

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](#)