

# Prompt For Password Action

This action allows you to prompt the user to enter a password at run time.

For more information on variables, including creating your own project and user variables, see [here](#).



By default, interactive actions are not available from the [Async Action Groups](#).

## Dialog Options

The screenshot shows the 'Prompt for Password' dialog box with the 'Dialog Options' tab selected. The dialog has a title bar with a close button (X). Below the title bar are three tabs: 'General', 'Runtime', and 'Dialog Options'. The 'Dialog Options' tab contains the following options:

- Options** (indicated by a key icon):
  - Dialog title**: A text field containing 'Password'.
  - Dialog text**: A text field containing 'Please enter your password'.
  - ☐ **Require verification** (Asks the user to enter their password twice)
  - ☐ **Password required** (Dialog will not close if a password is not entered)
  - ☒ **Fail action if dialog cancelled**
- Set variable to password** (indicated by a notepad icon): A dropdown menu with a downward arrow.

At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Help'.

## Options

### Dialog Title

Specify the title shown in the password prompt.

### Dialog Text

Specify the text given to the user in the prompt. This value will be used to automatically generate the verification text.

### Require Verification

Normally the dialog will prompt the user to enter a password in once, this can be changed so that the password must be entered twice by setting this option.

**Password Required**

Enabling this option forces the user to either enter a password or cancel the dialog.

**Fail Action If Dialog Cancelled**

By default this action will fail if the user cancels or closes the dialog. Changing this option will allow the build to continue even if the dialog was cancelled.

**Set Variable to Password**

Select the variable for the password to be saved back into. This variable may then be subsequently used in other actions that require the password.