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 Automise 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 Automise 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: