,y )	

Method	Description
CheckBox.SetSize( width, height )	
CheckBox.SetText( text )	
CheckBox.SetTextColor( colorCode )	
CheckBox.SetTextSize( size,mode )	
CheckBox.SetVisibility( HideShow )	

## Example

```
function OnStart()  
{  
    lay = app.CreateLayout( "Linear", "VCenter,FillXY" );  
  
    chk = app.CreateCheckBox( "Enable Stuff" );  
    chk.SetOnTouch( ShowState );  
    lay.AddChild( chk );  
  
    app.AddLayout( lay );  
}  
  
function ShowState( isChecked )  
{  
    app.ShowPopup( "Checked = " + isChecked, "Short" );  
}
```

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Last update: **2015/11/02 11:05**

