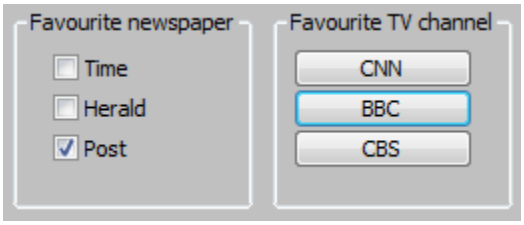
# Check Button

## Windows control - Check button

Windows control - Check button is used to display and modify binary information - information of logical type. Checked button represents the value True, 1 or other value than 0 (zero), unchecked represents the value False or 0 (zero) or an invalid value.
Button is controlled by the mouse or, if it is active, by using the **Spacebar** key. The button is disabled if the value is different than 0 or 1.

## Example




### To create check button

1. In the Drawing toolbar click the button **Check button** .
2. Point the mouse cursor to the position of the first displayer corner and click.
3. Point the mouse cursor to the position of the diametric displayer corner and click.

Check button parameters are being configured in the palette Connect object through the following tabs:

### Connect

#### Connected object

Selection of an object to connect. The object determines the value of the check button and vice versa - the value of the object is being changed when the user checks / unchecks the check button. The value type of the object must be logical or integer.

When you connect an object of *Structured variable,* you must define whose item will be connected to the check button. Unique item position in structured variable is defined by the column name (the parameter **Column**) and the row number (the parameter **Row**). For object of *Value array* you must define which array item will be connected to the check button.

### Script

#### Reference variable

Specifies the name of the checkbox in the form of reference variable for use in the picture script.

#### Metadata

Assignment of application data (metadata) to a graphic object. If the object contains some metadata, the name of the first record will be displayed in the button. Multiple records are indicated by ",...".

#### Event

The list box allows user to select an active picture event for the checkbox. The list box contains the following active picture events:

- OnClick
- OnGotFocus
- OnLostFocus

Event Handler

The button opens the active picture script to define the active picture event specified by the parameter **Event**.

## Info text/URL

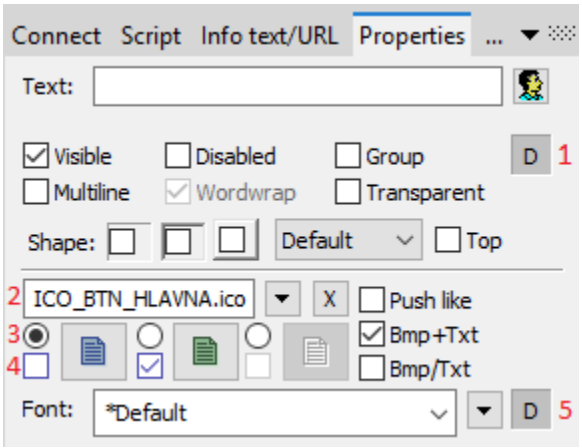
#### Info text

Text to display as a tooltip when user points the mouse cursor to the check button in the picture opened in process D2000 HI.
Possibility to use the Dictionary (to open press **CTRL+L**).

#### URL

Definition of URL address to open a web page from a picture. The address may be set also in the picture script by the function %HI_SetOBJURL.

## Properties




#### Text

Definition of the string, that will be displayed beside the check button. The string may also display current (so-called live) values of the object defined by the parameter Connected object but such strings must be defined in a special format - for detailed information see the chapter Format masks.

You can also define a hotkey - underlined character. Possibility to use the Dictionary (to open press **CTRL+L**).
You can also define a hotkey - underlined character. To create an underline character enter the character **&** (ampersand) before required character. The hotkey (ALT+hotkey) performs the same effect as clicking the button.

**Note:** Using hotkeys does not work in pictures of MDI type (the parameter **Window type** - the option MDI window), if such a picture is not a subpicture.

Appearance of the checkbox - classic appearance (see the picture in **Example** above - the checkboxes in the "Favourite newspaper" part) or button appearance (see the picture in **Example** above - the buttons in the "Favourite TV station" part).

**Visible**

If the parameter is checked, the check button will be visible after first opening the picture in process D2000 HI. The parameter can be defined from the script using the function %HI_SetVisible.

**Disabled**

If the parameter is checked, the button will be disabled after first opening the picture in process D2000 HI. The parameter can be defined from the picture script using the function %HI_SetEnable.

**Group**

The parameter allows you to set the check button as the first control of a group of Windows controls.

**Transparent**

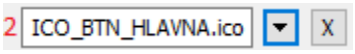
Transparent background of the checkbox.

**Note:** Transparent background is used for displaying on the monitor only (not for print).

**Bitmaps**

Buttons enable displaying (according to the state they are in) 1-2 bitmaps. When using bitmaps, the parameter transparency is not taken into account, the button is drawn just like using the parameter "How button" but basic (default) position is on the left side and not in the middle.

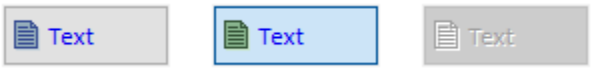
The window of assigning bitmaps contains selection filed of a bitmap (2) for selected button state.




This field contains the name of a bitmap, the button opening selection window and the button ending the selection (x). Ending the connection is possible also by entering the non-existing name of the bitmap.

Under the selection field, there is a field of bitmaps for possible button states,

where it (3) defines with which state we will work in the selection field (4) and suggests a state type (not selected, selected, disabled). An illustration of individual states:




State selection is for some states (not for prohibited state) possible also by clicking into a display of the used bitmap; and the start of the selection by double-clicking into a display of the used bitmap.

## Note relating to D2000 Thin Client

Parameter Bmp is not supported in Thin Client.
For more rules see the page Drawing rules and object properties for D2000 Thin Client.

**Font**

Clicking the button placed right opens list of text fonts. The font selected from the list will be used for the check button text. For more information on text fonts see the topic Text fonts.

**Related pages:**

Windows controls
Active picture functions for managing graphic objects