

# Dialog

Dialogs inform users about a task and can contain critical information, require decisions, or involve multiple tasks.

A Dialog is a type of [modal](#) window that appears in front of app content to provide critical information or ask for a decision. Dialogs disable all app functionality when they appear, and remain on screen until confirmed, dismissed, or a required action has been taken.

Dialogs are purposefully interruptive, so they should be used sparingly.

```
{{"component": "modules/components/ComponentLinkHeader.js"}}
```

## Basic dialog

Simple dialogs can provide additional details or actions about a list item. For example, they can display avatars, icons, clarifying subtext, or orthogonal actions (such as adding an account).

Touch mechanics:

- Choosing an option immediately commits the option and closes the menu
- Touching outside of the dialog, or pressing Back, cancels the action and closes the dialog

```
{{"demo": "SimpleDialog.js"}}
```

## Alerts

Alerts are urgent interruptions, requiring acknowledgement, that inform the user about a situation.

Most alerts don't need titles. They summarize a decision in a sentence or two by either:

- Asking a question (e.g. "Delete this conversation?")
- Making a statement related to the action buttons

Use title bar alerts only for high-risk situations, such as the potential loss of connectivity. Users should be able to understand the choices based on the title and button text alone.

If a title is required:

- Use a clear question or statement with an explanation in the content area, such as "Erase USB storage?".
- Avoid apologies, ambiguity, or questions, such as "Warning!" or "Are you sure?"

```
{{"demo": "AlertDialog.js"}}
```

## Transitions

You can also swap out the transition, the next example uses `Slide`.

```
{{"demo": "AlertDialogSlide.js"}}
```

## Form dialogs

Form dialogs allow users to fill out form fields within a dialog. For example, if your site prompts for potential subscribers to fill in their email address, they can fill out the email field and touch 'Submit'.

```
{{"demo": "FormDialog.js"}}
```

## Customization

Here is an example of customizing the component. You can learn more about this in the [overrides documentation page](#).

The dialog has a close button added to aid usability.

```
{{"demo": "CustomizedDialogs.js"}}
```

## Full-screen dialogs

```
{{"demo": "FullScreenDialog.js"}}
```

## Optional sizes

You can set a dialog maximum width by using the `maxWidth` enumerable in combination with the `fullWidth` boolean. When the `fullWidth` prop is true, the dialog will adapt based on the `maxWidth` value.

```
{{"demo": "MaxWidthDialog.js"}}
```

## Responsive full-screen

You may make a dialog responsively full screen using [useMediaQuery](#).

```
import useMediaQuery from '@mui/material/useMediaQuery';

function MyComponent() {
  const theme = useTheme();
  const fullScreen = useMediaQuery(theme.breakpoints.down('md'));

  return <Dialog fullWidth={fullScreen} />;
}
```

```
{{"demo": "ResponsiveDialog.js"}}
```

## Confirmation dialogs

Confirmation dialogs require users to explicitly confirm their choice before an option is committed. For example, users can listen to multiple ringtones but only make a final selection upon touching "OK".

Touching "Cancel" in a confirmation dialog, or pressing Back, cancels the action, discards any changes, and closes the dialog.

```
{{"demo": "ConfirmationDialog.js"}}
```

## Draggable dialog

You can create a draggable dialog by using [react-draggable](#). To do so, you can pass the imported `Draggable` component as the `PaperComponent` of the `Dialog` component. This will make the entire dialog draggable.

```
{{"demo": "DraggableDialog.js"}}
```

## Scrolling long content

When dialogs become too long for the user's viewport or device, they scroll.

- `scroll=paper` the content of the dialog scrolls within the paper element.
- `scroll=body` the content of the dialog scrolls within the body element.

Try the demo below to see what we mean:

```
{{"demo": "ScrollDialog.js"}}
```

## Performance

Follow the [Modal performance section](#).

## Limitations

Follow the [Modal limitations section](#).

## Accessibility

Follow the [Modal accessibility section](#).