

## PX Message Box

Setting style on prefab (Assets/Poq Xert/PX Message Box/Resources/PXMSG/MSG).



Name – name of style.

Caption – Color of caption.

Background – Color of background.

Btn Yes Color – Color of button “Yes”/”Ok”.

Btn No Color – Color of button “No”.

Btn Cancel Color – Color of button “Cancel”.

Icon – Icon for message box.

Add using in your script:

```
using PoqXert.MessageBox;
```

Add method in your script:

```
public void Method(int id, DialogResult btn)
{
    Debug.Log(“Message ID: ” + id + “ Button: ” + btn);
}
```

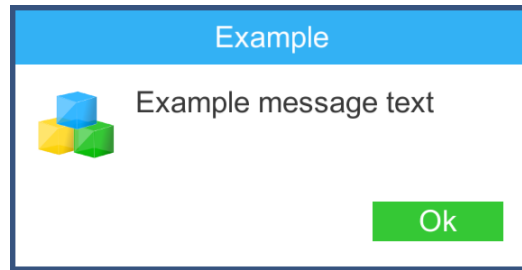
id – Message Box ID.

btn – Result button (Yes\_Ok, No or Cancel)

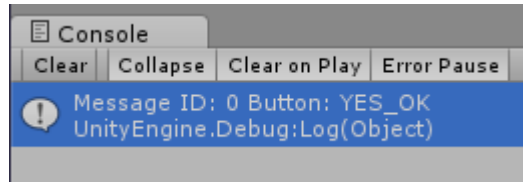
Add line in your script:

```
MsgBox.Show(0, “Example message text”, “Example”,
            MsgBoxButtons.OK, MsgBoxStyle.Custom, Method);
```

Start game and see message box:



Click on “Ok” and see result in Console:



## ***Description***

### **Show:**

Show message box.

*Parameters:*

**int** id - Message Box ID.

**string** message – Message text.

**string** caption – Caption text.

MsgBoxButtons buttons – Buttons in message box.

MsgBoxStyle style - Style of message box.

DialogResultMethod method - Called method with result.

**bool** modal – (default = **false**) if **true** then blocked other GUI elements.

**string** btnText0 – Text for button Yes/Ok. "" - use default value.

**string** btnText1 – Text for button No. "" - use default value.

**string** btnText2 – Text for button Cancel. "" - use default value.

### **Close:**

Close the last message box.