

# OnTreeCheckChange

Fired when the user clicks on a check box in the tree control.

## Parameters

Parameter	Description
EntityID	ID of the entity
Check	The new check box value

## Remarks

The OnTreeCheckChange event fires when the user checks or unchecks an entity in the tree control. If you want to override the effects of the check change, simply use the Visibility field of the [Entity](#) property.

## Example

```
Transfer Param1 to EntityID
Transfer Param2 to Check

// Never allow users to hide the Unassigned entity
If Check EQ 0 AND EntityID EQ "UNASSIGNED" then
    Set_Property(@Window:".OLE_SCHEDULE", "OLE.Entity[UNASSIGNED]", @FM:@FM:1)
end
```