EntityChecked

An entity's checked state.

Usage

```
Set_Property(OLECtrlEntID, "OLE.EntityChecked[ID]", Boolean)
```

Values

[True | False]

Default: True

Indices

Index	Description
ID	Unique ID of an existing entity, or "All" for all entities.

Remarks

The EntityChecked property is the checked/unchecked state of the entity. When a user checks/unchecks an entity in the tree, it becomes visible/hidden respectfully. This property is a programmatic representation of that functionality. To hide an entity, simply set this property, passing it the entity's unique ID, to 0. Set it to 1 to show the entity again.

You may optionally pass the "All" keyword as an index in order to check or uncheck all entities at once. If you use the "All" keyword to read the property, then you will get 1 if all entities are checked, 0 if all entities are unchecked, or 2 if some are checked and some are not.

Example

```
// Hide all entities
Set_Property(@Window:".OLE_SCHEDULE", "OLE.EntityChecked[All]", No$)

// Show an entity
Set_Property(@Window:".OLE_SCHEDULE", "OLE.EntityChecked[":EntityID:"]", Yes$)

// Determine the checked state of all entities
IsAllChecked = Get_Property(@Window:".OLE_SCHEDULE", "OLE.EntityChecked[All]")
```

See Also

Entity