import xbmc, xbmcgui

#get actioncodes from https://github.com/xbmc/xbmc/blob/master/xbmc/guilib/Key.h

ACTION\_PREVIOUS\_MENU = 10

ACTION\_SELECT\_ITEM = 7

class MyClass(xbmcgui.Window):

def \_\_init\_\_(self):

self.strActionInfo = xbmcgui.ControlLabel(100, 120, 800, 400, '', 'font13', '0xFFFF00FF')

self.addControl(self.strActionInfo)

self.strActionInfo.setLabel('More options here to control the f4m Proxy, please any key to close')

def onAction(self, action):

self.close()

def message(self, message):

dialog = xbmcgui.Dialog()

dialog.ok("Byebye!", message)

mydisplay = MyClass()

mydisplay .doModal()

del mydisplay