MsgBox95 - An Enhanced Message Box

MsgBox95 expands upon the functions provided by Visual Basic's MsgBox.   Features include:

- **Supports Windows 3.x, Windows 95 and Windows NT.**
- **Exactly duplicates VB MsgBox functions.**
- **Uses the 3D effect found in newer applications.**
- **Allows for additional, more meaningful user response by allowing the command captions to be more descriptive.**
- **Can be used to provide bilingual messages, with corresponding captions.**
- **Can display alternative and user specified icons.**
- **Can be used to create "Splash Screens".**
- **Can contain a "Help" button or no buttons.**
- **Can register the message with Ctl3D.Dll to display a 3D border.**
- **A Wizard which creates MsgBox95 or Visual Basic code.**
- **A MsgBox conversion utility.**

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Convert To MsgBox95
MsgBox95 Subroutines and Functions.

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MsgBox95 Concepts and Facilities

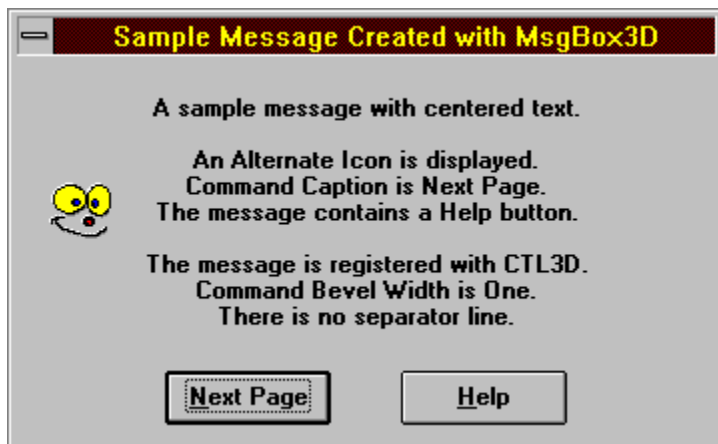**Click one of the following topics:**

Sample VB and MsgBox95 Messages
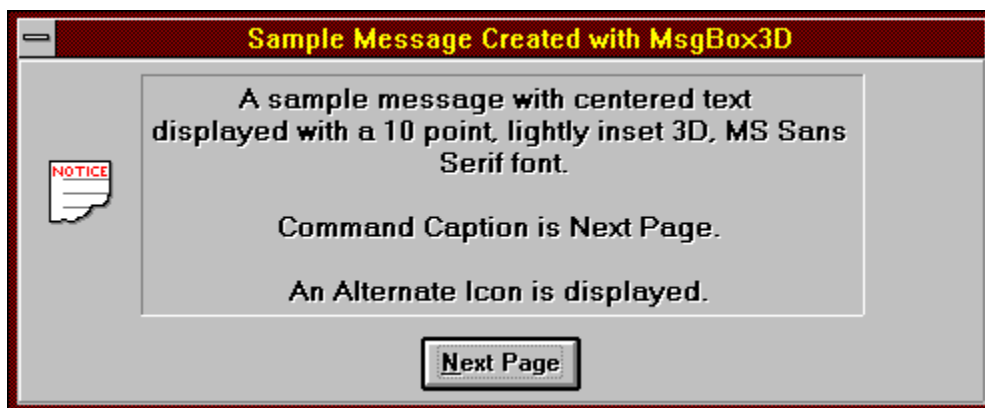

Windows 95 VB Message

MsgBox95 - Version 3.20 and Later

3D Message - Version 3.00 and Later

3D Message - Version 2.40 and Later

3D Message - Version 2.30 and Earlier

Related Topic: Prior Version Considerations

MsgBox95 Components

System Components

MsgBox95.Frm	**Message Box Form**
MsgBox95.Frx	**Binary Data**
MsgBox95.Bas	**Subroutines, Functions and Globals**

Code Generation System Components

MsgWiz95.Exe	**Message "Wizard"**
MsgWiz95.Mak	**VB make file, used to run the system**
MsgWiz95.Frm/Frx	**Demo and Generate MsgBox95 messages**
MsgCap95.Frm/Frx	**Command captions and fonts**
MsgFnt95.Frm/Frx	**Message alignment and fonts**
MsgHlp95.Frm/Frx	**Add a Help Button**
MsgIco95.Frm/Frx	**Alternate icons**
MsgMsg95.Frm	**Edit the Message**
MsgNew95.Frm/Frx	**Display What's New**
MsgNew95.Bas	**What's New Messages**
MsgWiz95.Bas	**Subroutines, etc.**
MsgIni95.Bas	**Save Settings Subroutines**
MsgHst95.Bas	**History of MsgBox95 Enhancements**
MsgBox95.Hlp	**This Help File**
MsgBSubs.Hlp	**MsgBox Subs and Functions**
MsgB95.Txt	**Help System Constants**

Not Distributed

VBRun300.DLL	**Visual Basic Runtime Support**
CMDialog.VBX	**Used for font selection**
ThreeD.VBX	**Used for 3D Command effect**
Ctl3DV2.DLL	**3D Border [optional]**

VBRun300.Dll and ThreeD.VBX are used by MsgBox95.   CMDialog.VBX is not used by MsgBox95, it is only used by MsgWiz95.   Ctl3D.DLL and its newer version Ctl3DV2.DLL are only used by MsgBox95 [in Win 3.x] if they are found, see: Registering with Ctl3D.DLL for details.   Ctl3D.DLL is not used with Windows 95.

MsgConvt Components

The MsgBox conversion utility's components are described in the MsgConvt.Hlp file.

MsgBox95.Frm and MsgBox95.Bas

You need to include **MsgBox95.Frm** and **MsgBox95.Bas** with your Visual Basic project to obtain MsgBox95 support.   First make sure you have added **ThreeD.VBX** then use VB's File, Add menu option to add the MsgBox95 form and module.

Calling Sequence

The MsgBox95 calling sequence is almost identical to the VB MsgBox calling sequence.   The subroutine is called **MsgBox95Sub** .   The function is called **MsgBox95Fun** .

See **MsgBox95Fun, MsgBox95Sub** for details.

Supplied Arguments

VB's MsgBox accepts one, two or three arguments.   MsgBox95 requires that you supply all three arguments.   This is a VB limitation.   See **Converting from VB MsgBox to 3D MsgBox**.

Special Properties

You can change the default message alignment and font properties by changing global MsgBox95 variables.   See: **Message Alignment and Fonts** for details.

You can also change the default command captions and font properties by changing global MsgBox95 variables.   See: **Command Captions and Fonts**.

Alternate Icons

You can use MsgBox95 to display a number of additional icons, beyond VB's basic four.   See **Alternate Icons** for details.

Help Button - No Buttons

You can include a "Help" button with the MsgBox95 form.   See: **Help Commands** for details. You can display the message with no buttons.   See: **No Buttons** for details.

Splash Screens

You can use MsgBox95 to create "Splash Screens."   See: **Splash Screens** for details.

No Titles

You can display a message without a title.   See: **No Title** for details.

Register with Ctl3D.DLL

You can register the message with **Ctl3D.DLL** to get a 3D type title and border.   See: **Register with Ctl3D.DLL** for details.

