cocoaDialog

Documentation (cocoaDialog 2.1.1)

The following document provides an overview of how to use CocoaDialog, as well as the various run modes and commandline options available. Visit the examples page to see more practical examples of its use. (It's really not as complicated as it may seem from this page).

Executing CocoaDialog

Overview

CocoaDialog is run directly from the commandline by executing the binary file within the `.app` bundle. The path to it will be `CocoaDialog.app/Contents/MacOS/CocoaDialog`
If CocoaDialog is in your `~/Applications` directory, for example, the executable will be:
`~/Applications/CocoaDialog.app/Contents/MacOS/CocoaDialog`

From here on we will refer to this binary file as simply `CocoaDialog`

Easy way to invoke CocoaDialog

This is a simple wrapper script. Put it somewhere in your `$PATH`. For example, mine is `~/bin/CocoaDialog`, and I have `export PATH=$PATH:~/bin` in my `~/.bash_profile`.

Now from the shell or other scripts, I can just do `CocoaDialog` to invoke the program.

download this wrapper script

```
#!/usr/bin/perl
use strict;
use warnings;

my $path = "/Users/markstra/Applications"; # Change thi
my $cd = "$path/cocoaDialog.app/Contents/MacOS/cocoaDia

system($cd, @ARGV);
```

Runmode and options

CocoaDialog is always executed with the following format:

cocoaDialog (stable)

Version	2.1.1
Released	April 26, 2006
Requires	OS X 10.4+
Downloads	17278

Download 311 KB

cocoaDialog (development)

Version	3.0.0-beta7
Released	May 17, 2012
Requires	OS X 10.4+
Bugs	open | closed | all
Features	open | closed | all
Issues	open | closed | all

