

CheckBox

Property Summary

Boolean [#enabled](#)
Object[] [#methodArguments](#) Set the arguments that can be read by the defined method.
String [#name](#)
Boolean [#selected](#)
String [#text](#)

Method Summary

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

Object [#getClientProperty\(key\)](#)
Gets the specified client property for the element based on a key.

void [#putClientProperty\(key, value\)](#)
Sets the value for the specified element client property key.

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

CheckBox [#setAlign\(boolean\)](#)
Sets the alignment of the check box.

void [#setBackgroundColors\(backgroundColors\)](#)
Set the background color of the item.

void [#setForegroundColor\(foregroundColor\)](#)
Set the foreground color of the item.

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
//The first 5 arguments are fixed:
//      [0] item index
//      [1] parent item index
//      [2] isSelected boolean
//      [3] parent menu text
//      [4] menu text
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);

menu.setBackgroundColor('#ff0000');

menu.setForegroundColor('#0000ff');
```

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();
```

getClientProperty

[Object](#) **getClientProperty**(key)

Gets the specified client property for the element based on a key.

Parameters

key

Returns

[Object](#)

Sample

```
// Gets the specified client property for the element based on a key.  
// NOTE: Depending on the operating system, a user interface property name may be available.  
var property = plugins.window.getClientProperty('ToolTipText');
```

putClientProperty

void **putClientProperty**(key, value)

Sets the value for the specified element client property key.

Parameters

key

value

Returns

void

Sample

```
// Sets the value for the specified element client property key.  
// NOTE: Depending on the operating system, a user interface property name may be available.  
plugins.window.putClientProperty('ToolTipText', 'some text');
```

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
//The first 5 arguments are fixed:
//      [0] item index
//      [1] parent item index
//      [2] isSelected boolean
//      [3] parent menu text
//      [4] menu text
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);

menu.setBackgroundColor('#ff0000');

menu.setForegroundColor('#0000ff');
```

setAlign

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

Sets the alignment of the check box.

Parameters

boolean

Returns

[CheckBox](#)

Sample

```
var align = checkBox.setAlign(true);
```

setBackgroundColor

void **setBackgroundColor**(backgroundColor)

Set the background color of the item.

Parameters

backgroundColor

Returns

void

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
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// 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);

menu.setBackgroundColor('#ff0000');

menu.setForegroundColor('#0000ff');
```

setForegroundColor

void **setForegroundColor**(foregroundColor)

Set the foreground color of the item.

Parameters

foregroundColor

Returns

void

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
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// 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);

menu.setBackgroundColor('#ff0000');

menu.setForegroundColor('#0000ff');
```

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.
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// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);

menu.setBackgroundColor('#ff0000');

menu.setForegroundColor('#0000ff');
```

[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
//The first 5 arguments are fixed:
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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);

menu.setBackgroundColor('#ff0000');

menu.setForegroundColor('#0000ff');
```

[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.
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// 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
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// 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);

menu.setBackgroundColor('#ff0000');

menu.setForegroundColor('#0000ff');
```

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
//The first 5 arguments are fixed:
//      [0] item index
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menu.methodArguments = ["a","b"];
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// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);

menu.setBackgroundColor('#ff0000');

menu.setForegroundColor('#0000ff');
```