

# Showing question, error, warning dialogs

Use *com.nomagic.magicdraw.core.GUILog* class to show various simple UI dialogs.

## Error dialog

Use *GUILog.showError(java.lang.String)*

Use *GUILog.showError(java.awt.Frame, java.lang.String, java.lang.Throwable)* to show error dialog with exception stack trace

## Warning dialog

Use *GUILog.showWarning(java.lang.String)*

## Question dialog

Use *GUILog.showQuestion(java.lang.String)*

## Message dialog

Use *GUILog.showMessage(java.lang.String)*

Use *GUILog.showHTMLMessage(java.lang.String, GUILog.URLActionHandler)* to show html message with some active links

## Log messages into Message Window

Use *GUILog.log(java.lang.String)* to add some information into a Message Window

See [Showing notifications, adding text into Message Window](#) for more information about showing Notifications and appending text into a Message Window

For more information about other API choices see javadoc.

### Related pages

- [Showing notifications, adding text into Message Window](#)