- Documentation (3.0)
- Release Notes

Downloads	12341

Download 1.06 MB

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```
CocoaDialog runmode options
```

The `runmode` is always required, and specifies which GUI control to use.
An example is:

CocoaDialog yesno-msgbox --title "Delete backups" --text "Delete all the backups?" --informative-text "This cannot be un-done"

See Run Modes / GUI Controls for a list of available controls.

- filesave
- textbox
- progressbar
- dropdown
- standard-dropdown

Return Values / Output

The return value of a control will simply be printed to `stdout`. This makes it trivial to determine the user input in any shell, programming or scripting language.

In bash you could find it like this:

rv=`CocoaDialog yesno-msgbox --string-output`
echo "User pressed the $rv button"

Controls that return multiple values will print each on its own line (separated by newlines).

Global Options

The following options can be supplied for any of the run modes (GUI controls).

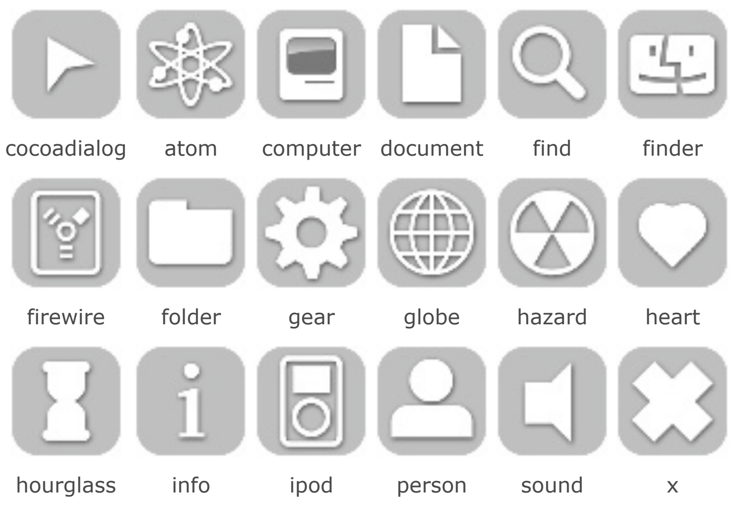
--title *"text for title"*	Sets the window's title
--string-output	Makes yes/no/ok/cancel buttons return values as "Yes", "No", "Ok", or "Cancel" instead of integers. When used with custom button labels, returns the label you provided.
--no-newline	By default, return values will be printed with a trailing newline. This will suppress that behavior. *Note that when a control returns multiple lines this will only suppress the trailing newline on the last line*.
--width *integer*	Sets the width of the window. It's not advisable to use this option without good reason, and some controls won't even respond to it. The automatic size of most windows should suffice.

--height *integer*	Sets the height of the window. It's not advisable to use this option without good reason, and some controls won't even respond to it. The automatic size of most windows should suffice.
--debug	If you are not getting the results you expect, try turning on this option. When there is an error, it will print `ERROR:` followed by the error message.
--help	Gives a list of options and a link to this page.

Icons

The `msgbox`, `ok-msgbox`, `yesno-msgbox`, and `bubble` dialogs allow you to specify icons. In addition to using your own, you may also choose from the following stock icons that are included with CocoaDialog.

If you want to use a mix of stock icons and custom icons, just use the custom icon option (either `--icon-file` or `--icon-files`, see the documentation for the particular run mode), and provide the path to the stock icon `.icns` file located in `CocoaDialog.app/Contents/Resources/`.



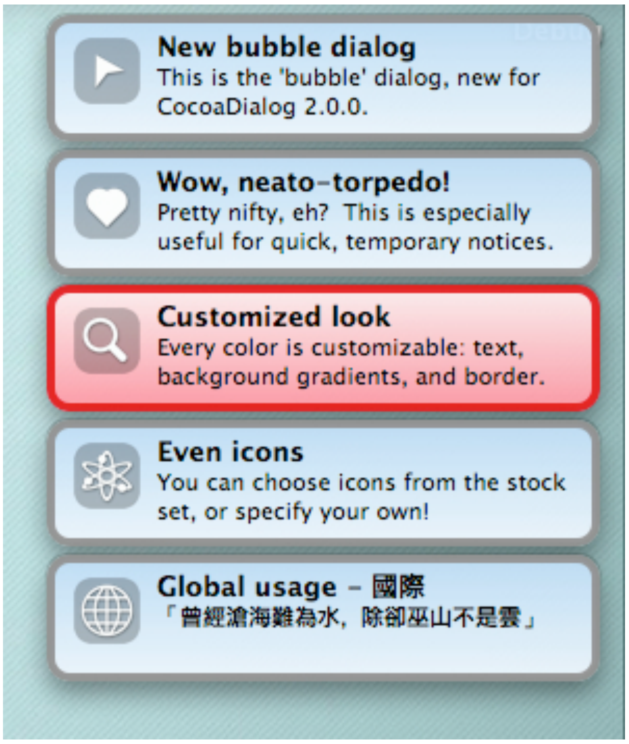
Thanks to Laurent Baumann for providing these. Visit his webpage at http://ave.ambitiouslemon.com

Run Modes / GUI Controls

Notes: The right-most button of controls with buttons has the key-equivalent of enter. Any button with a label "Cancel" has the key-equivalent of escape.

- bubble
- msgbox
- ok-msgbox
- yesno-msgbox
- inputbox
- standard-inputbox
- secure-inputbox
- secure-standard-inputbox
- fileselect
- filesave
- textbox
- progressbar
- dropdown
- standard-dropdown

bubble


New bubble dialog
