

# Message\_Box\_Equates \$Insert Record

```
compile insert MESSAGE_BOX_EQUATES
* Used by MessageBox()
* button arrangement
equ MSG_BTN_OK$           to 0
equ MSG_BTN_OKCAN$       to 1
equ MSG_BTN_ABORT$       to 2
equ MSG_BTN_YESNOCAN$    to 3
equ MSG_BTN_YESNO$       to 4
equ MSG_BTN_RETRYCAN$    to 5

* default button
equ MSG_DEFAULT1$        to 0
equ MSG_DEFAULT2$        to 256
equ MSG_DEFAULT3$        to 512

* message icon
equ MSG_ICON_NONE$       to 0
equ MSG_ICON_STOP$       to 16
equ MSG_ICON_QUESTION$   to 32
equ MSG_ICON_EXCLAM$     to 48
equ MSG_ICON_INFO$       to 64

* return values
equ MSG_RET_OK$          to 1
equ MSG_RET_CAN$         to 2
equ MSG_RET_ABORT$       to 3
equ MSG_RET_RETRY$       to 4
equ MSG_RET_IGNORE$      to 5
equ MSG_RET_YES$         to 6
equ MSG_RET_NO$          to 7

* new line (carriage return/line feed)
equ MSG_NL$              to \0D0A\

* Source Date: 18:30:59  26 APR 1995  Build ID: OINOTES*2.5.45  Level: 2.5
```

## Also See

[MessageBox\(\)](#)