

Client-side function

# GuiCheckBoxSetSelected

This function selects (ticks) or unselects a checkbox.

## Syntax

```
bool guiCheckBoxSetSelected ( element theCheckbox, bool state )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *GuiCheckBox:setSelected(...)*

**Variable:** *.selected*

**Counterpart:** *guiCheckBoxGetSelected*

## Required Arguments

- **theCheckbox:** The GUI element in which you wish to change the selection state of
- **state:** The state of the checkbox, where *true* indicates selected, and *false* indicates unselected.

## Returns

Returns *true* if the checkbox's selection state was successfully set, *false* otherwise.