Constant.Txt

MsgBox95 does not use the constants defined in VB's **Constant.Txt** file.   Prior to version 2.90 MsgBox95 did require these constants.

MsgBox95Fun, MsgBox95Sub

MsgBox95 displays a message in a dialog box and waits for the user to select an option. MsgBox95Fun function returns a value indicating which option the user selected; MsgBox95Sub does not.

Function Syntax

return = MsgBox95Fun(*message, type, title*)

Subroutine Syntax

MsgBox95Sub *message, type, title*

Remarks

Part	Description
return	Return code supplied by MsgBox95Fun. Integer data type.

The MsgBox95 function and statement both have these parts:

message	String expression displayed as the message in the dialog box. String data type.
type	Optional numeric expression that is the sum of values specifying the number and type of buttons to display, the icon style to use, the identity of the default button, and the modality. Integer data type. The following table illustrates the values used and the meaning of each group of values:

Symbolic Constant	Value	Meaning
MB_OK	0	Display OK button only.
MB_OKCANCEL	1	Display OK and Cancel buttons.
MB_ABORTRETRYIGNORE	2	Display Abort, Retry, and Ignore buttons.
MB_YESNOCANCEL	3	Display Yes, No, and Cancel buttons.
MB_YESNO	4	Display Yes and No buttons.
MB_RETRYCANCEL	5	Display Retry and Cancel buttons.

Win 3.x   Win95

MB_ICONSTOP	16	or

MB_ICONQUESTION	32	or

MB_ICONEXCLAMATION	48	or

MB_ICONINFORMATION	64	or

MB_DEFBUTTON1	0	First button is default.
MB_DEFBUTTON2	256	Second button is default.
MB_DEFBUTTON3	512	Third button is default.

MB_APPLMODAL   0   Application modal.   The user must respond to the message box before continuing work in the current application.

MB_SYSTEMMODAL   4096   System modal. The user must respond to the message box before continuing work in any application.

The first group of values (1-5) describes the number and type of buttons displayed in the dialog box; the second group (16, 32, 48, 64) describes the icon style; the third group (0, 256, 512) determines which button is the default; and the fourth group (0, 4096) determines the modality of the message box.   When adding numbers to create a final value for the argument type, use only one number from each group.   If omitted, the default value for type is 0.

title   String expression displayed in the title bar of the dialog box.   If you omit the argument title, MsgBox95 uses 'App.Title' and if none uses 'App.EXEName'. Display a blank title by setting *title* to a space.   String data type.

You can eliminate the title bar by setting MB3D_NoTitle to true before calling MsgBox95.   See No Title for details.

Displaying the Message

MsgBox95 displays as many characters as will fit in a LabelBox.   Longer messages are truncated.   3D messages are limited to 255 characters, a limitation of the ThreeD.Vbx Panel control.

MsgBox95 breaks lines automatically at the right edge of the dialog box.   If you want to set line breaks yourself, place a carriage return [ANSI character 13, Chr$(13)] or a linefeed [ANSI 10, Chr$(10)] before the first character of the text that is to begin each new line.

Returned Value

The MsgBox95 function *return* value indicates which button has been selected, as shown in the following table:

Symbolic constant	Value	Meaning
IDOK	1	OK button selected.
IDCANCEL	2	Cancel button selected.
IDABORT	3	Abort button selected.
IDRETRY	4	Retry button selected.
IDIGNORE	5	Ignore button selected.
IDYES	6	Yes button selected.
IDNO	7	No button selected.

If the dialog box displays a Cancel button, pressing the Esc key has the same effect as choosing Cancel.

Note

Note: Symbolic constants for all message box definitions can be found in the Visual Basic file Constant.Txt .   When placed in any module in a project, the symbolic names can be used in all your form and code modules.

Note: Most of this topic has been copied from Microsoft's Visual Basic Help file.   It has been edited, where necessary, to describe MsgBox95 capabilities.

Message Alignment and Fonts

Message alignment and font selection information can be passed to MsgBox95 in the following global variables:

```
Global MB3D_Alignment As Integer
Global MB3D_FontName As String
Global MB3D_FontSize As Single
Global MB3D_FontNotBold As Integer
Global MB3D_FontItalic As Integer
Global MB3D_Font3D As Integer
```

Move information into the variables before calling MsgBox95.   The variables are never changed by MsgBox95.   This means that you need only set the variables once, in the Form_Load procedure, to have the settings retained for the entire time your application is active.

A sample calling sequence which causes a centered, non-bold, italic, 3D raised, light font, 12 point, "Arial" message to be displayed is:

```
.....
MB3D_Alignment = 2       'center
MB3D_FontName = "Arial"
MB3D_FontSize = 12
MB3D_FontNotBold = True
MB3D_FontItalic = True
MB3D_Font3D = SS_Font3D_Raised_Light
.....
MsgBox95Sub "A Message", MB_Icon..., "A Title"
.....
```

Defaults

The global variables are initialized with their "null" values.   If you don't change them then MsgBox95 uses the "design time" alignment and font properties ["MS Sans Serif", bold, non-italic, 8.25 points, no 3D effect, with left alignment].

Constant.Txt

Text alignment and 3D font values are defined in VB's help file.   Standard global settings are defined as constants in VB's Constant.Txt file.   MsgBox95 does not use the constants.   You will want to include them in your code.   They are:

Alignment Constants:
```
Global Const LEFT_JUSTIFY = 0 ' 0 - Left Justify
Global Const RIGHT_JUSTIFY = 1' 1 - Right Justify
Global Const CENTER = 2 ' 2 - Center
```

3D Font Constants:
```
Global Const SS_FONT3D_NONE = 0
Global Const SS_FONT3D_RAISED_LIGHT = 1
Global Const SS_FONT3D_RAISED_HEAVY = 2
Global Const SS_FONT3D_INSET_LIGHT = 3
Global Const SS_FONT3D_INSET_HEAVY = 4
```

3D Font Considerations

MsgBox95 uses a standard VB Label to display non-3D messages.   A Label can display a very large number of characters.   MsgBox95 uses the SSPanel control [part of ThreeD.Vbx] to display 3D messages.   The SSPanel will only display 255 characters.   MsgBox95 issues a warning message if the message you are attempting to display is too large for the SSPanel.   If too large, the message is displayed with a non-3D font.

Command Captions and Fonts

Command captions and font selection information can be passed to MsgBox95 in the following global variables:

User defined command captions:

```
Global MB3D_UD_OK As String
Global MB3D_UD_Cancel As String
Global MB3D_UD_Abort As String
Global MB3D_UD_Retry As String
Global MB3D_UD_Ignore As String
Global MB3D_UD_Yes As String
Global MB3D_UD_No As String
```

Command font properties:

```
Global MB3D_Commands_FontName As String
Global MB3D_Commands_FontSize As Single
Global MB3D_Commands_FontNotBold As Integer
Global MB3D_Commands_FontItalic As Integer
Global MB3D_Commands_Font3D As Integer
Global MB3D_Commands_No3D As Integer
```

Move information into the variables before calling MsgBox95.   The variables are never changed by MsgBox95.   This means that you need only set the variables once, in the Form_Load procedure, to have the settings retained for the entire time your application is active.

