```
    Prompt s,"Enter a string", popup "red;green;blue"
    DoPrompt "Enter Values",a,s,ca
    if(V_Flag)
        Abort "The user pressed Cancel"
    endif

    Print "a= ",a,"s= ",s,"ca=",ca

    Prompt a,"Enter a again please"
    Prompt s,"Type a string"
    DoPrompt "Enter Values Again", a,s

    if(V_Flag)
        Abort "The user pressed Cancel"
    endif

    Print "Now a=",a," and s=",s
End
```

When this function is executed, it produces two simple input dialogs, one after the other after the user clicks Continue.

Help For Simple Input Dialogs

You can create, for each simple input dialog, custom help that appears when the user clicks the Help button. You do so by providing a custom help file with topics that correspond to the titles of your dialogs as specified in the DoPrompt commands.

If there is no exactly matching help topic or subtopic for a given dialog title, Igor munges the presumptive topic by replacing underscore characters with spaces and inserting spaces before capital letters in the interior of the topic. For example, if the dialog title is "ReallyCoolFunction", and there is no matching help topic or subtopic, Igor looks for a help topic or subtopic named "Really Cool Function".

See **Creating Your Own Help File** on page IV-255 for information on creating custom help files.

Displaying an Open File Dialog

You can display an Open File dialog to allow the user to choose a file to be used with a subsequent command. For example, the user can choose a file which you will then use in a **LoadWave** command. The Open File dialog is displayed using an **Open**/D/R command. Here is an example:

```
Function/S DoOpenFileDialog()
    Variable refNum
    String message = "Select a file"
    String outputPath
    String fileFilters = "Data Files (*.txt,*.dat,*.csv):.txt,.dat,.csv;"
    fileFilters += "All Files:.*;"

    Open /D /R /F=fileFilters /M=message refNum
    outputPath = S_fileName

    return outputPath     // Will be empty if user canceled
End
```

Here the Open operation does not actually open a file but instead displays an Open File dialog. If the user chooses a file and clicks the Open button, the Open operation returns the full path to the file in the S_fileName output string variable. If the user cancels, Open sets S_fileName to "".

The /M flag is used to set the prompt message. As of OS X 10.11, Apple no longer shows the prompt message in the Open File dialog. It continues to work on Windows.