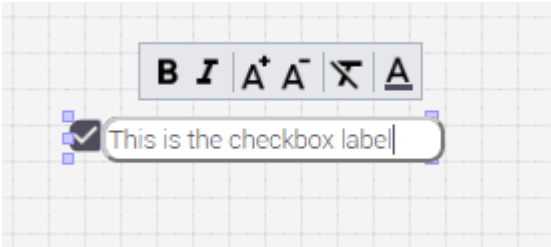


Using Checkboxes

Sample code:

Display file source: PUISAMPLES/QDDSSRC(CHECK001D)
RPGLE source: PUISAMPLES/QRPGLESRC(CHECK001R)

A checkbox is an input widget that has two states: checked and unchecked. To create a checkbox in your application, drag the widget onto the canvas, and then double-click the label adjacent to the box to edit its text or simply modify the *label* property in the Properties Window.



Next, you should bind the *value* property to an RPG variable that will be used to initialize and retrieve the state of the checkbox. It is common to declare this variable as an indicator or a character data type with a length of 1 in the Binding Dialog.

Then, you should specify the *checked value* and *unchecked value* properties. For example, use Y for checked and N for unchecked, or 1 for checked and 0 for unchecked.

In your program, use the RPG variable bound to the *value* property to see if the user checked or unchecked the box. To initialize the checkbox to a checked state, make sure to fill the RPG variable bound to the *value* property with a literal equivalent to the *checked value* property before showing the screen.