This is the 'bubble' dialog, new for CocoaDialog 2.0.0.
Wow, neato-torpedo!
Pretty nifty, eh? This is especially useful for quick, temporary notices.
Customized look
Every color is customizable: text, background gradients, and border.
Even icons
You can choose icons from the stock set, or specify your own!
Global usage – 國際
「曾經滄海難為水，除卻巫山不是雲」

This is a fancy-looking, little bubble dialog window. You can have one or more displayed at a time. You can use it to display short, temporary messages to the user.

The bubbles will remain in the upper-right corner until the user clicks them, or they time out. They will time out in 4 seconds by default, and all of them will close when the user clicks one. This behavior can be changed with the options below.

Note: The bubble has a fixed size. Any text beyond its capacity will simply be cut off. This is on the TODO list for future releases.

returns: nothing. If it's not obvious, note that the program doesn't return until the bubbles have timed out, or been clicked. If you want your script to continue immediately after displaying them, it's up to you to make your script do this (most likely by invoking CocoaDialog as a background process).

Example bubble shell script

Options for single or multiple bubbles:

--timeout *numSeconds*	The amount of time, in seconds, that the bubble(s) will be displayed. Clicking them will make them closer sooner. *Unlike other dialogs, bubbles time out by default*. Default value is `4`.
--no-timeout	Don't time out. By default the bubbles will time out after 4 seconds. With this option enabled, they will stay visible until the user clicks them.
--alpha *alphaValue*	The alpha value (controls transparency) for the bubble(s). A number between 0 and 1. Default is `0.95`.
--x-placement *placement*	This can be `left`, `right`, or `center`.
--y-placement *placement*	This can be `top`, `bottom`, or `center`.

Options for a single bubble:

--text *"body of the bubble"*	**required**. The body text of the bubble.
--title *"title of the bubble"*	**required**. The title of the bubble.
--icon *stockIconName*	The name of the stock icon to use. This is incompatible with `--icon-file` Default is `cocoadialog`
--icon-file *"/full/path/to/icon file"*	The full path to the custom icon image you would like to use. Almost every image format is accepted. This is incompatible with the `--icon` option.
--text-color *colorHexValue*	The color of the text on the bubble in 6 character hexadecimal format (like you use in html). *Do not* prepend a "#" to this value. Examples: "000000" for black, or "ffffff" for white. The default is determined by your system, but should be `000000`.
	The color of the border in 6 character

--border-color *colorHexValue*	hexadecimal format (like you use in html). *Do not* prepend a "#" to this value. Examples: "000000" for black, or "ffffff" for white. The default is `808080`.
--background-top *colorHexValue*	The color of the top of the background gradient in 6 character hexadecimal format (like you use in html). *Do not* prepend a "#" to this value. Examples: "000000" for black, or "ffffff" for white. The default is `B1D4F4`.
