

GuiCreateCheckBox

This function creates a checkbox.

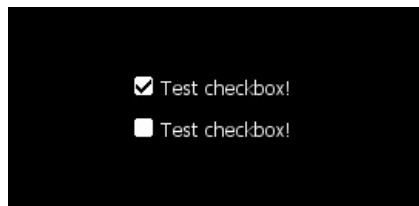
Syntax

```
element guiCreateCheckBox ( float x, float y, float width, float height, string text, bool selected, [ bool relative = false,
gui-element parent = nil] )
```

OOP Syntax Help! I don't understand this!

Method: *GuiCheckBox(...)*

Required Arguments



Test Checkbox

- **x:** A float of the 2D x position of the checkbox on a player's screen. This is affected by the *relative* argument.
- **y:** A float of the 2D y position of the checkbox on a player's screen. This is affected by the *relative* argument.
- **width:** A float of the width of the text field next to the checkbox. This is affected by the *relative* argument.
- **height:** A float of the height of the text field next to the checkbox. This is affected by the *relative* argument.
- **text:** The text to be displayed next to the checkbox.
- **selected:** A boolean representing whether the checkbox created should be selected by default.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **relative:** This is whether sizes and positioning are relative. If this is *true*, then all x,y,width,height floats must be between 0 and 1, representing measures relative to the parent.
- **parent:** This is the parent that the checkbox is attached to. If the *relative* argument is true, sizes and positioning will be made relative to this parent. If the *relative* argument is false, positioning will be the number of offset pixels from the parent's origin. If no parent is passed, the parent will become the screen - causing positioning and sizing according to screen positioning.

Returns

Returns element of the checkbox if it was created succesfully, *false* otherwise.