



# CheckBox Component

## Commands :

SetOn	Turn On When Value = OnValue
SetOff	Turn Off Then Value = OffValue

## Events :

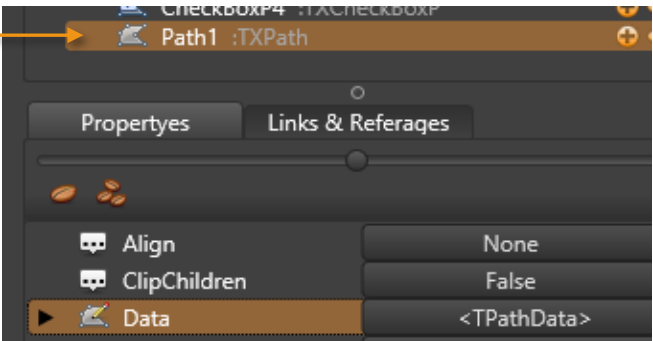
OnOnValue	if Turn On
OnOffValue	if Turn Off
OnChangeValue	if Change State

## Propertyes :

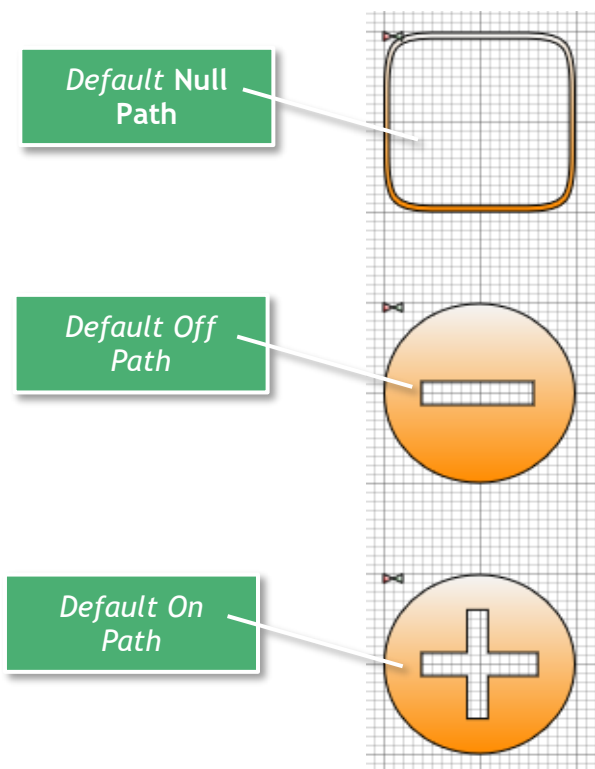
OnValue	Value For Turn On Default = "True"
OffValue	Value For Turn Off Default = "False"
OnPath	Path For On
OffPath	Path For Off
NullPath	Path For Null
Value	Current Value

## Note :

Path is Vector Picture



Example



Properties panel for CheckBoxP4:

Property	Value
Align	None
ClipChildren	False
DisableFocusEffect	False
Enabled	True
Fill	<TBrush>
Hint	True
HitTest	True
Locked	False
Margins	<TBounds>
Name	CheckBoxP4
NullPath	<?>
OffPath	<?>
OffValue	False
OnPath	<?>
OnValue	True
Opacity	1
Padding	<TBounds>
position	<TPosition>
RotationAngle	0
RotationCenter	<TPosition>
ShowHint	False
Size	<TControlSize>
Stroke	<TStrokeBrush>

Properties panels for the three visual states:

State	Value
Default Null Path	<?>
Default Off Path	False
Default On Path	True

if Value = Null

if Value = False

if Value = True