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## EndExecute

The *EndExecute* method interrupts programmatically the display of the specified **dialog** and transfers a value to be returned by the interrupted **Execute** method.

tags:  
**Methods**

### Applies to ...

Object	Description
<b>Dialog</b>	The representation of a Basic dialog

### Syntax

*dialog*.EndExecute(*returnvalue*)

Argument	Type	Description
<i>returnvalue</i>	<i>Long</i>	The value that will return the pending <b>Execute</b> method applied to the <i>Dialog</i> object

### Remarks

- The *EndExecute* method must be preceded with the **Execute** method applied on the same object.
- The *EndExecute* method is usually triggered from a *dialog* or *control* event linked to the concerned dialog box.

### Error messages

Dialog unknown
Dialog not yet started

### See also

[AllDialogs](#)

[Execute](#)

[Start](#)

[Terminate](#)

### Example

Display a dialog

```

Dim oDialog As Object, lExecute As Long
Const dlgOK = 1
Const dlgCancel = 0
    oDialog = Application.AllDialogs("myDialog")
    oDialog.Start
    lExecute = oDialog.Execute
    Select Case lExecute
        Case dlgCancel           ' Cancel button pressed
            ' ... do probably nothing ...
    End Select

```

```
Case dlgOK           '          OK button pressed
      '      ... process the dialog, all controls are still available
Case Else            '          Dialog interrupted programmatically
      '      ... process the dialog based on the returned value
End Select
oDialog.Terminate
```

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