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Dialog

Metro 4 provides the ability to easily create dialogs. Dialogs can be predefined or created in runtime.

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About dialog

Dialogs inform users about a specific task and may contain critical information, require decisions, or involve multiple tasks. Metro 4 build `dialog` with using next classes: `.dialog`, `.dialog-title`, `.dialog-content` and `.dialog-actions` and result `dialog` has next structure:

Use Windows location service?

Bassus abactors ducunt ad triticum. A fraternal form of manifestation is the bliss.

Disagree Agree

```
<div class="dialog">
    <div class="dialog-title">Use Windows location service?</div>
    <div class="dialog-content">
        Bassus abactors ducunt ad triticum.
        A fraternal form of manifestation is the bliss.
    </div>
    <div class="dialog-actions">
        <button class="button">Disagree</button>
        <button class="button primary">Agree</button>
    </div>
</div>
```

Create dialog

Metro 4 provides two ways for create dialogs:

- Predefined method
- Runtime method

Predefined method

First-off you must create `HTML` element with special structure and define all actions required for dialog, include dismiss action. Then add any options over `data-*` attributes. And at the end add an attribute `data-role="dialog"` to your element for initialization `dialog`. After the initialization, the dialog will be hidden until it is called.

```
<div class="dialog" data-role="dialog">
    <div class="dialog-title">Use Windows location service?</div>
    <div class="dialog-content">
        Bassus abactors ducunt ad triticum.
        A fraternal form of manifestation is the bliss.
    </div>
    <div class="dialog-actions">
        <button class="button js-dialog-close">Disagree</button>
        <button class="button primary js-dialog-close">Agree</button>
    </div>
</div>
<button class="button primary"
    onclick="Metro.dialog.open('#demoDialog1')">Open dialog</button>
```

Open dialog

Create dialog at runtime

To create `dialog` at `runtime` you mus execute method `Metro.dialog.create` with required options.

```
Metro.dialog.create({
    title: "Use Windows location service?",
    content: "<div>Bassus abactors ducunt ad triticum...</div>",
    closeButton: true
});
```

Open dialog

Options

You can set any options to define dialog:

Options	Data-*	Default	Description
title	`data-title`		Set dialog title
closeButton	`data-close-button`	false	If true, close button will be added to dialog to top left corner
content	`data-content`		Set dialog content. Can be simple html, m4q object or function. Simple html text requires wrapping in a tag
actions	`data-actions`	{}	Set dialog actions.
actionsAlign	`data-actions-align`	right	Set dialog actions align.
defaultAction	`data-default-action`	true	If you are not defined actions to dialog will be added default action
overlay	`data-overlay`	true	Add overlay when dialog is opened
overlayColor	`data-overlay-color`	#000000	Overlay color. Can be hex color value or transparent
overlayAlpha	`data-overlay-alpha`	0.5	Overlay color alpha channel value.
overlayClickClose	`data-overlay-click-close`	false	Close dialog when user click on overlay
width	`data-width`	480	Dialog width
closeAction	`data-close-action`	true	If this options is true Metro 4 add event to elements with class `.js-dialog-close` for close dialog
clsDialog	`data-cls-dialog`		Add additional classes to dialog
clsTitle	`data-cls-title`		Add additional classes to dialog title
clsContent	`data-cls-content`		Add additional classes to dialog content
clsAction	`data-cls-actions`		Add additional classes to dialog actions block
clsDefaultAction	`data-cls-default-actions`		Add additional classes to dialog default action button
autoHide	`data-auto-hide`	0	If this options > 0, dialog closed after this timeout in milliseconds
removeOnClose	`data-remove-on-close`	false	If this options is `true` dialog will be removed after closes
show	`data-show`	false	If this options is `true` dialog will be showed immediate after initializing
onDialogCreate	`data-on-dialog-create`	Metro.noop	This `callback` executed after dialog is created
onOpen	`data-on-open`	Metro.noop	This `callback` executed after dialog is open
onClose	`data-on-close`	Metro.noop	This `callback` executed after dialog is close
onShow	`data-on-show`	Metro.noop	This `callback` executed after dialog is showing
onHide	`data-on-hide`	Metro.noop	This `callback` executed before dialog is hiding

Dialog actions

If you add custom actions to dialog, you can use next options for each action:

- **cls** - additional class for action element
- **caption** - caption for action element
- **onclick** - event function for action element

Open dialog

```
<button class="button info"
    onclick="openDemoDialogActions()">Open dialog</button>
<script>
    function openDemoDialogActions(){
        Metro.dialog.create({
            title: "Use Windows location service?",
            content: "<div>Bassus abactors ducunt ad triticum...</div>",
            actions: [
                {
                    caption: "Agree",
                    cls: "js-dialog-close alert",
                    onclick: function(){
                        alert("You clicked Agree action");
                    }
                },
                {
                    caption: "Disagree",
                    cls: "js-dialog-close",
                    onclick: function(){
                        alert("You clicked Disagree action");
                    }
                }
            ]
        });
    }
</script>
```

Utilities

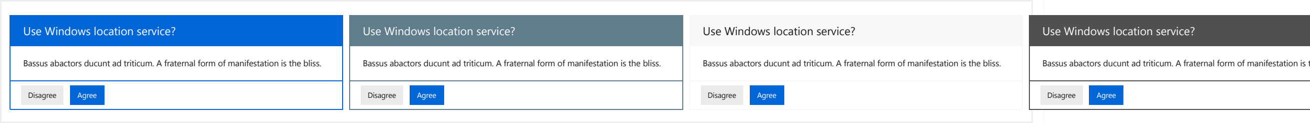
Metro 4 contains special object `Metro.dialog` to manipulate `dialogs`. This object contains next methods:

- **create(options)** - create dialog with options
- **open(el, content, title)** - open dialog
- **close(el)** - close dialog
- **toggle(el)** - toggle dialog state

- **remove(el)** - remove dialog from DOM
- **isDialog(el)** - check if element is dialog instance
- **isOpen(el)** - check if dialog is open

Accent dialogs

You can use accent classes tyo create accent dialogs.



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