A sample calling sequence which causes a non-bold, italic, 12 point, "Arial", inset, light command called "Next Page" to be displayed is:

```
.....
MB3D_UD_OK = "&Next Page"
MB3D_Commands_FontName = "Arial"
MB3D_Commands_FontSize = 12
MB3D_Commands_FontNotBold = True
MB3D_Commands_FontItalic = True
MB3D_Commands_Font3D = SS_FONT3D_INSET_LIGHT
.....
MsgBox95Sub "A Message", MB_Icon..., "A Title"
.....
```

Access Key

You can indicate an access key while defining the command's caption.   Precede the access key with an ampersand [&], for example: "E&xit".   The user selects the command by pressing the Alt-AccessKey combination, in this example: Alt-x.

Beginning with MsgBox95 version 2.61, February 1995, users can press just the access key. Pressing the Alt key is no longer required.   The key is ignored if more than one command has the same access key.

Defaults

The global variables, except Font3D, are initialized with their "null" values.   If you don't change them then MsgBox95 uses the "design time" captions and font properties ["MS Sans Serif", bold, non-italic, 8.25 points].   Font3D is initialized as Raised-Heavy to retain compatibility with earlier versions of MsgBox95.

No 3D Font

If you do not want a command button 3D font then use the following code in you application:

```
        MB3D_Commands_No3D = True
```

If "No3D" is true it overrides the "Font3D" setting.   The "Font3D" setting is ignored if "No3D" is true.

Constant.Txt

3D font values are defined in VB's help file.   Standard global settings are defined as constants in VB's Constant.Txt file.   MsgBox95 does not use the constants.   You will want to include them in your code.   They are:

3D Font Constants:
```
Global Const SS_FONT3D_RAISED_LIGHT = 1
Global Const SS_FONT3D_RAISED_HEAVY = 2
Global Const SS_FONT3D_INSET_LIGHT = 3
Global Const SS_FONT3D_INSET_HEAVY = 4
```

Alternate Icons

MsgBox95 will display 24 alternate icons in addition to the 4 standard VB icons.   And MsgBox95 will also use an icon specified by the icon's fully qualified file name.   The 24 alternate icons are displayed on this screen.   There are no hot spots on this screen.
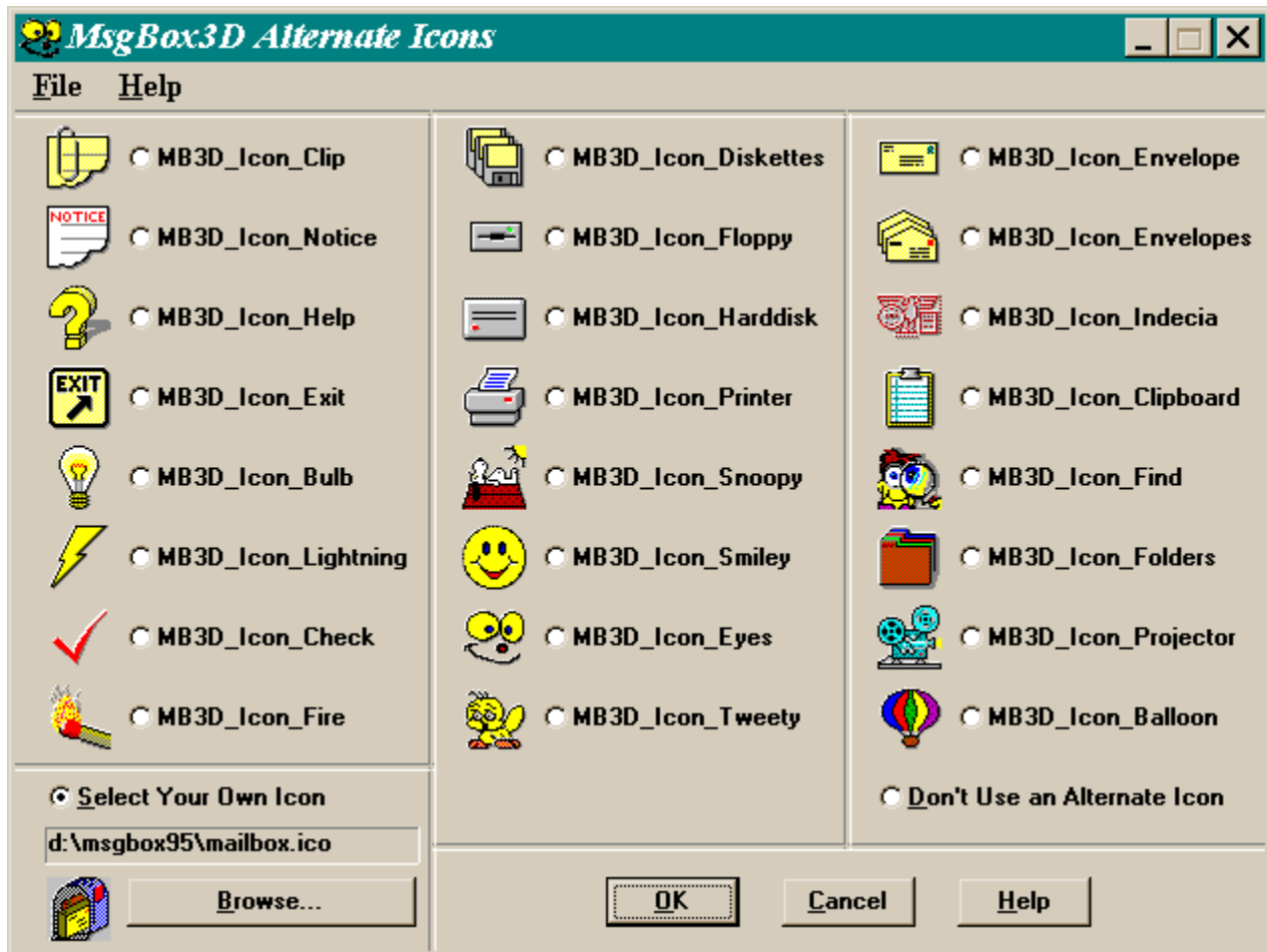
Related Topic: Selecting An Alternate Icon

Selecting An Alternate Icon

Before calling MsgBox95 move the alternate icon's index to global variable MB3D_Icon_Which.   To cause the Check Mark icon to be displayed with your message use the following code:

```
MB3D_Icon_Which = MB3D_Icon_Check
```

Revert to the use of standard VB icon's by setting MB3D_Icon_Which to zero.   For example:

```
MB3D_Icon_Which = 0
```

Or you could use the Global Save and Restore subroutines to preserve and restore the settings.

Specifying an Icon

Move the fully qualified file name to global variable MB3D_Icon_Filename to cause MsgBox95 to display the specified icon with your message.   For example:

```
MB3D_Icon_FileName = "d:\MsgBox95\mailbox.ico"
```

If MsgBox95 fails to load the icon, for any reason, processing continues as though no icon file name had been specified.

Move spaces to this variable to revert to VB or alternate icon processing.

Alternate Icons - Technical Information

Icon Selection Precedence - MsgBox95 first tries to load the icon named in MB3D_Icon_FileName. It then uses the alternate icon specified in MB3D_Icon_Which. Lastly standard VB icons are used, if specified. A setting in one of the lower precedence variables is ignored if a higher precedence variable is used.