--background-bottom *colorHexValue*	The color of the bottom of the background gradient in 6 character hexadecimal format (like you use in html). *Do not* prepend a "#" to this value. Examples: "000000" for black, or "ffffff" for white. The default is `EFF7FD`.

Options for a multiple bubbles:

--texts *List of bodies for the bubbles*	**required**. A list of body texts to use in the bubbles. Example: `"This is bubble 1" bubble2 "and bubble 3"` This must have the same number of items as the `--titles` list.
--titles *List of titles for the bubbles*	**required**. A list of titles to use in the bubbles. Example: `"Title for bubble 1" "And bubble2" "Bubble 3"` This must have the same number of items as the `--texts` list.
--icons *List of stock icon names*	The names of the stock icons to use. This is incompatible with `--icon-files`. If there are less icon names provided than there are bubbles, it will use the default for the remaining. Defaults are `cocoadialog`
--icon-files *List of full paths to icon files*	A list of files to use as icons. This is incompatible with `--icons`. If there are less icon files provided than there are bubbles, it will use the default for the remaining. Look at the Icons section to see how to mix custom icons with stock icons.

--text-colors *List of hex colors*	See the single bubble section for details.
--border-colors *List of hex colors*	See the single bubble section for details.
--background-tops *List of hex colors*	See the single bubble section for details.
--background-bottoms *List of hex colors*	See the single bubble section for details.
--independent	This makes clicking one bubble not close the others. The default behavior is to close all bubbles when you click one.

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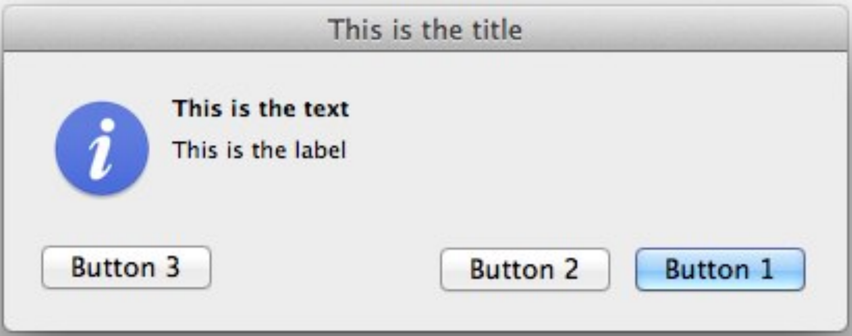
msgbox



This control provides a generic message box. It allows you to customize the labels of the buttons. At least one button (`--button1`) must be specified. If labels for the other buttons are not given, the buttons will not appear on the message box.

Buttons go from right to left. `--button1` is the right-most button.

returns: `1`, `2`, or `3` depending on which button was pressed; or the label of the button if the `--string-output` option is given..
If the dialog times out, it will return `0` or `timeout`.

Also see the yesno-msgbox and ok-msgbox.

Example msgbox shell script

Options: (in addition to global options)

--text *"main text message"*	This is the main, bold message text.
--informative-text *"extra informative text to be displayed"*	This is the extra, smaller message text.
--icon *stockIconName*	The name of the stock icon to use. This is incompatible with `--icon-file` Default is no icon.
--icon-file *"/full/path/to/icon file"*	The full path to the custom icon image you would like to use. Almost every image format is accepted. This is incompatible with the `--icon` option.
--float	Float on top of all windows.
--timeout *numSeconds*	The amount of time, in seconds, that the window will be displayed if the user does not click a button. Does not time out by default.
--button1 *"label for button 1"*	**required**. This is the right-most button.
--button2 *"label for button 2"*	This is the middle button.
