

# Ask Question Action

This action allows you ask the person running the project a yes/no type question. You can optionally store the result in a FinalBuilder variable. For more information on variables, including creating your own project and user variables, see [here](#).



This action should not be used unattended as it will cause them to hang waiting for user input. By default, interactive actions are not available from the [Async Action Groups](#).

## Ask Question

### Question

This is the question that will be displayed in the dialog box. It may contain variables which will be expanded at runtime.

### Dialog Caption

The text to use for the dialog caption.

### Options

The dialog has two buttons, either OK and Cancel, or Yes and No - choose which style you want to use.

The behaviour of the action can be customised to fail on Cancel/No (the default), to fail if the user chooses OK/Yes, or not to fail at all and instead save the result to a variable. If you choose to store the result in a FinalBuilder variable, then OK / Yes will set the variable to True, and Cancel / No will set the variable to False

### Use "Yes" and "No" instead of "OK" and "Cancel"

**Fail if "Cancel" or "No"**

**Fail if "OK" or "Yes"**

**Put result in variable**

**Enable timeout**

Below is an example of what the dialog will look like at runtime:

