```
// ============================================================
// SENDIT.WCM SendIT! macro for WordPerfect 5.1 (Windows)
// Sends the current document as an attached file.
// ============================================================
//
APPLICATION(WP;WPWP;Default;"WPWPUS.WCD")
CALL(Init@)
CALL(GetDoc@)
CALL(DLLLoad@)
CALL(DLLCall@)
CALL(DLLFree@)
QUIT

LABEL(Init@)

// ============================================================
// Initialize our variables ...
// ============================================================
        To:=""
        CC:=""
        BCC:=""
        Subject:=""
        Attach:=""
        InteractFlag:=True
        NotifyFlag:=True
        Dummy1:=""
        Dummy2:=""
        Dummy3:=""
RETURN

LABEL(GetDoc@)
// ============================================================
// Figure out if we've got selected text for use in the message
// Otherwise we'll use stock text and attach the file.
// ============================================================
        GetWPData
        (
                MacroVariable:SMA;
                SystemVariable:SelectModeActive!
        )
        If(SMA=False)
                MsgText:="See Attached File ..."
        FileSave()
                GetWPData
                (
                        MacroVariable:Path;
```

```
                    SystemVariable:path!
        )
        GetWPData
        (
                MacroVariable:Name;
                SystemVariable:Name!
        )
        Attach:=Path+Name
        Subject:="Attached file: "+Name
    Else
        GetWPData
        (
                MacroVariable:MSGText;
                SystemVariable:SelectedText!
        )
    EndIf
RETURN
```

```
Label(DLLLoad@)
// ================================================================
// Set up the alias to SENDIT so we can call it ...
// ================================================================
        DllLoad      (Mail;"SENDIT.DLL")
RETURN


LABEL(DllCall@)
// ================================================================
// Make the actual call to MAIL (SendIT.DLL) function
// SendMHSMESSAGE, and pass it our info ...
// ================================================================
        DllCall (Mail;"SendMHSMessage";Result:INTEGER;
                      {To;
                       CC;
                       BCC;
                       Subject;
                       MsgText;
                       Attach;
                       InteractFlag;
                       NotifyFlag;
                       Dummy1;
                       Dummy2;
                       Dummy3
                      }
                      )
RETURN

LABEL(DLLFree@)
// ================================================================
// Free up our DLL resources before we blow ...
// ================================================================
        DllFree(Mail)
RETURN
```