

# dialogs



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## Supported Clients

SmartClient WebClient NGClient MobileClient

## Methods Summary

String	<a href="#">showErrorDialog(dialogTitle, dialogMessage, buttonsText)</a>	Shows a message dialog with the specified title, message and a customizable set of buttons.
String	<a href="#">showInfoDialog(dialogTitle, dialogMessage, buttonsText)</a>	Shows a message dialog with the specified title, message and a customizable set of buttons.
String	<a href="#">showInputDialog()</a>	Shows an input dialog where the user can enter data.
String	<a href="#">showInputDialog(dialog_title)</a>	Shows an input dialog where the user can enter data.
String	<a href="#">showInputDialog(dialog_title, msg)</a>	Shows an input dialog where the user can enter data.
String	<a href="#">showInputDialog(dialog_title, msg, initialValue)</a>	Shows an input dialog where the user can enter data.
String	<a href="#">showQuestionDialog(dialogTitle, dialogMessage)</a>	Shows a message dialog with the specified title, message and a customizable set of buttons.
String	<a href="#">showQuestionDialog(dialogTitle, dialogMessage, buttonsText)</a>	Shows a message dialog with the specified title, message and a customizable set of buttons.
String	<a href="#">showSelectDialog(dialog_title, msg, optionArray)</a>	Shows a selection dialog, where the user can select an entry from a list of options.
String	<a href="#">showSelectDialog(dialog_title, msg, options)</a>	Shows a selection dialog, where the user can select an entry from a list of options.
String	<a href="#">showWarningDialog(dialogTitle, dialogMessage)</a>	Shows a message dialog with the specified title, message and a customizable set of buttons.
String	<a href="#">showWarningDialog(dialogTitle, dialogMessage, buttonsText)</a>	Shows a message dialog with the specified title, message and a customizable set of buttons.

## Methods Details

### showErrorDialog(dialogTitle, dialogMessage, buttonsText)

Shows a message dialog with the specified title, message and a customizable set of buttons. Returns pressed button text, in case window is closed without pressing any button return value depends on client type.

#### Parameters

[String](#) dialogTitle Dialog title.  
[String](#) dialogMessage Dialog message.  
[Array](#) buttonsText Array of button texts.

#### Returns

[String](#)

#### Supported Clients

SmartClient,WebClient,NGClient

#### Sample

```
//show dialog
var thePressedButton = plugins.dialogs.showErrorDialog('Title', 'Value not allowed','OK');
```

### showInfoDialog(dialogTitle, dialogMessage, buttonsText)

Shows a message dialog with the specified title, message and a customizable set of buttons. Returns pressed button text, in case window is closed without pressing any button return value depends on client type.

#### Parameters

[String](#) dialogTitle Dialog title.  
[String](#) dialogMessage Dialog message.  
[Array](#) buttonsText Array of button texts.

#### Returns

[String](#)

#### Supported Clients

SmartClient,WebClient,NGClient

**Sample**

```
//show dialog
var thePressedButton = plugins.dialogs.showInfoDialog('Title', 'Value not allowed','OK');
```

**showInputDialog()**

Shows an input dialog where the user can enter data. Returns the entered data, or nothing when canceled.

**Returns**

[String](#)

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
//show input dialog ,returns nothing when canceled
var typedInput = plugins.dialogs.showInputDialog('Specify','Your name');
```

**showInputDialog(dialog\_title)**

Shows an input dialog where the user can enter data. Returns the entered data, or nothing when canceled.

**Parameters**

[String](#) dialog\_title;

**Returns**

[String](#)

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
//show input dialog ,returns nothing when canceled
var typedInput = plugins.dialogs.showInputDialog('Specify','Your name');
```

**showInputDialog(dialog\_title, msg)**

Shows an input dialog where the user can enter data. Returns the entered data, or nothing when canceled.