Image Controls - Alternate icons are stored in VB image controls [ImageOther()] on the MsgBox95 form [form3DMsgBox]. The image controls are indexed. The index number directly corresponds to a constant defined in MsgBox95.Bas. The value found in MB3D_Icon_Which is used to show the appropriate icon using a statement similar to:

```
ImageOther(MB3D_Icon_Which).Visible = True
```

You could remove all but one of the images. Or you could add additional images. The image must have an index greater than zero because zero is used to indicate no alternate icon is to be used.

Performance Issues - Prior to version 2.4, MsgBox95 was loaded and unloaded each time it was used. If you still load rather than hide MsgBox95 each time it is used you may find the extra loading time for the alternate icons to be unacceptable. In that case, delete any unwanted icon images, leaving at least one.

If you specify an icon to be loaded, in MB3D_Icon_FileName, MsgBox95 loads the VB image control [ImageUserLoaded] with the icon each time MsgBox95 is activated. Statements similar to these are used:

```
ImageUserLoaded.Picture = LoadPicture(MB3D_Icon_FileName)
ImageUserLoaded.Visible = True
```

Saving and Restoring Globals

MsgBox95 subroutines:

```
MB3D_Globals_Save
MB3D_Globals_Restore
```

can be used to save and restore all the user definable global variables.

Sample code:

```
Dim SaveArray() As Variant        'variables saved here
MB3D_Globals_Save SaveArray()     'save settings in SaveArray

MsgBox95Sub Message, MB_Options..., Title

MB3D_Globals_Restore SaveArray() 'restore settings
```

It is much easier to use this "push-pop" code than to save individual variables then restore them after calling MsgBox95.   Be sure to dimension the array before calling the save subroutine.

Ctrl-P Prints the Message

Press Ctrl-P to send a MsgBox95 message to the default Windows printer.   This feature is designed to aid application problem resolution.

For example: Your application issues an error message when a data access error occurs.   The message displays the failing SQL statement.   Your user is having trouble reading the message to you over the phone.   You tell the user to press Ctrl-P, print the message then fax it to you.

Technical

Before printing, the form's backcolor is changed to white and a border is drawn around the form.   MsgBox95 uses Visual Basic's PrintForm method.   PrintForm does not print the Title or the Command Buttons.

History

This feature was implemented in MsgBox95 version 3.10, June 1995.

Message Location

By default the MsgBox95 form is centered in the screen.   You can cause the message to be centered in any region of the screen.   For example:

1. In an Multiple-Document Interface [MDI] application you could make messages appear centered in the MDI form.

2. In a standard or MDI application the message could appear centered in any form, Standard, Child or MDI.

3. You can "force" the message to any screen edge or corner.

MB3D_Zone Subroutine

You specify the message boundaries using one of three methods.   Use subroutine MB3D_Zone to set the boundaries based on the location of a form, MB3D_Zone_FullScreen to center the message in the center of the screen, or specify each zone boundary separately.   An MB3D_Zone subroutine example:

```
MB3D_Zone Me
MsgBox95Sub "Msg", ...
```

MB3D_Zone uses one parameter - the name of a form.   Another example:

```
MB3D_Zone MyMDIForm
MsgBox95Sub "Msg", ...
```

The MB3D_Zone subroutine:

```
Sub MB3D_Zone (TheForm As Form)
    MB3D_ZoneLeft = TheForm.Left
    MB3D_ZoneTop = TheForm.Top
    MB3D_ZoneWidth = TheForm.Width
    MB3D_ZoneHeight = TheForm.Height
End Sub
```

MB3D_Zone sets four MsgBox95 global variables.

MB3D_Zone Variables

The variables are:

```
Global MB3D_ZoneLeft As Long          '(27)    'left
Global MB3D_ZoneTop As Long           '(28)    'top
Global MB3D_ZoneWidth As Long         '(29)    'width
Global MB3D_ZoneHeight As Long        '(30)    'height
```

The variables are saved and restored with **MB3D_Globals_Save/Restore.**

MB3D_Zone_FullScreen

Use this subroutine to center a form in the middle of the screen.   The subroutine:

```
Sub MB3D_Zone_FullScreen
    MB3D_ZoneWidth = 0
    MB3D_ZoneHeight = 0
End Sub
```

A sample:

```
MB3D_Zone_FullScreen
MsgBox95Sub "message",...
```

This subroutine was added in version 2.88, May 1995.

Custom Locations

Although MB3D_Zone sets these variables, you can set them to create a custom message

location.   Some examples:

Message in upper left corner
```
   MB3D_ZoneLeft = 0
   MB3D_ZoneTop = 0
   MB3D_ZoneWidth = 1
   MB3D_ZoneHeight = 1
```

Message in lower right corner
```
   MB3D_ZoneLeft = Screen.Width
   MB3D_ZoneTop = Screen.Height
   MB3D_ZoneWidth = 1
   MB3D_ZoneHeight = 1
```

Message at center right edge
```
   MB3D_ZoneLeft = Screen.Width
   MB3D_ZoneTop = Screen.Height \ 2
   MB3D_ZoneWidth = 1
   MB3D_ZoneHeight = 1
```

MB3D_CenterForm

This routine is used to center the MsgBox95 form.   If either MB3D_ZoneWidth or MB3D_ZoneHeight is not zero then the zone boundaries are used.

```
Sub MB3D_CenterForm (TheForm As Form, OffsetLeft As Integer, OffsetTop As
Integer)
'do only if Normal, not minimized or maximized
   If TheForm.WindowState <> 0 Then Exit Sub

   Dim FLeft As Long, FTop As Long

'any values here then use boundaries
   If MB3D_ZoneWidth + MB3D_ZoneHeight > 0 Then
     FLeft = (MB3D_ZoneLeft + (MB3D_ZoneWidth \ 2)) - (TheForm.Width \ 2) -
OffsetLeft
     FTop = (MB3D_ZoneTop + (MB3D_ZoneHeight \ 2)) - (TheForm.Height \ 2) +
OffsetTop
     If FLeft + TheForm.Width > Screen.Width Then     'make sure it is on the
screen
        FLeft = Screen.Width - TheForm.Width
     End If
     If FTop + TheForm.Height > Screen.Height Then
        FTop = Screen.Height - TheForm.Height
     End If

     If FLeft < 0 Then    'make sure it is on the screen
        FLeft = 0
     End If
     If FTop < 0 Then
        FTop = 0
     End If

   Else    'center in middle of the screen
     FLeft = ((Screen.Width - TheForm.Width) \ 2) + OffsetLeft
     FTop = (((Screen.Height - TheForm.Height) \ 2) + OffsetTop) * .85
   End If

   'no move needed
   If TheForm.Left = FLeft And TheForm.Top = FTop Then Exit Sub

   TheForm.Move FLeft, FTop     'move to centered location

End Sub
```

Center Any Form in a Zone

You can use subroutine **MB3D_CenterForm** to center any form.   For example:

In the main form:

```
MB3D_Zone Me              'set the zone
SecondaryForm.Show        'load the form
```

In SecondaryForm's Form_Load:

```
MB3D_CenterForm Me, 0, 0    'center in zone
```

This technique is used throughout the MsgWiz95 application.   See: **MsgWiz95.Exe.**

History

This feature was implemented in MsgBox95 Version 2.46, November 1994.

