





```
when clk_back.Timer
do
  set clk_back.TimerEnabled to false
  set btn_ask.Enabled to true
```

```
when OpenAI1.RespondedToChat
  response tokensSpent
do
  set lbl_title.Text to join [
    lbl_title.Text
    "\n\nAI:\n"
    get response
```

0

0

now Warnings

```
when OpenAI1.Error
  error block
do
  call ntf_req.ShowDialog
    message get error
    title "Oops! Try again ;("
    buttonText "Retry"
```