

# InputBox Action

This action displays a dialog which allows the user to enter some text. The action allows a default value and a text prompt. The value entered by the user can be saved to a variable. For more information on variables, including creating your own project and user variables, see [here](#).



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

This action was donated by Peter Thornqvist.

## Options

The screenshot shows the 'InputBox' dialog box with the 'Options' tab selected. The dialog has a title bar with a close button (X). Below the title bar are three tabs: 'General', 'Runtime', and 'Options'. The 'Options' tab is active, showing several configuration fields: 'Caption:' with a text box containing 'Please entry the command you want to run. |'; 'Text:' with a text box containing 'Comand:'; 'Default:' with an empty text box; 'XPos:' and 'YPos:' each with a text box containing '50'; and 'Store return value in variable:' with a dropdown menu showing 'L\_Command'. At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Help'.

**Caption**

**Text**

**Default**

**XPos**

**YPos**

**Store return value in variable**