Splash Screens

MsgBox95 can be used to create "splash screens".   A splash screen is displayed for a second or two then automatically disappears.   If you supply a value in the global parameter MB3D_Splash then MsgBox95 will simulate the user pressing the first button on the message. The value is specified in milliseconds.   For example:

```
MB3D_Splash = 1000
```

causes MsgBox95 to simulate the user pressing the message's first command button after a one second delay.

MsgWiz95's Help, About [Splash] menu demonstrates this MsgBox95 feature.

Visual Basic Timer - MsgBox95 uses a VB timer.   If the MB3D_Splash value is greater than zero the routine TimerForSplash is activated after the timer's interval expires.

Help Commands

A help command is added to the MsgBox95 form if **MB3D_HelpCommand** is not zero. Four **global variables** are specified. An example:

```
MB3D_HelpCommand = &H105     'Help_PartialKey
MB3D_HelpFile = "d:\MsgBox95\MsgBox95.hlp"
MB3D_HelpData = "about"      'Search String
MB3D_HelpCaption = "&Learn"  'Alternate Command Caption
```

MB3D_HelpCommand

Any valid WinHelp command can be specified.   See the **Visual Basic Constant.Txt** file for a list of valid commands.   Most WinHelp commands require that a file name be specified.   And some require either a numeric or alphabetic qualifier [data].   In the above example a string ["about"] is specified as the search argument while requesting a Partial Key WinHelp search.

MB3D_HelpFile

The fully qualified file path and name are specified in variable **MB3D_HelpFile**.   MsgBox95 uses Window's file search logic to find the file.   If the file is not found MsgBox95 ignores the request.

MB3D_HelpData

MB3D_HelpData is defined as a global, variant field.   You typically supply a context number when performing context help functions, and a string when performing searches.   The data field is not needed with some commands, including the Contents or Index help functions.

MB3D_HelpCaption

You can specify another caption for the help command button.   In the above example the word "Learn" is used.   Default is "Help".   Leave the field "blank" to use the default.

The font and 3D effect, specified for other MsgBox95 commands, is applied to the Help button. In other words; all MsgBox95 command buttons are made to look the same.   See: **Command Captions and Fonts**.

Using MsgBox95's Help in Your Application

You can use the MsgBox95 help launcher in your application.   The process is fully described in **Sub MB3D_DoHelp** in file MsgBSubs.Hlp.

Mouse "Snap-To" Default Button

MsgBox95 moves the mouse to the default command button.   API SetCursorPos is used. Prior to version 3.20 a "dummy" invisible command was moved to the center of the default command.   This "work around" is no longer needed.

Technical

Subroutine MB3D_MoveCursorToButton in MsgBox95.Bas is used to move the mouse pointer. The mouse pointer is positioned slightly right of and below the center of the command to prevent its caption from being obscured.

History

This feature was first implemented in MsgBox95 Version 2.44, November 1994.   It was rewritten for Version 3.20, July 1995.

No Buttons

You can display a message without command buttons.   For example:

```
MB3D_NoButtons = True
```

The message is terminated when the user presses Esc, Enter or clicks the mouse button.

You could also use a MB3D_Splash interval to terminate the message after the interval expires.   For example:

```
MB3D_Splash = 1000       '1 second
MB3D_NoButtons = True    'No command buttons displayed
MsgBox95Sub Msg,...
```

Escape Key

You can still determine a user's response even if the message is displayed without buttons. For example:

```
MB3D_NoButtons = True    'No buttons
Rtn = MsgBox95Fun(Msg, ..., Ttl)
If Rtn = IDCancel Then   'Esc pressed?
     DoCancelAction      'yes, do cancel action
Else
     DoOtherAction       'no, do other action
End if
```

Technical Information

Buttons Created - The buttons are actually created.   That means if you specify the default button as the second button and the second button is "No", IDNO is returned if the user presses "Enter".   Pressing Esc always returns IDCancel even if no cancel button was specified.
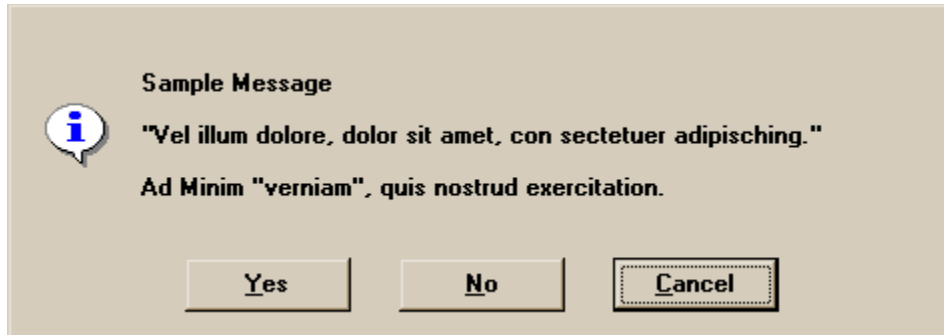
No Title

Messages can be displayed with or without a title bar [caption].   The default is to display the message with a title.   Eliminate the title by setting MB3D_NoTitle to true before calling MsgBox95.   For example:
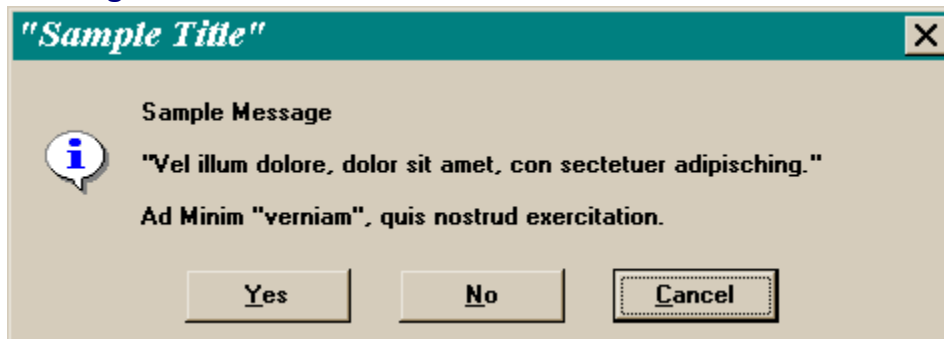
```
MB3D_NoTitle = True
MsgBox95Sub ....
```

This variable is saved and restored with **MB3D_Globals_Save/Restore.**

Message without a Title

Message with a Title

Move Using Drag

You can move the message by dragging the top part of the message, except the Icon.   Hold down the left mouse button then drag the message to the desired location.   Drop the message by releasing the mouse button.

Mouse Click

MsgBox95 simulates a click of the invisible default button if the user clicks the mouse in the lower part of a "no button and no title" message.

Technical

MsgBox95 uses Windows API SetWindowLong to change the style of the message box.   See subroutine MB3D_SetTitleAndCtl3D in module MsgBox95.Bas for details.

The title is always created.   That means you could design messages to contain a title then change the value of MB3D_NoTitle to see how the message looks with or without a title.

History

This feature was implemented in MsgBox95 version 2.62, February 1995.   Mouse click in the lower portion of the message was implemented in version 3.10, June 1995.   A suggestion from Robert A. Blaney [73157,3543].

