CheckBox Control Reference

Capture boolean input with a checkbox.

Reference **Controls** **Interaction** CheckBox

The Checkbox is a graphical element that allows users to select one or multiple options from a set. It supports checked, unchecked, and indeterminate states for partial selections. It enables selecting options, preferences, or items in forms, settings, and applications. Users interact by clicking to toggle states. Labels provide visual feedback. Linked values synchronize checkbox states with data, updating automatically when the checkbox is clicked or when the linked value changes.

Requirements
Configuration
Runtime Execution

Requirements

The Checkbox is Portable, functioning on both Windows and web pages across any platform. It is compatible with WPF and HTML5 displays, offering versatile use without any specific requirements.

Configuration

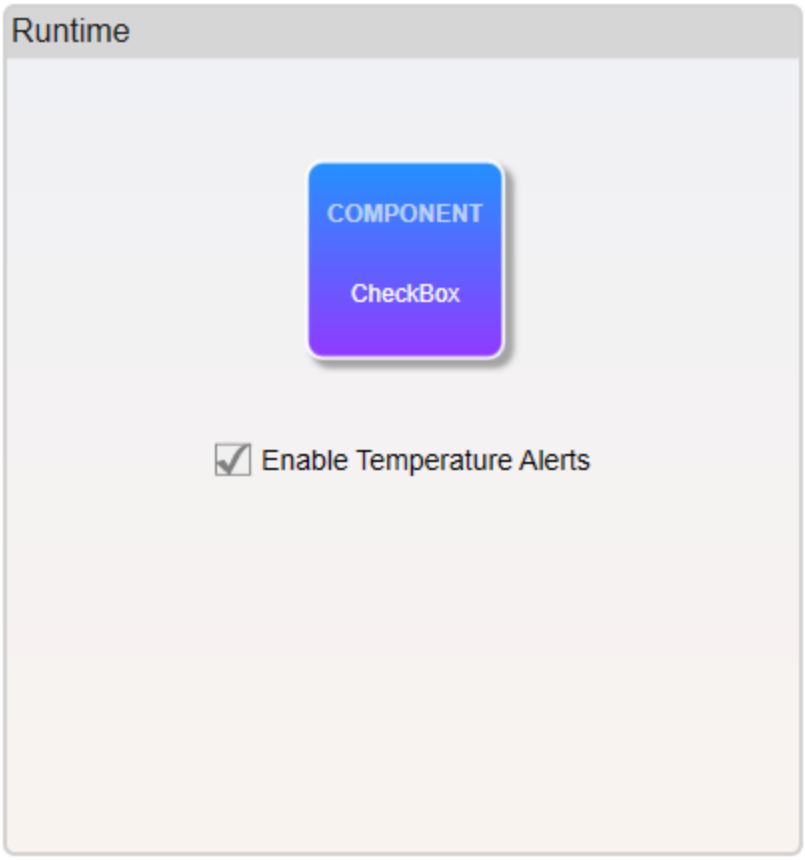
The Checkbox control include options for customizing its behavior and display. These settings control the checkbox's functionality and user interface integration.

1. Go to **Displays** / **Draw**.
2. On the Components Panel, select **Interaction**, then **CheckBox**.
3. Click or drag-and-drop it on the Drawing area to use it.
4. Double-click the component to open the configuration window.

Checkbox Settings	
Field	**Description**
Label Text	Specifies the text displayed next to the checkbox.
Localize	Enables the label text to be dynamically adjusted based on the user's locale settings, ensuring the interface is accessible and understandable for users from different language backgrounds
Linked Value	Associates the checkbox with a tag, enumeration, value, or object. This linkage means that the state of the checkbox (checked or unchecked) will reflect the changes in the selected object in your application.
Is Read Only	Makes the checkbox non-interactive, meaning users cannot change its state by clicking on it. When this option is enabled, the checkbox is displayed in a way that shows its current state (checked or unchecked) but does not allow the user to modify it.
Is Three State	Enables the checkbox to have three possible states: checked, unchecked, and indeterminate. **Checked**: The checkbox is selected, indicating a positive or active state. **Unchecked**: The checkbox is not selected, indicating a negative or inactive state. **Indeterminate**: The checkbox is in a mixed state, which is neither checked nor unchecked. This state is often used to represent a partially completed task or when some — but not all — sub-options are selected.
Label Order	Determines the position of the label text relative to the checkbox. There are two options: **After**: The label text appears to the right of the checkbox. This is the most common layout, often used to improve readability and alignment in forms and user interfaces. **Before**: The label text appears to the left of the checkbox. When the "Label Order" property is set to "Before" in the `TCheckBox` control, the `FlowDirection` property is automatically changed to `RightToLeft`. FrameworkElement.FlowDirection Property (System.Windows) This behavior causes the checkbox tick mark to appear inverted, which is expected for right-to-left layouts.

Runtime Execution

When users interact with a checkbox, the application updates its state to either checked or unchecked. This change prompts the solution to turn specific settings or options on or off. The checkbox can manage multiple selections, allowing users to configure several parameters simultaneously, like activating sensors or setting operational modes.



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