**Parameters**

[String](#) dialog\_title;  
[String](#) msg ;

**Returns**

[String](#)

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
//show input dialog ,returns nothing when canceled
var typedInput = plugins.dialogs.showInputDialog('Specify','Your name');
```

**showInputDialog(dialog\_title, msg, initialValue)**

Shows an input dialog where the user can enter data. Returns the entered data, or nothing when canceled.

**Parameters**

[String](#) dialog\_title;  
[String](#) msg ;  
[String](#) initialValue;

**Returns**

[String](#)

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
//show input dialog ,returns nothing when canceled
var typedInput = plugins.dialogs.showInputDialog('Specify','Your name');
```

**showQuestionDialog(dialogTitle, dialogMessage)**

Shows a message dialog with the specified title, message and a customizable set of buttons.  
Returns pressed button text, in case window is closed without pressing any button return value depends on client type.

**Parameters**

[String](#) dialogTitle Dialog title.  
[String](#) dialogMessage Dialog message.

**Returns**

[String](#)

**Supported Clients**

SmartClient,WebClient,NGClient,MobileClient

**Sample**

```
//show dialog
var thePressedButton = plugins.dialogs.showQuestionDialog('Title', 'Value not allowed','OK');
```

**showQuestionDialog(dialogTitle, dialogMessage, buttonsText)**

Shows a message dialog with the specified title, message and a customizable set of buttons.  
Returns pressed button text, in case window is closed without pressing any button return value depends on client type.

**Parameters**

[String](#) dialogTitle Dialog title.  
[String](#) dialogMessage Dialog message.  
[Array](#) buttonsText Array of button texts.

**Returns**

[String](#)

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
//show dialog
var thePressedButton = plugins.dialogs.showQuestionDialog('Title', 'Value not allowed','OK');
```

**showSelectDialog(dialog\_title, msg, optionArray)**

Shows a selection dialog, where the user can select an entry from a list of options. Returns the selected entry, or nothing when canceled.

**Parameters**

[String](#) dialog\_title ;  
[String](#) msg ;  
[Array](#) optionArray ;

**Returns**

[String](#)

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
//show select,returns nothing when canceled
var selectedValue = plugins.dialogs.showSelectDialog('Select','please select a name','jan','johan','sebastiaan');
//also possible to pass array with options
//var selectedValue = plugins.dialogs.showSelectDialog('Select','please select a name', new Array
('jan','johan','sebastiaan'));
```

**showSelectDialog(dialog\_title, msg, options)**

Shows a selection dialog, where the user can select an entry from a list of options. Returns the selected entry, or nothing when canceled.

**Parameters**

`String` dialog\_title;  
`String` msg ;  
`Array` options ;

**Returns**

`String`

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
//show select,returns nothing when canceled
var selectedValue = plugins.dialogs.showSelectDialog('Select','please select a name','jan','johan','sebastiaan');
//also possible to pass array with options
//var selectedValue = plugins.dialogs.showSelectDialog('Select','please select a name', new Array
('jan','johan','sebastiaan'));
```

**showWarningDialog(dialogTitle, dialogMessage)**

Shows a message dialog with the specified title, message and a customizable set of buttons.  
Returns pressed button text, in case window is closed without pressing any button return value depends on client type.

**Parameters**

`String` dialogTitle Dialog title.  
`String` dialogMessage Dialog message.

**Returns**

`String`

**Supported Clients**

SmartClient,WebClient,NGClient,MobileClient

**Sample**

```
//show dialog
var thePressedButton = plugins.dialogs.showWarningDialog('Title', 'Value not allowed');
```

**showWarningDialog(dialogTitle, dialogMessage, buttonsText)**

Shows a message dialog with the specified title, message and a customizable set of buttons.  
Returns pressed button text, in case window is closed without pressing any button return value depends on client type.

**Parameters**

`String` dialogTitle Dialog title.  
`String` dialogMessage Dialog message.  
`Array` buttonsText Array of button texts.

**Returns**

`String`

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
//show dialog
var thePressedButton = plugins.dialogs.showWarningDialog('Title', 'Value not allowed','OK');
```