# MessageBox() Function

All Tech Notes and KBCD documents and software are provided "as is" without warranty of any kind. See the **Terms of Use** for more information.

Topic#: 000484

## Description

This function displays a standard Windows message box with a specific text message. The user will be presented with one or more buttons in the message box where one of the buttons must be chosen. See **Tech Support Script Function Library** to install this function.

> **Warning** MessageBox() should not be used in either a Condition script or a Data Change **script**. It may be used in other types of scripts such as Application scripts or Pushbutton Action scripts.

## Use:

MessageBox( *Message*, *Title*, *Style*);

| | |
|---|---|
| *Message* | A Message tag or quoted text (example: "This is the message"). This text will be displayed in the body of the message box. |
| *Title* | A Message tag or quoted text (example: "Title"). This text will be placed in the title bar of the message box. |
| *Style* | An Integer tag or an integer representing the button(s) and icon that will be displayed when the message box is displayed. See below on how to construct this integer. |

## Returns:

MessageBox() returns a value of the button that was selected. (See *Return Values* below for the return value for each button.). Since the message box being displayed will not allow you to move on before answering, the script in which this function is called will pause until you select one of the choices. If any of the parameter values are invalid, MessageBox() will return a -1.

> **Note** If the message box contains a Cancel button, MessageBox() will return a '2' if the Cancel button is selected or if the user presses the <Esc> key. If it does not contain a Cancel button, pressing <Esc> will have no effect.

## Return Values:

| Button Selected | Return Value |
|---|---|
| [OK] | 1 |
| [CANCEL] | 2 |
| [ABORT] | 3 |
| [RETRY] | 4 |
| [IGNORE] | 5 |
| [YES] | 6 |
| [NO] | 7 |

## Details of MessageBox()

*Message* can be up to 131 characters containing any valid, printable ASCII character. *Title* can be up to 131 characters containing any valid, printable ASCII character.

*Style* must be a number that is the *sum* of BUTTONTYPE and ICONTYPE. The sum of these two numbers will represent the *Style* parameter. BUTTONTYPE and ICONTYPE are integers, each of which have a specific meaning.

*BUTTONTYPE* must be one of the following values:

| ButtonType | Buttons Displayed |
|---|---|
| 0 | [OK] |
| 1 | [OK] [CANCEL] |
| 2 | [ABORT] [RETRY] [IGNORE] |
| 3 | [YES] [NO] [CANCEL] |
| 4 | [YES] [NO] |
| 5 | [RETRY] [CANCEL] |

*ICONTYPE* must be one of the following values:

| IconType | Icon Displayed |
|---|---|
| 10 | utsts4b.bmp |
| 20 | utsts4c.bmp |
| 30 | utsts4d.bmp |
| 40 | utsts4e.bmp |

If you want to have a message box that has YES and NO buttons and the Exclamation point icon displayed, you would calculate the *Style* parameter as:

```
BUTTONTYPE (4) + ICONTYPE (30) = Style (34)
```

## Special Note

The first parameter to MessageBox() is the message to be placed in the message box. More than one line can be displayed in the message box by separating the message lines with the StringChar (13) character. Example:

```
MessageBox ("Level low..." + StringChar (13) + "Stop PUMP1 NOW!",
"Warning", 0, 1);
```

## Example of Using MessageBox()

The following is an example script that uses MessageBox():

```
{ This is an example script to demonstrate the use of the
MessageBox() function }
{ Call message box to ask the operator if the cleaning cycle should
start, or not }
{ If the operator chooses the YES button, the value of myreturn will
be 6 }
{ If the operator chooses the NO button, the value of myreturn will
be 7 }
myreturn = MessageBox ( "Start Cleaning Cycle?", "TANK 5 Done
Draining", 24);
```

The message box displayed will look like this:
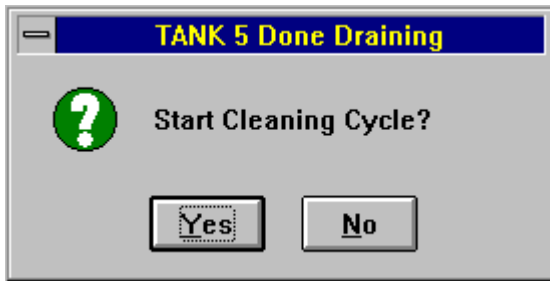
You must either select the YES or NO button to remove the message box. You will not be able to select any window behind or beneath the message box until a button has been selected.

*Was this article helpful to you? E-mail your comments (include the Topic # **at the top***) to** ***techpubs@wonderware.com**. For technical questions, e-mail to **support@wonderware.com**.*