Register with Ctl3D.Dll

With Windows 3.x, MsgBox95 uses function Ctl3dSubclassDlgEx provided in newer versions of Ctl3D.DLL or Ctl3DV2.DLL to add a 3D border effect if you set MB3D_UseCtl3D to true. Sample calling sequence:

```
MB3D_UseCtl3D = True
MsgBox95Sub ....
```

Sample Registered Message

Sample Unregistered Message

Technical Information - Windows 3.x

Before issuing the first message, MsgBox95 attempts to find Ctl3DV2.DLL then Ctl3D.DLL.   It then uses function Ctl3DGetVer to get their version number.   The Ctl3dSubclassDlgEx function was added in version 2.0.   Since any Ctl3DV2.DLL is, by definition, greater than version 2.0 it is used first.   If MsgBox95 can't find Ctl3DV2.DLL it uses Ctl3D.DLL if its version number is 2.0 or greater.   If it can't find either or if Ctl3D.DLL is an old version then MB3D_UseCtl3D is "forced" to False.

Only messages with a title are registered.   If you have set MB3D_NoTitle to true then the message is not registered with the DLL.

You may occasionally encounter a GPF while developing an application if you do not unload the message form before ending your application.

This variable is saved and restored with MB3D_Globals_Save/Restore.

Windows 95

This feature only applies to messages displayed in Windows 3.10.   It is ignored if the message is displayed in Windows 95.

Windows NT

This feature is not used if the message is displayed in Windows NT.   These is no way to prevent a GPF when your application terminates in Windows NT.

History

This feature was implemented in MsgBox95 Version 2.66, March 1995.   Ctl3D Version checking was added in Version 2.71, March 1995 [thanks to user Dallas Bridge, 100237,3155].

Windows 95 and Windows NT testing was performed while developing Version 3.20, July 1995.

No Separator

The message can be displayed with or without a separator line between the message and the command buttons.   With a separator:

Without a separator:

MB3D_NoSeparator

Set MB3D_NoSeparator to True to display the message without a separator line.   For example:

```
MB3D_NoSeparator = True
```

This variable is saved and restored with **MB3D_Globals_Save/Restore.**

Windows 95

The separator is never displayed with messages issued in Windows 95.

History

This feature was implemented in MsgBox95 Version 2.84, April 1995.   Thanks to Jeffrey McManus [72103,3263] for the suggestion.   Automatic removal of the separator while displaying the message in Windows 95 began in Version 3.20, July 1995.

VGA Sized Messages

MsgBox95 uses the screen's resolution to determine the message's width.   The higher the screen resolution the wider the message.   You can override this feature and force all message to be displayed with VGA resolution [640x480].   Set MB3D_VGA_Messages to true before calling MsgBox95.   For example:

```
MB3D_VGA_Messages = True
MsgBox95Sub ....
```

This variable is saved and restored with **MB3D_Globals_Save/Restore.**

History

This feature was implemented in MsgBox95 Version 2.52, January 1995.

Bevel Width

The command button's bevel width can be changed by setting global variable MB3D_BevelWidth to a value from 1 to 10 and a negative number.   Default is 2.   Samples:
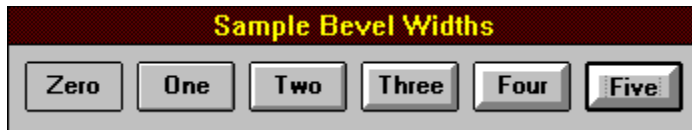
Setting the bevel width to one provides a Windows 95 command button appearance.   The bevel width is set to 1 in the following sample:

```
MB3D_BevelWidth = 1
MsgBox95Sub ...
```

This variable is saved and restored with **MB3D_Globals_Save/Restore.**

Windows 95

This feature is not needed and its setting is ignored when the message is displayed in the Windows 95 environment.

Technical

If MB3D_BevelWidth = 0 then the default width [2] is used.   To display the command button with a zero bevel width set MB3D_BevelWidth to a negative number, for example minus one:

```
MB3D_BevelWidth = -1      'Set BevelWidth to Zero
```

This implementation preserves compatibility with earlier versions of MsgBox95.

History

The feature was implemented in MsgBox95 Version 2.91, May 1995.   A suggestion from Bruce Nordstrand [100352,176].

Hide Rather Than Unload

To dramatically improve performance you can set **MB3D_UnloadAfterDisplay** to False to cause the MsgBox95 form to be hidden after use rather than unloaded.   For example:

```
Global Const MB3D_UnloadAfterDisplay = False
```

This constant is defined in module MsgBox95.Bas.   The default setting is "False."

MB3D_Unload

You can force the MsgBox95 form to be unloaded by calling subroutine MB3D_Unload.   To demonstrate this feature, a MsgWiz95.Exe file menu item calls this subroutine.   Use it to compare MsgBox95 performance, force the form to be unloaded by using File, Unload then display a MsgBox95 message.   You will need to do this after each message is displayed to force the form to be unloaded.   MB3D_Unloaded was added on December 3, 1994 in version 2.48.

Forms.Count Compatibility

Visual Basic will return the number of open forms with the Forms.Count function.   If the MsgBox95 form is not unloaded it will be included in the count.   If your application uses this function you may need to modify your code to handle this situation.   See: **Forms.Count Routines** for samples.

Technical Information

Realignment of Code - Beginning with version 2.40 most of the MsgBox95 program logic was moved from the Form [MsgBox95.Frm] to the Module [MsgBox95.Bas].   That means the Form does not have to be shown until it has been constructed.

Message Variables - Since the form is not unloaded it means that any variables previously defined in the form, now moved to the module, would not be reset to their default settings. The variables are reset in the module.

Timer Triggers Setting Default Button - A hidden form, when redisplayed [shown], does not always cause an event to occur [Form-Activate is not fired, possibly a VB bug].   This means there is no way to change the default command button.   A SetFocus command can't be issued until the form is shown.   A timer was added to the form to overcome this limitation.   The sequence is:

> **Set the Timer**
> **Show the Form**
> **Timer Elapses - Set the Default Button**

System Modal Window - The only way to gain access to other windows after a system modal window has been loaded is to "destroy" the system modal window.   A MsgBox95 system modal message is *always* unloaded - never hidden.

MDI Forms.Count Routines

You may find the following routines useful if you hide [rather than unload] MsgBox95 messages and Forms.Count in Multiple Document Interface [MDI] applications.

