

# 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 'InputBox' and a close button. Below the title bar are three tabs: 'General', 'Runtime', and 'Options'. The 'Options' tab contains the following fields:

- Caption:** A text box containing 'Please entry the command you want to run. |'.
- Text:** A text box containing 'Comand:'.
- Default:** An empty text box.
- XPos:** A text box containing '50'.
- YPos:** A text box containing '50'.
- Store return value in variable:** A dropdown menu with 'L\_Command' selected.

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

**Caption**

**Text**

**Default**

**XPos**

**YPos**

**Store return value in variable**