



Simple Dialog

Microsoft Robotics

Glossary Item Box

Microsoft Robotics Developer Studio [Send feedback on this topic¹](#)

Simple Dialog



Simple Dialog - Icon

The Simple Dialog service provides an easy way to create one of three simple Windows dialog boxes. The service's requests determine the format of dialog displayed.

- **AlertDialog** - Displays a text message dialog containing an OK button with an Exclamation Mark icon.
- **ConfirmDialog** - Displays a text message dialog containing OK and Cancel buttons with a Question Mark icon.
- **PromptDialog** - Displays a text message dialog containing a textbox (for input), OK and Cancel buttons, and a Question Mark icon.

These dialogs are intended to present simple lightweight messages. They time out if you do not respond within 60 seconds. When the timeout is imminent, a message is displayed in the bottom-left of the dialog with a countdown. If you do not respond before the countdown expires, then the dialog will be automatically canceled.

AlertDialog

The AlertDialog request expects a string as incoming data for the **AlertText** displayed when the dialog appears. The text cannot be edited by the user.

The dialog waits for the user to click on the **OK** button before sending a response back. No information is included in its **Success** response.

If the dialog times out, it will automatically disappear.

ConfirmDialog

The ConfirmDialog request expects a string as incoming data for the **ConfirmText** displayed when the dialog appears. The text cannot be edited by the user.

The dialog waits for the user to click on the **OK** or **Cancel** button before sending a response back. It returns a Boolean value in its Success response called **Confirmed** that is set to **true** if the **OK** button was pressed, or **false** if the Cancel button was pressed. Clicking the dialog's title bar Close button (the 'X' in the top-right corner) also returns **false**.

If the dialog times out, it acts as though the user clicked on **Cancel**.

PromptDialog

The PromptDialog expects two strings as its incoming data for **PromptText** (displayed in the dialog) and **DefaultValue** (displayed in a textbox as the initial value).

The dialog waits for the user to click on a button before sending a response back. The Prompt dialog returns a string called **TextData** which contains the text that the user entered into the textbox if the **OK** button was pressed. The dialog also returns **true** for the **Confirmed** Boolean value in its **Success** response or **false** if the **Cancel** button (or title bar Close button) was pressed.

If the dialog times out, it acts as though the user clicked on **Cancel**.

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Tableau de liens

¹<mailto:robodoc@microsoft.com?Subject=Microsoft%20Robotics%20Developer%20Studio--Simple%20Dialog>

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