

+ UICheckBox(int x, int y, UI_Type type, SDL_Rect cb_tick_normal, SDL_Rect cb_tick_pressed, SDL_Rect cb_tick_focus, SDL_Rect cb_tick_focus, j1Module* callback, UIElement* parent = nullptr);

+ ~ UICheckBox();

+ **void** UpdateCheckBoxWithSelfRect(**SDL_Rect** self_rect);