Count Only Loaded Child Forms

```
Function MDIAllChildCount () As Integer
' Count all the open Child Forms
     Dim i As Integer
     Dim x As Integer
     For i = 0 To Forms.Count - 1
          On Error GoTo MDIAllChildCountError
          If Forms(i).MDIChild Then
               x = x + 1
          End If
MDIAllChildCountSkip:
     Next
     MDIAllChildCount = x
     Exit Function
MDIAllChildCountError:
     Resume MDIAllChildCountSkip
End Function
```

Set the Window State for all Loaded Child Forms

```
Sub MDIAllChildSetWindowState (State As Integer)
' Set All child windows to the State Indicated
' For example: State = Minimized
     Dim i As Integer
     For i = 0 To Forms.Count - 1
          On Error GoTo MDIAllChildSetWindowStateError
          If Forms(i).MDIChild Then
               Forms(i).WindowState = State
          End If
MDIAllChildSetWindowStateSkip:
     Next
     Exit Sub
MDIAllChildSetWindowStateError:
     Resume MDIAllChildSetWindowStateSkip
End Sub
```

Unload all Loaded Child Forms

```
Sub MDIAllChildUnload ()
' Unload all loaded Child Forms
' Need to do in reverse order
     Dim i As Integer
     For i = Forms.Count - 1 To 0 Step -1
          On Error GoTo MDIAllChildUnloadError
          If Forms(i).MDIChild Then
               Unload Forms(i)
          End If
MDIAllUnloadSkip:
     Next
     Exit Sub
MDIAllChildUnloadError:
     Resume MDIAllUnloadSkip
End Sub
```

Prior Version Considerations

Prior to version 2.34 the message box was displayed in an <u>outline box</u>. If you want to continue to use the "old" style then set the following constant to True:

```
Global Const MB3D_233StyleMessage = True
```

The constant is defined in MsgBox95.Bas. The distributed source code value is "False".

Converting from VB's MsgBox to MsgBox95

Manual or Automatic

You can manually convert your VB projects or you can use the supplied Conversion Utility [MsgConvt].   The manual process is described below.   Refer to the MsgConvt.Hlp file for instruction on using the conversion utility.   MsgConvt was first distributed with MsgBox95 3.00, May 1995.

Manual Conversion

Convert VB MsgBox statements to MsgBox95Sub subroutines.   Convert VB MsgBox functions to MsgBox95Fun functions.   For example the function:

```
RtnCode = MsgBox(TheMessage, MB_..., TheTitle)
```

when converted becomes:

```
RtnCode = MsgBox95Fun(TheMessage, MB_..., TheTitle)
```

Add Files

Add, if necessary, the following files to your VB project:

MsgBox95.Frm	Message Box Form
MsgBox95.Bas	Subroutines, Functions and Globals
ThreeD.VBX	Used for 3D effect

Be sure to add ThreeD.VBX before adding MsgBox95.Frm.   Otherwise, VB produces errors similar to:

Class SSCommand of control Command3DCommand was not a loaded control class.
The property name Caption in Command3DCommand is invalid.
The property name Font3D in Command3DCommand is invalid.

SS3D.VBX

Sheridan's SS3D.VBX was enhanced and renamed ThreeD.VBX when distributed with Visual Basic.   You can continue to use SS3D.VBX instead of ThreeD.VBX.   You can not add both SS3D.VBX and ThreeD.VBX to a project.   Use one or the other.   If you convert from SS3D.VBX to ThreeD.VBX start a new project then "manually" add each form, module and VBX.   Add VBX's first, then modules and forms.   Thanks go to Kip Johnson, 76451,3660, for relaying this information.

Customize the Message

You may wish to "customize" the message by changing message alignment, command captions, font properties, message icons or adding a help button.   See: Message Alignment and Fonts, Command Captions and Fonts Alternate Icons or Help Commands for details.

Considerations

Same Number of Arguments - The *type* and *title* are not required with VB's MsgBox, they are required with MsgBox95.   A VB limitation - Argument Count Mismatch.

Data Type - The data type of the parameters passed to or returned from VB's MsgBox can be *variant.*   They must be either *string* or *integer* with MsgBox95.   A VB limitation - Parameter Type Mismatch.

Windows 95 Considerations

MsgBox95 is designed to perform in both the Windows 3.x and Windows 95 environment. Messages you design under Windows 3.x or Windows 95 are displayed using the characteristics of the host operating system.   That is: if your user runs your application in Windows 3.x then converts to Windows 95 your application's message will take on the characteristics of Windows 95.   Your message do not have to be changed.   MsgBox95 automatically makes the following conversion for you:

Command Buttons

MsgBox95.Frm contains both the ThreeD.VBX [Sheridan] command button and the standard VB command button.   The Sheridan button is used with Windows 3.x and the standard VB command button with Windows 95.   The Sheridan button does not have a BackColor property - it always uses light gray.

Standard command buttons are displayed with the Windows 95 3D Objects color as defined using the Control Panel's, Display, Appearance setting.   For example:
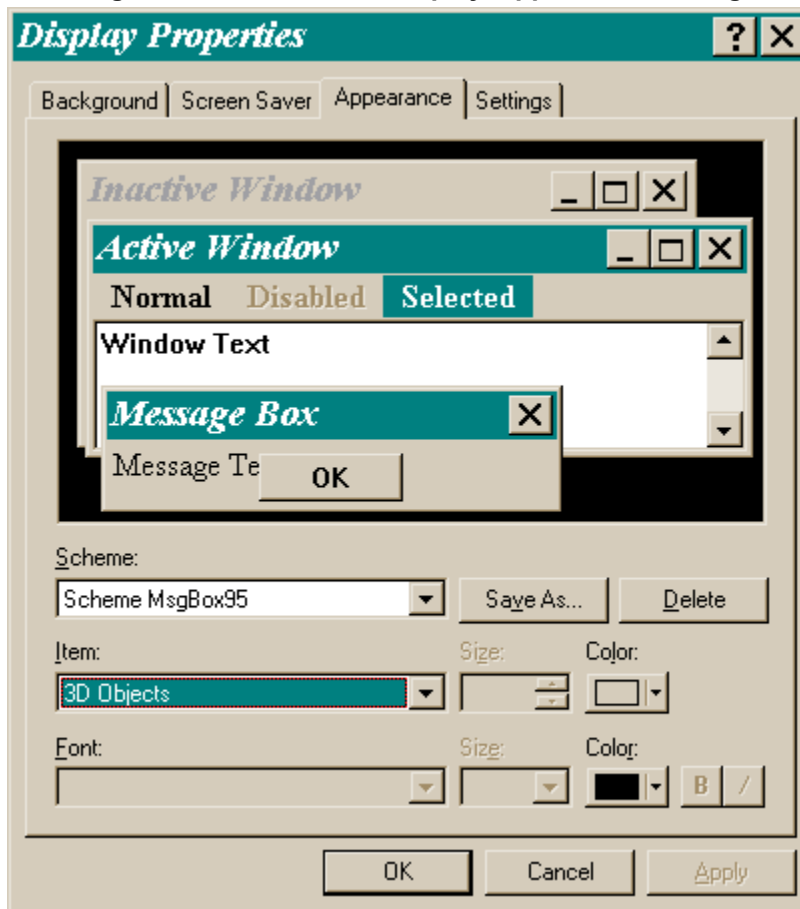
Use of Ctl3D.Dll

Windows 95 automatically incorporates a 3D look.   If a message is registered with Ctl3D.DLL that registration is ignored if the message is issued in the Windows 95 environment.

Standard Message Icons

The stop, exclamation, information and question icons are automatically changed to the new

Windows 95 message icons.   For example a message issued in Windows 3.1 using is

changed to use

 in Windows 95.

Message Beep

Standard Windows 95 messages play the Message Beep sound defined in Control Panel Sound settings.   MsgBox95 plays the same sound.   Messages using **Alternate Icons** are displayed without sound.

Separator

The message separator is never displayed in Windows 95.   It is optional with Windows 3.x. See: **MB3D_NoSeparator** for details.

