

window stopbox — Display message box

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Syntax

```
window stopbox { stop | note | rusure } [ "line 1" [ "line 2" [ "line 3" [ "line 4" ] ] ] ] ] ]
```

Description

`window stopbox` allows Stata programs to display message boxes. Up to four lines of text may be displayed on a message box.

Remarks and examples

[stata.com](#)

There are three types of message boxes available to Stata programmers. The first is the `stop` message box. `window stopbox stop` displays a message box intended for error messages. This type of message box always exits with a return code of 1.

```
. window stopbox stop "You must type a variable name." "Please try again."
(stop message box is displayed)
—Break—
r(1);
```

The second message box is the `note` box. `window stopbox note` displays a message box intended for information messages or notes. This type of message box always exits with a return code of 0.

```
. window stopbox note "You answered 3 of 4 questions correctly."
> "Press OK to continue."
(note message box is displayed)
```

The only way to close the first two types of message boxes is to click the **OK** button displayed at the bottom of the box.

The third message box is the `rusure` (say, “Are you sure?”) box. This message box lets a Stata program ask the user a question. The user can close the box by clicking either **Yes** or **No**. The message box exits with a return code of 0 if the user clicks **Yes**, or exits with a return code of 1 if the user clicks **No**.

A Stata program should use the `capture` command to determine whether the user clicked **Yes** or **No**.

```
. capture window stopbox rusure
> "Do you want to clear the current dataset from memory?"
(rusure message box is displayed)
. if _rc == 0 clear
```

Also see

[P] [capture](#) — Capture return code

[P] [window programming](#) — Programming menus and windows