

Dialog

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Description

The **Dialog** node class defines a modal pop-up dialog used to present the user with information requiring their immediate attention.

Setting the `dialog` field of the current **Scene** node to a **Dialog** node causes the dialog to be displayed.

The **Dialog** node is configured to have up to five regions: the title, message, bullet text, graphic, and button regions. All of these are optional except for the title.

The title region consists of an icon and a title label, along with a horizontal divider that visually separates the title from the rest of the dialog.

The message region consists of a string that is displayed below the title divider.

The bullet text region contains a set of zero or more bullet points. It is displayed below the message.

The graphic region consists of a single bitmap displayed center-aligned below the message and bullet text and above the button region.

The button region contains a **ButtonGroup** node that contains zero or more **Button** nodes, arranged vertically.

Dialogs are modal and intercept all key events except pressing the **Home** key. Dialogs are closed automatically when the user presses the **Home** key or the **Back** key. If the `optionsDialog` field is set to true, pressing the **Options** key also closes the dialog.

Only a single dialog may appear at any time. If a second dialog is shown, the previous dialog is closed automatically.

Fields

Field	Type	Default	Use
<code>title</code>	string	""	Title of the dialog box
<code>titleColor</code>	color	N/A	When set, the color of the title
<code>titleFont</code>	Font	N/A	When set, the font of the title
<code>message</code>	string	""	The string to be displayed in the message region of the dialog. Newline and carriage return characters in the string result in the message being displayed as several lines of text. In BrightScript, to include a newline in a string, use <code>chr(10)</code> . For example: <code>message = "First line" + chr(10) + "Second line"</code>
<code>messageColor</code>	color	N/A	When set, the color of the message text
<code>messageFont</code>	Font	N/A	When set, the font of the message text
<code>numberedBullets</code>	Boolean	false	If set to true, the <code>bulletText</code> will be displayed with numbers rather than bullets. <i>Available since firmware version 7.5</i>
<code>bulletText</code>	array of string	[]	An array of strings to be displayed as a list of bullet points.
<code>bulletTextColor</code>	color	N/A	When set, the color of the bullet point text

bulletTextFont	Font	N/A	When set, the font of the bullet point text
buttons	array of string	[]	Write-Only Allows a set of Button nodes to be easily created by providing an array of Button labels. Each string in the array will result in a Button node to be added to the ButtonGroup , using the string as the Button label.
buttonGroup	ButtonGroup		The dialog internal ButtonGroup node. This allows the appearance attributes of all the Button nodes in the dialog to be easily modified. Since the ButtonGroup node class is derived from the LayoutGroup node class, additional non- Button node children can also be added.
graphicUri	uri	""	Specifies a bitmap to be displayed in the dialog. The bitmap is displayed below the bullet text region and above the buttons. Only set this field to specify a custom bitmap that differs in appearance from the default bitmap.
graphicWidth	float	0.0	Specifies the width of the bitmap graphic in local coordinates. If set to 0.0, the width of the bitmap from the image file is used. If set to a value greater than 0.0, the bitmap is scaled to that width. <i>Available since firmware version 7.5</i>
graphicHeight	float	0.0	Specifies the height of the bitmap graphic in local coordinates. If set to 0.0, the height of the bitmap from the image file is used. If set to a value greater than 0.0, the bitmap is scaled to that height. <i>Available since firmware version 7.5</i>
buttonSelected	integer	0	Read-Only Set to the index of the selected button whenever the user selects a button in the group.
buttonFocused	integer	0	Read-Only Set to the index of the focused button whenever a button in the group receives the key focus.
focusButton	integer	0	Write-Only Causes the button with the specified index to receive the focus when the ButtonGroup node has the key focus. Note that if the ButtonGroup node does not have the key focus when the <code>focusButton</code> field is set, the specified button will display the focus footprint as its background.
optionsDialog	Boolean	false	If set to true, the dialog is automatically dismissed when the Options key is pressed.
backgroundUri	uri	""	Specifies the bitmap to be displayed as the dialog background. Usually this is a 9-patch image to support dynamic resizing. Only set this field to specify a custom bitmap that differs in appearance from the default bitmap.
iconUri	uri	""	Specifies a bitmap to be displayed as a small icon next to the dialog title. Only set this field to specify a custom bitmap that differs in appearance from the default bitmap.
dividerUri	uri	""	Specifies a bitmap to be displayed as the divider between the title region and the remainder of the dialog. Usually this is a 9-patch image to support dynamic resizing. Only set this field to specify a custom bitmap that differs in appearance from the default bitmap.
close	Boolean	false	Write-Only Causes the dialog to be dismissed. The dialog is dismissed whenever the <code>close</code> field is set, regardless of whether the field is set to <code>true</code> or <code>false</code> .
wasClosed	Event	N/A	Observe-Only Set when the dialog has been closed. The field is set when the dialog <code>close</code> field is set, when the Back or Home key has been pressed, when the Options key has been pressed if the <code>optionsDialog</code> field is set to true, and when the dialog is dismissed because another dialog was displayed.
width	float	-1.0	Specifies the width of the dialog. By default, this value is pulled from the system theme. <i>Available since firmware version 7.5</i>
maxHeight	float	-1.0	Sets the maximum height of the dialog. By default, the Dialog will scale the height based on the contents but never larger than the height of the display resolution. Setting <code>maxHeight</code> smaller than the contents will switch to a scrollable text region. <i>Available since firmware version 7.5</i>