window stopbox — Display message box

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

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);
``` (break)

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