--button3 *"label for button 3"*	This is the left-most button. This will not be displayed if there is no `--button2` label specified.

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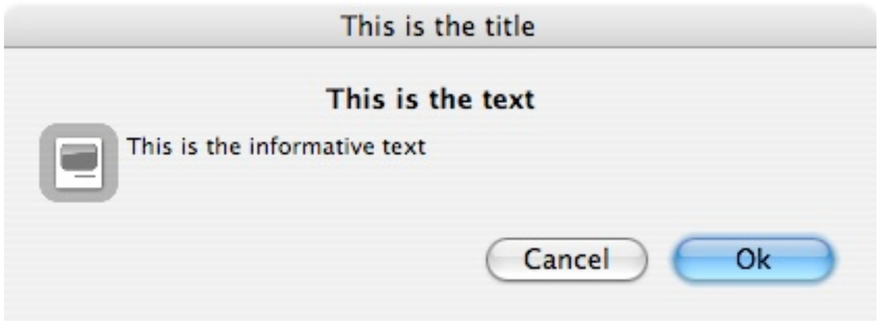
ok-msgbox



This control provides a standard Ok/Cancel message box.

returns: `1` for ok, `2` for cancel depending on which button was pressed; `Ok` or `Cancel` if the `--string-output` option is given. If the dialog times out, it will return `0` or `timeout`.

Example ok-msgbox shell script

Options: (in addition to global options)

--text *"main text message"*	This is the main, bold message text.
--informative-text *"extra informative text to be displayed"*	This is the extra, smaller text.
--no-cancel	Don't show a cancel button, only "Ok".
--icon *stockIconName*	The name of the stock icon to use. This is incompatible with `--icon-file` Default is no icon.
--icon-file *"/full/path/to/icon file"*	The full path to the custom icon image you would like to use. Almost every image format is accepted. This is incompatible with the `--icon` option.
--float	Float on top of all windows.
--timeout *numSeconds*	The amount of time, in seconds, that the window will be displayed if the user does not click a button. Does not time out by default.

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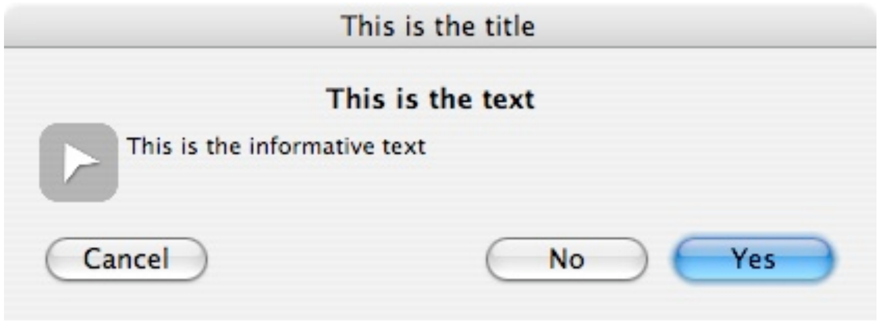
yesno-msgbox



This control provides a standard Yes/No/Cancel message box.

returns: `1` for yes, `2` for no, `3` for cancel depending on which button was pressed; `Yes`, `No`, or `Cancel` if the `--string-output` option is given.
If the dialog times out, it will return `0` or `timeout`.

Example yesno-msgbox shell script

Options: (in addition to global options)

--text *"main text message"*	This is the main, bold message text.

--informative-text *"extra informative text to be displayed"*	This is the extra, smaller text.
--no-cancel	Don't show a cancel button.
--icon *stockIconName*	The name of the stock icon to use. This is incompatible with `--icon-file` Default is no icon.
--icon-file *"/full/path/to/icon file"*	The full path to the custom icon image you would like to use. Almost every image format is accepted. This is incompatible with the `--icon` option.
--float	Float on top of all windows.
--timeout *numSeconds*	The amount of time, in seconds, that the window will be displayed if the user does not click a button. Does not time out by default.

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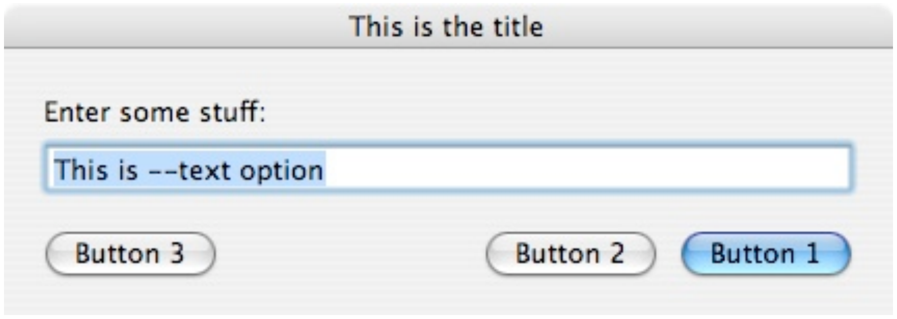
inputbox



This control provides a one line input box and customizable buttons. At least one button (`--button1`) must be specified. If labels for the other buttons are not given, the buttons will not appear on the message box.

Buttons go from right to left. `--button1` is the right-most button.

returns: `1`, `2`, or `3` depending on which button was pressed; or the label of the button if the `--string-output` option is given. On the next line will be the text provided by the user in the textbox.
On a timeout, it will return `0` or `timeout`, and the text from the textbox *will not* be returned.

Also see the standard-inputbox.

