



MessageBox

Description

The MessageBox Lua function is used to create message boxes.

Syntax

MessageBox((title:string,[backColor:string],[,timeout:number (ms)][,timeoutResultCancel:boolean][,timeoutResultID:number][icon:string],[titleTextColor:string],[messageTextColor:string,] message:string[, display:(integer|lightuserdata)], commands:{array of {value:integer, name:string}}, inputs:{array of {name:string, value:string, blackFilter:string, whiteFilter:string, vkPlugin:string, maxLength:integer}}, states:{array of {name:string, state:boolean[,group:integer]}}, selectors:{array of {name:string, selectedValue:integer, values:table[,type:integer 0-swipe, 1-radio]} }): {success:boolean, result:integer, inputs:{array of [name:string] = value:string}, states:{array of [name:string] = state:boolean}, selectors:{array of [name:string] = selected-value:integer}}

Examples

To create a message box "Messagebox example", create a plugin with this code:

```
local function main(displayHandle)
    local res =
        MessageBox(
        {
            title = "Messagebox example",
            message = "Edit the following values",
            display = displayHandle.index,
            inputs = {{value = 1, name = "A"}, {value = 2, name = "B"}}
        }
    )

    Printf("A changed to " .. res.inputs["A"])

    Printf("B changed to " .. res.inputs["B"])
end

return main
```

To create a different message box "Messagebox example 2" with a maximum of options, create a plugin with this code:

```
local function main()
    -- create inputs:
    local states = {
        {name = "State A", state = true, group = 1},
        {name = "State B", state = false, group = 1},
    }
```



```
{name = "State C", state = true, group = 2},
{name = "State D", state = false, group = 2}
}
local inputs = {
  {name = "Numbers Only", value = "1234", whiteFilter = "0123456789"},
  {name = "Text Only", value = "TextOnly", blackFilter = "0123456789"},
  {name = "Maximum 10 characters", value = "abcdef", maxLength = 10}
}
local selectors = {
  { name="Swipe Selector", selectedValue=2, values={"Test"]=1,["Test2"]=2, type=0},
  { name="Radio Selector", selectedValue=2, values={"Test"]=1,["Test2"]=2, type=1}
}
```

– open messagebox:

```
local resultTable =
  MessageBox(
  {
    title = "Messagebox example 2",
    message = "This is a message",
    message_align_h = Enums.AlignmentH.Left,
    message_align_v = Enums.AlignmentV.Top,
    commands = {{value = 1, name = "Ok"}, {value = 0, name = "Cancel"}},
    states = states,
    inputs = inputs,
    selectors = selectors,
    backColor = "Global.Default",
    – timeout = 10000, –[[milliseconds]]
    – timeoutResultCancel = false,
    icon = "logo_small",
    titleTextColor = "Global.AlertText",
    messageTextColor = "Global.Text"
  }
)
```

– print results:

```
Printf("Success = "..tostring(resultTable.success))
Printf("Result = "..resultTable.result)
for k,v in pairs(resultTable.inputs) do
  Printf("Input '%s' = '%s'",k,v)
end
for k,v in pairs(resultTable.states) do
  Printf("State '%s' = '%s'",k,tostring(v))
end
for k,v in pairs(resultTable.selectors) do
  Printf("Selector '%s' = '%d'",k,v)
end
```

end

return main

After this Lua plugin is executed, the following pop-up appears:

