

Showing notifications, adding text into Message Window

Use API described below to show Notifications (a balloon windows on the bottom right corner of application window) and appending text into a Message Window.

NotificationManager

This is an entry point to display notifications in MagicDraw. Two types of notifications can be displayed: application level and container level. Container level notifications are displayed in special container that implements [com.nomagic.ui.notification.NotificationsContainer](#) interface.

Use [com.nomagic.magicdraw.ui.notification.NotificationManage](#).

Use [com.nomagic.magicdraw.core.GUILog.log\(java.lang.String\)](#) to add some information into a Message Window,

[com.nomagic.magicdraw.ui.notification.Notification.getContext\(\)](#) controls where notification is logged in the Message Window - into Environment or Project tab.

GUILog

Use [GUILog.log\(java.lang.String\)](#) to put a text into Project Message Window message.

Use [GUILog.log\(Notification, boolean\)](#) to log information from notification into a Message Window.

Use [GUILog.openLog\(\)](#) to open Message Window.

For more details about every specific kind of a property, see [javadoc](#).

Related pages

- [Showing question, error, warning dialogs](#)



You can find the code examples in `<programinstallation directory>/openapi/examples/notifications`