

Project Name: **MessageBox**
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Author: **Corrupted Smile Studio**
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[More info Link](#)



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Overview

A Unity based implementation of .NET/Mono's MessageBox class.

Issues

No known issues. No testing has been made with Mac computers but no errors are anticipated for Macs.

Short Tutorial

1. Place the MessageBox Prefab in a scene
2. Set whether you want it to persist between levels.
3. Access it from your scripts by call one of the MessageBox.Show() methods.
4. You have to define a callback to handle the result of the dialog, if you just want to display information without taking any action simply pass null in the callback parameter.

Class Overview

Within this release there is an included zip file called Documentation. Unzip this file **OUTSIDE** your Unity project to view a [Doxygen](#) generated class diagrams and method overviews.