



CheckBoxes

(Information and examples taken from the DroidScript documentation)

Description

Create CheckBoxes using the **CreateCheckBox** method of the [\[\[built_in:app|app\]\]](#) 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)	

Method	Description
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)	
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" );
}
```