

## Sample dialog box

This code was pinched from Dave Smart to check out the code blocks on the wiki.

[dialist.js](#)

```
//This demos creating dialog boxes. You can add
//any type of control to a dialog box. Here we
//just adding a list control.

//Called when application is started.
function OnStart()
{
    //Create a layout with objects vertically centered.
    lay = app.CreateLayout( "linear", "VCenter,FillXY" );

    //Create a button to launch the dialog.
    btn = app.CreateButton( "Show Dialog Box", 0.6, 0.1 );
    btn.SetOnTouch( btn_OnTouch );
    lay.AddChild( btn );

    //Add layout to app.
    app.AddLayout( lay );
}

//Called when user touches our button.
function btn_OnTouch()
{
    //Create dialog window.
    dlgTxt = app.CreateDialog( "Choose a Fruit" );

    //Create a layout for dialog.
    layDlg = app.CreateLayout( "linear", "vertical,fillxy,left" );
    layDlg.SetPadding( 0.02, 0, 0.02, 0.02 );
    dlgTxt.AddLayout( layDlg );

    //Create a list control.
    var list = "Apples,Oranges,Bananas,Cheese,Milk,Eggs,Flour";
    lstDlg = app.CreateList( list, 0.8, 0.3 );
    lstDlg.SetTextSize( 22 );
    lstDlg.SetTextColor( "#dddddd" );
    lstDlg.SetOnTouch( lst_OnTouch );
    layDlg.AddChild( lstDlg );

    //Show dialog.
    dlgTxt.Show();
}

//Handle list item selection.
function lst_OnTouch( item )
```

```
{  
    //Hide the dialog window.  
    dlgTxt.Hide();  
  
    //Show which fruit the user chose.  
    app.ShowPopup( "You chose " + item, "Short" );  
}
```

From:

<https://wiki.droidsript.me.uk/> - **DroidScript wiki**

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