

State

The button's state.

Usage

```
Set_Property(OLECtrlEntID, "OLE.State", value)
```

Values

Value can be any positive or negative whole number:

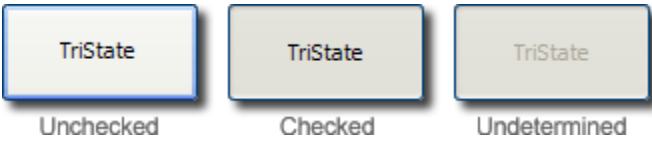
Default: 0

Remarks

The button's state can be one of three values:

Value	Description
0	Unchecked
1	Checked
2	Undetermined

Normal buttons will always be unchecked. Toggle buttons may be checked or unchecked, and TriState buttons may be any of the three values.



Example

```
// Based on the button's state, perform an action
State = Get_Property(@Window:".OLE_BUTTON", "OLE.State")
Begin Case
  Case State EQ 0:
    // Button is unchecked...
  Case State EQ 1:
    // Button is checked...
  Case State EQ 2:
    // Button is undetermined...
End Case
```

See Also

[ButtonType](#)