

## Execute (dialog)

The *Execute* method displays the specified **dialog**.

tags:  
Methods

### Applies to ...

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

### Syntax

*dialog*.**Execute**

Returned values	Type	Description
<i>dlgOK</i>		if OK button pressed
<i>dlgCancel</i>		if Cancel button pressed or dialog closed with the Window close button
Any	<i>Long</i>	The argument of the <b>EndExecute</b> method having requested the dialog closure

### Remarks

- The *Execute* method must be preceeded with the **Start** method on the same object.
- Return values can be incorporated in your code by copying/pasting next lines:

```
Const dlgOK = 1           ' OK button pressed
Const dlgCancel = 0       ' Cancel button pressed
```

### Error messages

Dialog unknown
Dialog not yet started

### See also

**AllDialogs**  
**EndExecute**  
**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 ...
    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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