

RadioButton

Property Summery

Boolean [#enabled](#)

Object[] [#methodArguments](#)
Set the arguments that can be read by the defined method.

String [#name](#)

Boolean [#selected](#)

String [#text](#)

Method Summery

void [#doClick\(\)](#)
Script the selection (emulate a mouse click) of the item.

RadioButton [#setAccelerator](#)(key)
Set the accelerator key of the item.

void [#setAlign\(\)](#)

RadioButton [#setIcon](#)(icon)
Set the icon of the item.

RadioButton [#setMethod](#)(method)
Set the method for the item.

RadioButton [#setMnemonic](#)(key)
Set the mnemonic key of the item.

RadioButton [#setVisible](#)(visible)
Set the item visible.

Property Details

enabled

Replace with description

Returns

Boolean

methodArguments

Set the arguments that can be read by the defined method.

Returns

Object[]

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```

name

Replace with description

Returns

String

selected

Replace with description

Returns

Boolean

text

Replace with description

Returns

String

Method Details

doClick

void **doClick()**

Script the selection (emulate a mouse click) of the item.

Returns

void

Sample

```
// Script the selection (emulate a mouse click) of the item.
// Clicking a separator will throw an error!
plugins.window.getMenu(2).getItem(0).doClick();
```

setAccelerator

RadioButton **setAccelerator(key)**

Set the accelerator key of the item.

Parameters

key

Returns

RadioButton

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```

setAlign

void **setAlign()**

Replace with description

Returns

void

setIcon

[RadioButton](#) **setIcon(icon)**

Set the icon of the item.

Parameters

icon

Returns

[RadioButton](#)

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```

setMethod

[RadioButton](#) **setMethod(method)**

Set the method for the item.

Parameters

method

Returns

[RadioButton](#)

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```

[setMnemonic](#)

[RadioButton](#) **setMnemonic**(key)

Set the mnemonic key of the item.

Parameters

key

Returns

[RadioButton](#)

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```

[setVisible](#)

[RadioButton](#) **setVisible**(visible)

Set the item visible.

Parameters

visible

Returns

[RadioButton](#)

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```