

# OnItemCheck

Fires when the user checks or unchecks an item.

## Parameters

Parameter	Description
Item	The item expanded or collapsed
Checked	The item's new check state

## Remarks

The OnItemCheck event fires when the user checks or unchecks an item's check box. The Item parameter is the key to the item whose check box state has changed. The Checked parameter is the item's new checked state: 1 if checked or 0 if unchecked.

The [ItemChecked](#) property supports the mixed state, whose value is 2. However, this can only be set programmatically or via the [CheckBehavior](#) setting. The user can only fully check or fully uncheck an item. Therefore, the Checked parameter will never be a value of 2 during this event.

## Example

```
Transfer Param1 to Item
Transfer Param2 to Checked

If Checked then
    // The user check the item's check box
end else
    // The user unchecked the item's check box
end
```

## See Also

[ItemChecked](#), [CheckBehavior](#)