

# CheckBox

## 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.

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

CheckBox [#setAlign\(\)](#)

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

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

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

CheckBox [#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

[CheckBox](#) **setAccelerator(key)**

Set the accelerator key of the item.

### Parameters

key

### Returns

[CheckBox](#)

### 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

[CheckBox](#) **setAlign()**

Replace with description

#### Returns

[CheckBox](#)

### setIcon

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

Set the icon of the item.

#### Parameters

icon

#### Returns

[CheckBox](#)

### 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

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

Set the method for the item.

#### Parameters

method

#### Returns

[CheckBox](#)

### 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](#)

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

Set the mnemonic key of the item.

#### Parameters

key

#### Returns

[CheckBox](#)

### 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](#)

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

Set the item visible.

#### Parameters

visible

#### Returns

[CheckBox](#)

### 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);
```