Example inputbox Perl script

Options: (in addition to global options)

--text *"initial text"*	This is the initial text in the input box.
--informative-text *"extra informative text to be displayed"*	This is the text for the label above the input box.
--button1 *"label for button 1"*	**required**. This is the right-most button.
--button2 *"label for button 2"*	This is the middle button.
--button3 *"label for button 3"*	This is the left-most button. This will not be displayed if there is no `--button2` label specified.
--float	Float on top of all windows.
--timeout *numSeconds*	The amount of time, in seconds, that the window will be displayed if the user does not click a button. Does not time out by default.
--no-show	This makes it a secure inputbox. Instead of what the user types, only dots will be shown.

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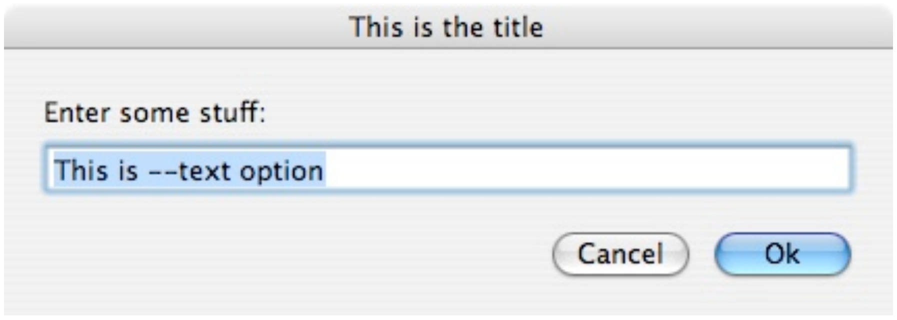
standard-inputbox



This control provides a standard input box with "Ok" and "Cancel" buttons.

returns: `1` for ok, `2` for cancel depending on which button was pressed; `Ok`, or `Cancel` if the `--string-output` option is given. On the next line will be the text provided by the user in the textbox. On a timeout, it will return `0` or `timeout`, and the text from the textbox *will not* be returned.

Example standard-inputbox Perl script

Options: (in addition to global options)

--text *"initial text"*	This is the initial text in the input box.
--informative-text *"extra informative text to be displayed"*	This is the text for the label above the input box.
--no-cancel	Don't show a cancel button.
--float	Float on top of all windows.
--timeout *numSeconds*	The amount of time, in seconds, that the window will be displayed if the user does not click a button. Does not time out by default.
--no-show	This makes it a secure inputbox. Instead of what the user types, only dots will be shown.

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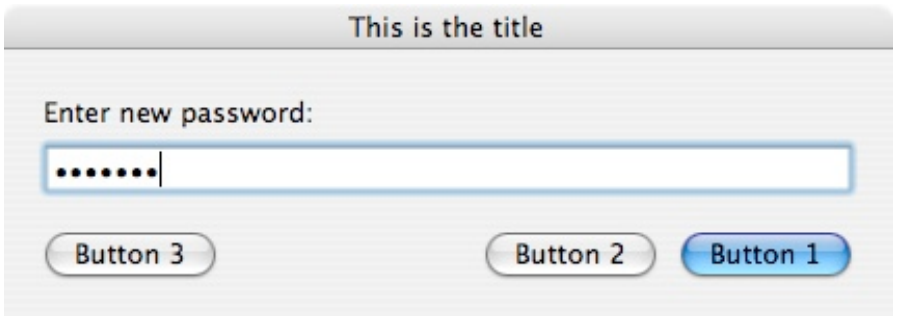
secure-inputbox



This is an alias for running an inputbox with the `--no-show` option. All options available to inputbox are available to `secure-inputbox`.

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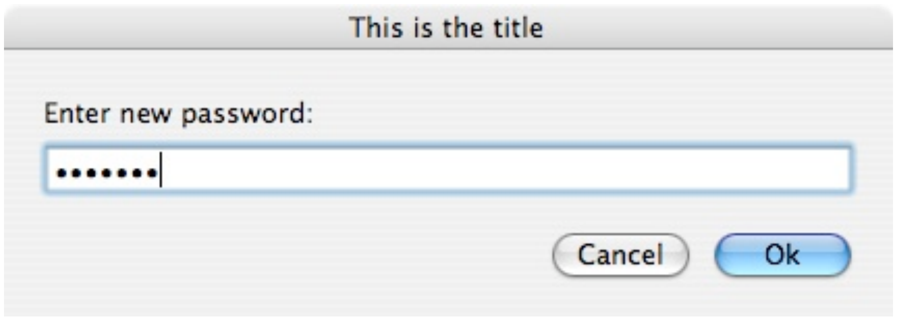
secure-standard-inputbox



This is an alias for running a standard-inputbox with the `--no-show` option. All options available to standard-inputbox are available to `secure-standard-inputbox`.

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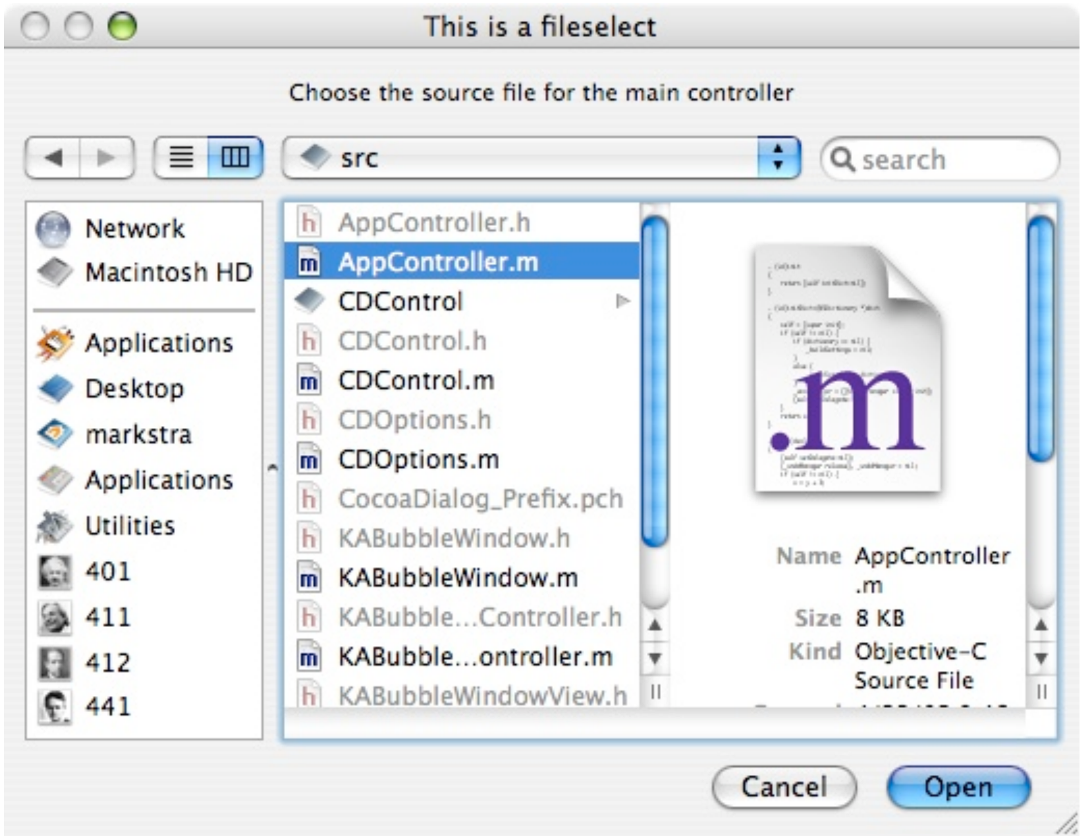
fileselect



This control provides a file selection window.

returns: the files or directories selected by the user, or nothing if they cancel.

Example fileselect shell script

Options: (in addition to global options)

--text *"main text message"*	This is the text displayed at the top of the fileselect window.
--select-directories	Allow the user to select directories as well as files. Default is to disallow it.
--select-only-directories	Allows the user to select only directories.
--packages-as-directories	Allows the user to navigate into packages as if they were directories, rather than selecting the package as a file.
