

Checkmark

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 - 5.1 [GUICheckMarkControl \(checkmark\)](#)

Description

A checkmark control for MediaPortal to allow the user to mark an item (multiple items) as selected. There is a list available with a checkmark for each list item called [checklistcontrol](#).

Changelog

Change	Date	Version
No changes yet for this control		

Tags

GUICheckMarkControl (checkmark)

Element Name	Data Type	Description
textureCheckmarkNoFocus	String	The filename containing the not checked texture
textureCheckmark	String	The filename containing the checked texture
MarkWidth	Integer	The width of the checkmark texture
MarkHeight	Integer	The height of the checkmark texture
font	String	The font to use to display the checkmark text label
textcolor	Long	The color of the text. Defaults to 0xFFFFFFFF
label	String	The label text, property or a number that corresponds to an id in the strings.xml file
disabledcolor	Long	The color of the text when the checkmark is disabled (defaults to 0xFF606060)
align	String	Align the text in the checkmark left or right
shadow	Boolean	Should a shadowed text be drawn or not (defaults to false)
onclick	String	[Since 1.3] Executes a MediaPortal skin function when the button is clicked. See Skin Settings for more information.
selected	Boolean	[Since 1.3] Sets the value of the control. Useful when used in conjunction with Skin Settings

Inherited by GUIControl

See [GUIControl](#) for the full documentation of this control.

Element Name	Data Type	Description
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id	Integer	The id of the control. The id will couple the skin file to the code, so if we later on want to check that a user pressed a button, the id will be required and must be unique. For controls that will never be referenced in the code it is safe to set it to "1"
description	String	An optional description of the control for your reference
type	String	The type of the control, for instance "button", "label", "textbox" and all other controls.
posX	Integer	The X-position on the window for this control
posY	Integer	The Y-position on the window for this control
width	Integer	The width of this control
height	Integer	The height of this control
onleft	Integer	The control id to move the focus to when the user moves left. If not specified (or zero) MediaPortal will find the closest control in that direction to move to. As of v1.7.0 Skin Settings and Skin Expressions are also supported.
onright	Integer	The control id to move the focus to when the user moves right. If not specified (or zero) MediaPortal will find the closest control in that direction to move to. As of v1.7.0 Skin Settings and Skin Expressions are also supported.
onup	Integer	The control id to move the focus to when the user moves up. If not specified (or zero) MediaPortal will find the closest control in that direction to move to. As of v1.7.0 Skin Settings and Skin Expressions are also supported.
ondown	Integer	The control id to move the focus to when the user moves down. If not specified (or zero) MediaPortal will find the closest control in that direction to move to. As of v1.7.0 Skin Settings and Skin Expressions are also supported.
colordiffuse	Long	Allows you to mix a color & a graphics texture. E.g. If you have a graphics texture like a blue button you can mix it with a yellow color diffuse and the end result will be green. Defaults to 0xFFFFFFFF
dimColor	Long	Color for a control when it is not focussed. Defaults to half transparent (0x60ffffff)
onfocus	String	[Since 1.3] Executes a MediaPortal skin function when the control gains focus. See Skin Settings for more information.

Properties exposed

GUICheckMarkControl (checkmark)

Property Name	Data Type	Description
#highlightedbutton	String	Sets the value to the label text when the checkmark is selected