

# YesNoDialog

## Methods

Method	Description
.GetType( )	
.Show( )	Show YesNoDialog
.SetButtonText ( str1, str2 )	Customize button text; default: str1 = "Yes", str2 = "No"
.SetOnTouch( callback )	Calls callback after hitting "Yes" or "No"

[yesNoDialog.js](#)

```
//Called when application is started.
function OnStart()
{
    trial = app.CreateYesNoDialog( "Trial Y/N" );
    trial.SetOnTouch( tapped );
    trial.Show();
}

function tapped(button){

alert("Only " + arguments.length + " Argument(s) Available.");

switch (button)
{
case "Yes":
alert("\"Yes\" was chosen");
break;

case "No":
alert("\"No\" was chosen");
break;

}

alert("Control Type: "
    + trial.GetType());

app.Exit();
}
```

## Options

Option	Description
ShowNow	Shows the dialog directly (whithout calling Show())

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