--select-multiple	Allow the user to select more than one file. Default is to allow only one file/directory selection.
	Limit selectable files to ones with these extensions. `list of extensions` should be space separated, and given as

--with-extensions *list of extensions*	multiple arguments (ie: don't double quote the list). Example: `CocoaDialog fileselect --with-extensions .c .h .m .txt` The period/dot at the start of each extension is optional.
--with-directory *directory*	Start the file select window in `directory`. The default value is up to the system, and will usually be the last directory visited in a file select dialog.
--with-file *file*	Start the file select window with `file` already selected. By default no file will be selected. *This must be used with* `--with-directory`. It should be the filename of a file within the directory.

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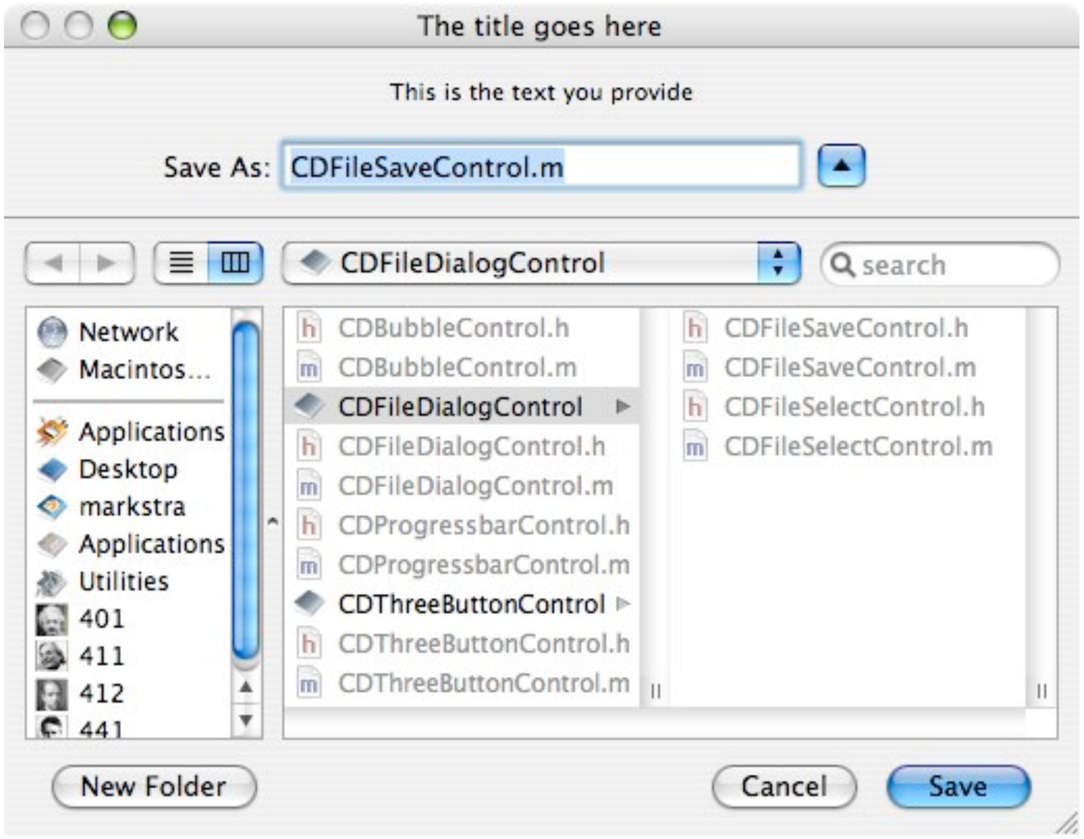
filesave



This control provides a file save window, which allows the user to select a file, or specify a new file.

This dialog allows the user to create directories. However, if the user specifies a file that does not yet exist, it *will not be created*. This is a task for your script.

returns: the file selected (which may not exist), or nothing if they cancel.

Options: (in addition to global options)

--text *"main text message"*	This is the text displayed at the top of the filesave

	window.
--packages-as-directories	Allows the user to navigate into packages as if they were directories, rather than selecting the package as a file.
--no-create-directories	Prevents the user from creating new directories.
--with-extensions *list of extensions*	Limit selectable files (including files the user creates) to ones with these extensions. `list of extensions` should be space separated, and given as multiple arguments (ie: don't double quote the list). Example: `CocoaDialog filesave --with-extensions .c .h .m .txt` The period/dot at the start of each extension is optional.
--with-directory *directory*	Start the file save window in `directory`. The default value is up to the system, and will usually be the last directory visited in a file dialog.
--with-file *file*	Start the file save window with `file` already selected. By default no file will be selected. *This must be used with* `--with-directory`. It should be the filename of a file within the directory.

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textbox

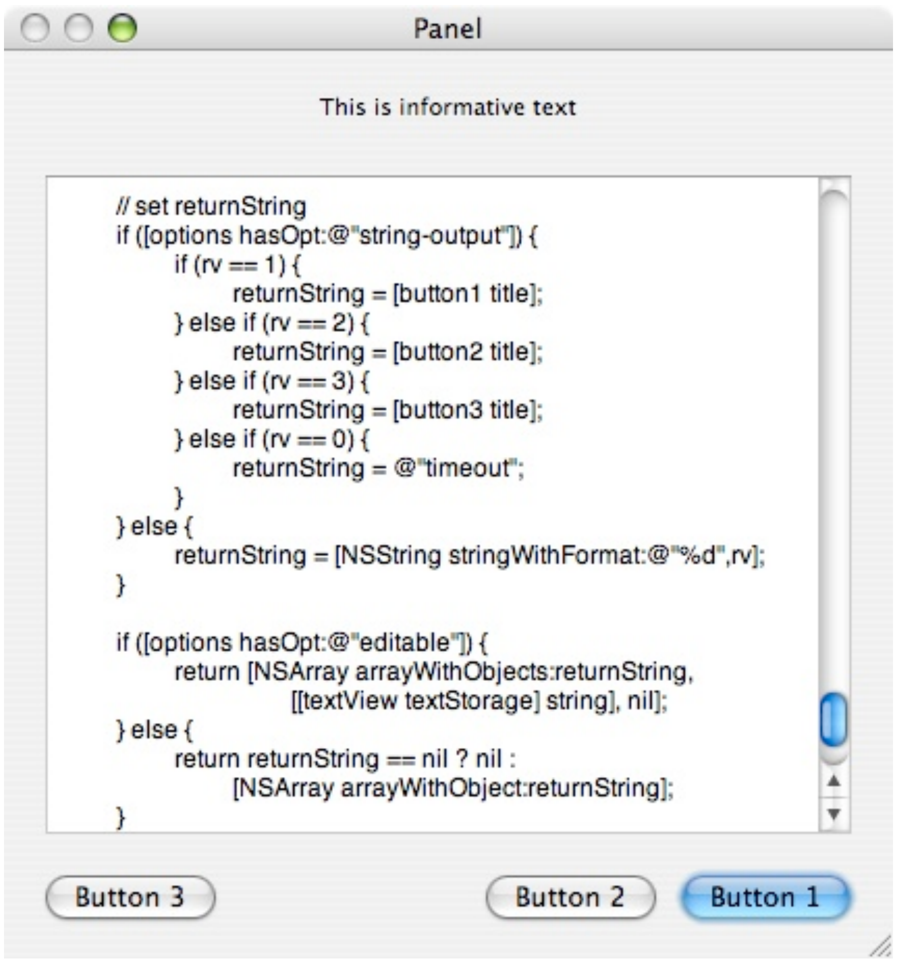
This is a text box with a large text area.

At least one button (`--button1`) must be specified. If labels for the other buttons are not given, the buttons will not appear on the text box.

Buttons go from right to left. `--button1` is the right-most button.

returns: `1`, `2`, or `3` depending on which button was pressed; or the label of the button if the `--string-output` option is given.
If the `--editable` option was given, it will print the contents of the text box following the return value for the button.
On a timeout, it will return `0` or `timeout`, and the text from the textbox *will not* be returned.

Example textbox Perl script



This is informative text

