

Creating Dialogs

The SceneGraph API contains several dialog box node classes, to allow you to bring a dialog box to the top of the display screen, that can inform the user of certain events occurring in the application, and ask for confirmation of user input choices.

Dialog Nodes

The following are page links that will take you to their corresponding destinations.

These are the dialog node classes supplied by Roku as part of the SceneGraph API:

- [Dialog](#)
- [KeyboardDialog](#)
- [PinDialog](#)
- [ProgressDialog](#)