

MESSAGE-BOX Action

This chapter covers the following topics:

- Description
 - Parameters
-

Description

Displays a standard modal message box.

Parameters

Name/Data Type	Explanation
HANDLE OF GUI	<p>Input</p> <p>Handle of the parent dialog (or dialog element within the parent dialog). If NULL-HANDLE is specified, the active window is implicitly used as the parent window.</p> <p>Note: A message box is always displayed relative to, and immediately in front of, its parent window.</p>
Message (A253)	<p>Input</p> <p>The message text to be displayed.</p> <p>Note: If this parameter is a dynamic alpha variable, it is possible to set a message text longer than 253 characters.</p>
Title (A253)	<p>Input (optional parameter)</p> <p>The text to be displayed in the title bar of the message box. If this parameter is not supplied, the message box is displayed with no title.</p>
Style (A32)	<p>Input (optional parameter)</p> <p>The type of message box (for possible input values, see below). If this parameter is not supplied, the message box is displayed with an OK push button, and without an icon.</p>
Button (A1)	<p>Output (optional parameter)</p> <p>Returns the selected button (for possible output values, see below).</p>
Response (I4)	<p>Output</p> <p>Natural error (if applicable).</p>

The `Style` parameter may consist of one or more of the following characters:

Style Value	Message Box Type
I	Informational icon (e.g., lower case "i" in blue circle) displayed.
!	Warning icon (e.g., exclamation mark) displayed.
S	Critical error icon (e.g., "Stop" sign) displayed.
?	Prompt icon (e.g. question mark) displayed. Indicates that the user should make a choice between two or more options. However, it is modern practice to use one of the above icons instead, to indicate the severity of the error.
may be combined with:	
O	OK push button (default).
OC	OK and Cancel push buttons.
YNC	Yes, No, and Cancel push buttons.
YN	Yes and No push buttons.
RC	Retry and Cancel push buttons until the end user responds to the message box.
may be combined with:	
1	Make the first push button the default (default).
2	Make the second push button (if any) the default.
3	Make the third push button (if any) the default.

Note:

If the messagebox has the style "C", an OK button is generated because a messagebox with only a Cancel button is not supported.

The `Button` parameter may consist of one or more of the following characters:

Button Value	Selected Button
O	OK push button..
C	Cancel push button.
Y	Yes push button.
N	No push button.
R	Retry push button.

Example:

```
PROCESS GUI ACTION MESSAGE-BOX WITH #DLG$WINDOW
'Do you want to save the changes ?' 'Exit editor' '?YNC1'
#BUTTON
GIVING *ERROR
```

where `#BUTTON` is defined as:

01 #BUTTON (A1)