

in

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Chapter 1

in

1.1 checkboxclass.guide

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1.2 checkboxclass/--background--

NAME

Class: checkboxclass
Superclass: buttonclass
Include File: <libraries/bgui.h>

FUNCTION

To provide a gadget similar to the gadtools.library's checkbox kind. Objects of this class will send the following attribute pairs in their notification events.

GA_ID - Gadget object ID.
GA_Selected - Gadget object selected state.

1.3 checkboxclass/GA_Selected

NAME

GA_Selected - (BOOL)

FUNCTION

This attribute has an extended applicability. It has been made gettable to make it easy to inquire about the selected state of an object.

DEFAULT
FALSE .

APPLICABILITY
(ISGNU) .