```
// set returnString
if ([options hasOpt:@"string-output"]) {
        if (rv == 1) {
                returnString = [button1 title];
        } else if (rv == 2) {
                returnString = [button2 title];
        } else if (rv == 3) {
                returnString = [button3 title];
        } else if (rv == 0) {
                returnString = @"timeout";
        }
} else {
        returnString = [NSString stringWithFormat:@"%d",rv];
}

if ([options hasOpt:@"editable"]) {
        return [NSArray arrayWithObjects:returnString,
                        [[textView textStorage] string], nil];
} else {
        return returnString == nil ? nil :
                [NSArray arrayWithObject:returnString];
}
```

Options: (in addition to global options)

--text *"main text message"*	This is the text that goes into the text box. This value overrides `--text-from-file`.
--text-from-file *filename*	Fills the text box with the contents of `filename`
--informative-text *"extra informative text to be displayed"*	This is the message above the text box.
--button1 *"label for button 1"*	**required**. This is the right-most button.
--button2 *"label for button 2"*	This is the middle button.
--button3 *"label for button 3"*	This is the left-most button. This will not be displayed if there is no `--button2` label specified.
--editable	Makes the text box editable. When this option is set, the return value for the button will be followed with the contents of the text box.
--focus-textbox	This option is only useful when `--editable` is set. This makes the initial focus on the textbox

	rather than the rightmost button.
--selected	Selects all the text in the text box.
--scroll-to *bottom_or_top*	Where `bottom_or_top` is one of `bottom` or `top`. Causes the text box to initially scroll to the bottom or top if the text it contains is larger than its current view. Default is `top`.
--float	Float on top of all windows.
--timeout *numSeconds*	The amount of time, in seconds, that the window will be displayed if the user does not click a button. Does not time out by default.

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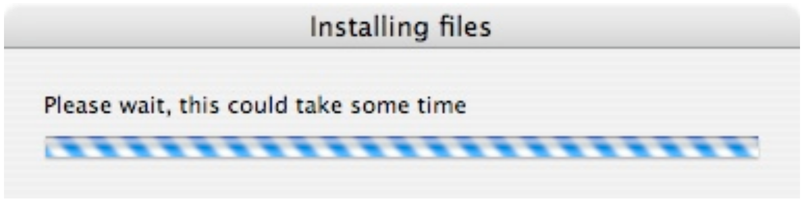
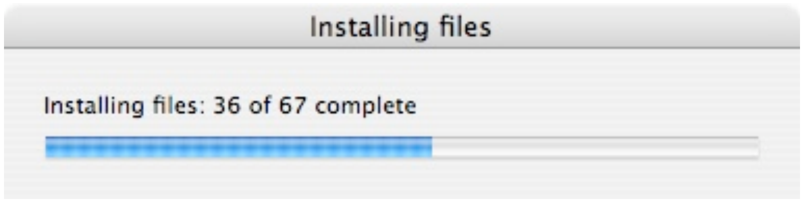
progressbar





The progress bar is a bit different, and slightly more complex than the other controls. It reads input on `stdin` and displays until it reads an `EOF` (or the stop button is pressed).

Input for the progress bar is in the form: `newPercent updated text to be displayed` and must be terminated by a newline. If you want to leave the current text intact, just provide the new percent. `newPercent` should be a number.

Examples (the first sets new text, the second leaves the old text):

26 We're now at 26%
26

In your code it would like this: `"26 We're at 26%\n"`. That newline is important.

If the `--stoppable` option was given, it also accepts the following lines: `stop enable` and `stop disable`.

Ideas and help for working with the progressbar in the shell
Example progressbar Perl script
Example progressbar shell script
Python class for working with the progressbar

returns: `stopped` if the user pressed the stop button and confirmed it, and stopping is currently enabled).

Options: (in addition to global options)

--text *"initial text to display"*	This is the text that will be initially displayed.
--percent *number*	Initial percentage, between 0 and 100, for the progress bar
--indeterminate	This option makes the progress bar an animated "barbershop pole" (for lack of better description). It does not indicate how far the operations you're performing have progressed; it just shows that your application/script is busy. You can still update the text of the label when writing to CocoaDialog's `stdin` - and it doesn't matter what percentage you feed it.
--float	Float on top of all windows.
--stoppable	Show the stop button.

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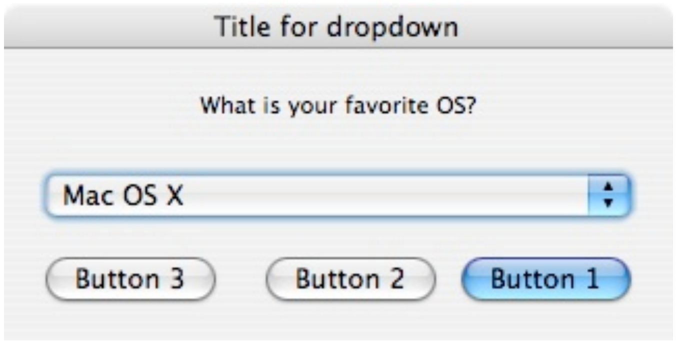
dropdown

This control provides a



dropdown list of items to select from and customizable buttons. Values for the dropdown list must be provided. At least one button (`--button1`) must be specified. If labels for the other buttons are not given, the buttons will not appear on the message box.

Buttons go from right to left. `--button1` is the right-most button.

returns: `1`, `2`, or `3` depending on which button was pressed; or the label of the button if the `--string-output` option is given.
Returns `4` (for both regular and `--string-output`) if the user didn't press a button due to `--exit-onchange`.
On the following line will be the index (zero-based) of the selected item, or its label if the `--string-output` option is given.
On a timeout, it will return `0` or `timeout`, and the selected item *will not* be returned.

Also see the standard-dropdown.

Example dropdown Perl script

Options: (in addition to global options)

--text *"text"*	This is the text for the label above the dropdown box.
--items *list of values*	**required**. These are the labels for the options provided in the dropdown box. `list of values` should be space separated, and given as multiple arguments (ie: don't double quote the entire list. Provide it as you would multiple arguments for any shell program). The first item in the list is always selected by default. Example: `CocoaDialog dropdown --text "Favorite OS?" --items "GNU/Linux" "OS X" Windows Amiga "TI 89" --button1 "Ok"`
--pulldown	Sets the style to a pull-down box, which differs slightly from the default pop-up style. The first item remains visible. This option probably isn't very useful for a single-function dialog such as those CocoaDialog provides, but I've included it just in case it is. To see how their appearances differ, just try them both.
--button1 *"label for button 1"*	**required**. This is the right-most button.
--button2 *"label for button 2"*	This is the middle button.
--button3 *"label*	This is the left-most button. This will not be

for button 3"	displayed if there is no `--button2` label specified.
--exit-onchange	Makes the program exit immediately after the selection changes, rather than waiting for the user to press one of the buttons. This makes the return value for the button `4` (for both regular output and with `--string-output`).
--float	Float on top of all windows.
--timeout *numSeconds*	The amount of time, in seconds, that the window will be displayed if the user does not click a button. Does not time out by default.

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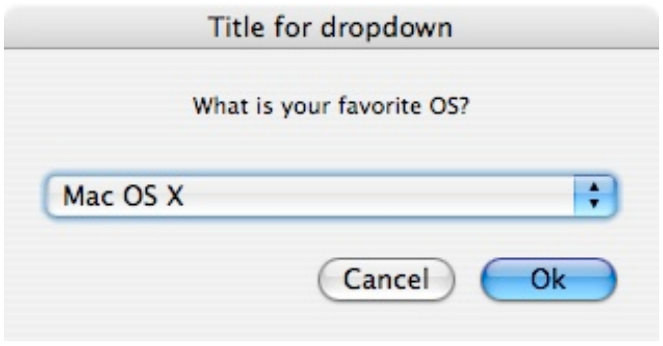
standard-dropdown



This control provides a dropdown list of items to select from and the standard "Ok" and "Cancel" buttons.
Values for the dropdown list must be provided.

returns: `1` for ok, `2` for cancel, depending on which button was pressed; or `Ok` or `Cancel` if the `--string-output` option is given.
Returns `4` (for both regular and `--string-output`) if the user didn't press a button due to `--exit-onchange`.
On the following line will be the index (zero-based) of the selected item, or its label if the `--string-output` option is given.
On a timeout, it will return `0` or `timeout`, and the selected item *will not* be returned.

Options: (in addition to global options)

--text *"text"*	This is the text for the label above the dropdown box.
	required. These are the labels for the

--items *list of values*	options provided in the dropdown box. `list of values` should be space separated, and given as multiple arguments (ie: don't double quote the entire list. Provide it as you would multiple arguments for any shell program). The first item in the list is always selected by default. Example: `CocoaDialog dropdown --text "Favorite OS?" --items "GNU/Linux" "OS X" Windows Amiga "TI 89" --button1 "Ok"`
--pulldown	Sets the style to a pull-down box, which differs slightly from the default pop-up style. The first item remains visible. This option probably isn't very useful for a single-function dialog such as those CocoaDialog provides, but I've included it just in case it is. To see how their appearances differ, just try them both.
--exit-onchange	Makes the program exit immediately after the selection changes, rather than waiting for the user to press one of the buttons. This makes the return value for the button `4` (for both regular output and with `--string-output`).
--no-cancel	Don't show a cancel button.
--float	Float on top of all windows.
--timeout *numSeconds*	The amount of time, in seconds, that the window will be displayed if the user does not click a button. Does not time out by default.

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