

# Message\_Box Function

## Description

Displays a Windows message in event context

## Syntax

`button = message_box(ownerwindow, text, title, options)`

## Parameters

The Message\_Box function has the following parameters:

Parameter	Description
<code>ownerwindow</code>	The window ID of the window to use as a parent. This parameter can be null to use the screen as a parent. Typically, this parameter is <code>@window</code> . For MDI children, pass the frame ID.
<code>text</code>	Pass the message text. Multiple lines are delimited by CR/LF. CR/LF can be coded as <code>\0D\0A</code> or <code>char(13):char(10)</code> . The constant <code>MSG_NL\$</code> is defined in the insert record <a href="#">Message_Box_Equates</a> and can be used to separate multiple lines of text.
<code>title</code>	Pass the title for the message.
<code>options</code>	The options are defined in the insert record <a href="#">Message_Box_Equates</a> under the sections "button arrangement", "default button", and "message icon". To specify multiple options, add the options together. For example:

`MSG_BTN_YES_NO_CAN$ + MSG_DEFAULT2$ + MSG_ICON_QUESTION$`

## Returns

The return values from Message\_Box are defined in the insert record [Message\\_Box\\_Equates](#). Each button (OK, CANCEL, YES, NO, ABORT, RETRY, IGNORE) returns a different value.

## See also

[Msg\(\)](#)

### Example: Yes/No/Cancel, Default to 'No' Button

```
declare function Message_Box
$insert Message_Box_Equates
retval = Message_Box( @window , 'Yes/No/Cancel, default to No', |
    'Please Confirm', MSG_BTN_YESNOCAN$ + MSG_DEFAULT2$)
if retval = MSG_RET_YES$ then
    * user clicked "YES", so do processing, then display message
    retval = Message_Box ( @window, 'Processing completed!', 'Done!', MSG_BTN_OK$)
end
```

### Example: Message with Information Icon

```
$insert Message_Box_Equates
Message_Box(@window, "Connection opened!", "Data Download", MSG_ICON_INFO$)
```