

NAME

Curses::UI::Checkbox – Create and manipulate checkbox widgets

VERSION

Version 1.11

CLASS HIERARCHY

```

Curses::UI::Widget
|
+----Curses::UI::Container
      |
      +----Curses::UI::Checkbox

```

SYNOPSIS

```

use Curses::UI;
my $cui = new Curses::UI;
my $win = $cui->add('window_id', 'Window');

my $checkbox = $win->add(
    'mycheckbox', 'Checkbox',
    -label      => 'Say hello to the world',
    -checked    => 1,
);

$checkbox->focus();
my $checked = $checkbox->get();

```

DESCRIPTION

Curses::UI::Checkbox provides a checkbox widget.

A checkbox is a control for a boolean value (an on/off toggle). It consists of a box which will either be empty (indicating **off** or **false**) or contain an X (indicating **on** or **true**). Following this is a text label which described the value being controlled.

```

[X] This checkbox is on/true/checked/selected
[ ] This checkbox is off/false/unchecked/deselected

```

See examples/demo-Curses::UI::Checkbox in the distribution for a short demo.

STANDARD OPTIONS

```

-x -y -width -height
-pad -padleft -padright -padtop -padbottom
-ipad -ipadleft -ipadright -ipadtop -ipadbottom
-title -titlefullwidth -titlereverse
-onfocus -onblur
-parent

```

See Curses::UI::Widget for an explanation of these.

WIDGET-SPECIFIC OPTIONS**-label**

Sets the initial label for the checkbox widget to the passed string or value.

-checked

Takes a boolean argument. Determines if the widget's initial state is checked or unchecked. The default is false (unchecked).

-onchange

Expects a coderef and sets it as a callback for the widget. When the checkbox's state is changed, the given code will be executed.

STANDARD METHODS

```

layout draw intellidraw
focus onFocus onBlur

```

See Curses::UI::Widget for an explanation of these.



WIDGET-SPECIFIC METHODS**get**

Returns the current state of the checkbox (0 == unchecked, 1 == checked).

check

Sets the checkbox to “checked”.

uncheck

Sets the checkbox to “unchecked”.

toggle

Flip-flops the checkbox to its “other” state. If the checkbox is unchecked then it will become checked, and vice versa.

onChange

This method can be used to set the `-onChange` event handler (see above) after initialization of the checkbox. It expects a coderef as its argument.

DEFAULT BINDINGS

[TAB], [ENTER]

Call the ‘loose-focus’ routine, causing the widget to lose focus.

[SPACE]

Call the “toggle” method.

0, n

Call the “uncheck” method.

1, y

Call the “check” method.

SEE ALSO

Curses::UI, Curses::UI::Widget, Curses::UI::Common

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