3D Fonts

Command button fonts are no longer displayed in Windows 95.   Commands with 3D fonts can still be displayed in Windows 3.x.   Message fonts can still be displayed in Windows 95 - although most Windows 95 applications do no display messages using a 3D font.

Bevel Width

MB3D_BevelWidth is ignored in Windows 95.   See **Bevel Width** for details.

Interim Version

MsgBox95 3.20 is an interim release of the product.   It supports both the Windows 3.x and Windows 95 GUI.   It is intended that a future version will drop support for Windows 3.x after a significant number of users convert to Windows 95.   There is a significant amount of duplicated source code needed to support both environments.   Much of that duplicated code will be removed when a "final" version of MsgBox95 is released in September or October 1995.

📒 The MsgBox Wizard

Click one of the following topics:

MsgWiz95.Exe
Message Alignment And Fonts
Command Captions and Fonts
Selecting a Font
Selecting an Alternate Icon
Selecting a Help File
Generating MsgBox95 Source Code
MsgWiz95 Settings are Saved
Displaying What's New

📒 MsgWiz95.Exe - The MsgBox Wizard

MsgWiz95 is used to generate Visual Basic source code that you can copy into your project. The source code is written to the Clipboard.   MsgWiz95 also demonstrates the similarities and differences between VB's MsgBox and MsgBox95.   You may wish to review VB's help topic **MsgBox Function, MsgBox Statement**.   MsgBox95 replicates the functionality of VB's MsgBox.   MsgWiz95 is written in VB 3.0.   It uses **VBRun300.Dll**.   Click on the following form for additional information about each section of this screen.   There are 16 **hot spots** on this screen.

```
┌─ 📒 MsgBox Wizard ─────────────────────── [_][□][✕] ─┐
│  File   Sample Message   What's New..   Help   Test   │
│ ┌─────────────────────────┐ ┌───────────────────────┐ │
│ │        Buttons          │ │        Icons          │ │
│ │ ☐ MB3D_NoButtons        │ │ ○ None                │ │
│ │ ○ MB_OK                 │ │ ○ MB_IconStop         │ │
│ │ ○ MB_OKCancel           │ │ ○ MB_IconQuestion     │ │
│ │ ○ MB_AbortRetryIgnore   │ │ ○ MB_IconExclamation  │ │
│ │ ◉ MB_YesNoCancel        │ │ ◉ MB_IconInformation  │ │
│ │ ○ MB_YesNo              │ │ ☐ Use an Alternate Icon│ │
│ │ ○ MB_RetryCancel        │ ├───────────────────────┤ │
│ │ ☐ Include a Help Button │ │       Modal Type      │ │
│ ├─────────────────────────┤ │ ◉ MB_ApplModal        │ │
│ │     Default Button      │ │ ○ MB_SystemModal      │ │
│ │ ○ MB_DefButton1         │ ├───────────────────────┤ │
│ │ ○ MB_DefButton2         │ │ MsgBox or x=MsgBox()  │ │
│ │ ◉ MB_DefButton3         │ │ ○ Subroutine          │ │
│ │                         │ │ ◉ Function            │ │
│ └─────────────────────────┘ └───────────────────────┘ │
│ Message: │Sample Message           │[▲][▼] [ Edit.. ]  │
│ ☑ Title: │"Sample Title"           │  [ IDCancel [2] ] │
│ [ VB MsgBox ] [ MsgBox95 ] [ Fonts... ] [ Captions... ]│
└───────────────────────────────────────────────────────┘
```

Select desired option buttons then click the VB MsgBox or MsgBox95 commands to display the standard VB or MsgBox95 message.   The generated source code is written to the Clipboard each time you click one of these commands.

Enter new message or title text to display a message containing that text.

Use the Fonts command to change **message alignment or font properties**.   Use the Captions command to change **command captions and font properties** .

📘 THE BRIDGE

Message Alignment And Fonts

You can change MsgBox95 message's alignment and font properties with this form.   Click on the following form for additional information about each section.   There are 13 hot spots on this screen.

Select a Message Font and Alignment

File   Alignment   3D Font   Help

Arial, 12, Bold
Inset Light

Click the Left, Center or Right option to change the message text alignment.

Click Raised, Inset, Light or Heavy to display a 3D font.

Click the 'Select a Different Font...' command to change the message's font properties.

○ Left   ● Center   ○ Right

None   Raised   Inset   Light   Heavy

Select a Different Message Font...

Default   OK   Cancel   Help

This screen is centered within a zone defined using MB3D_Zone.

Command Captions and Fonts

You can change MsgBox95 command's captions and font properties with this form.   Click on the following form for additional information about each section.   There are 13 **hot spots** on this screen.
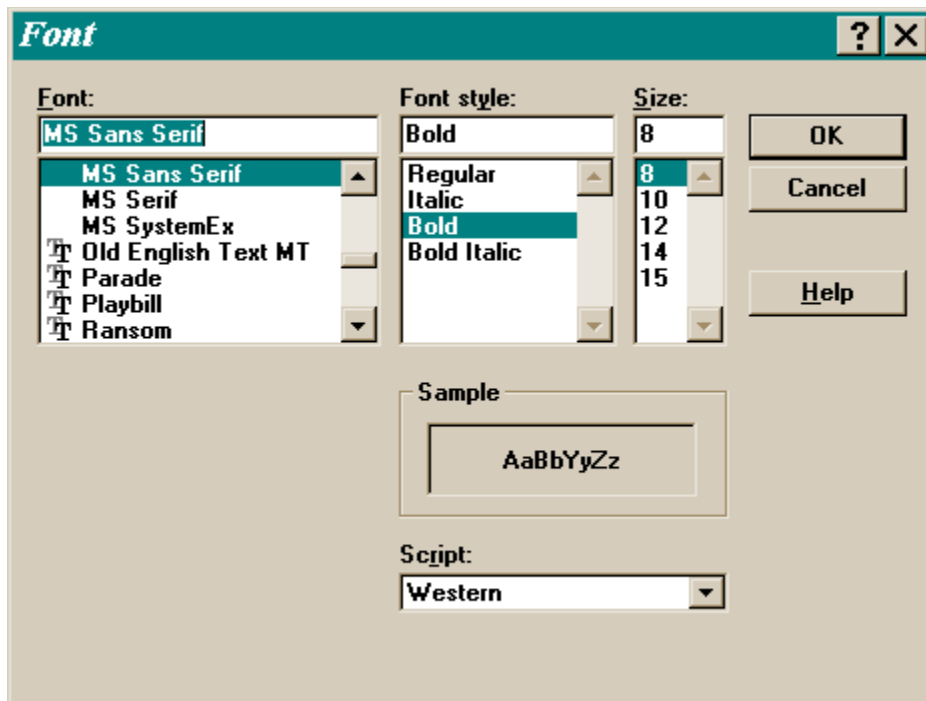

This screen is centered within a zone defined using **MB3D_Zone.**

![notepad icon] Selecting a Font

The following Windows 95 Common Dialog screen is displayed when you click the **Select a Different Font** command:

```
┌─ Font ────────────────────────────────────── ? ✕ ┐
│                                                    │
│  Font:              Font style:      Size:         │
│  ┌──────────────┐   ┌──────────┐   ┌───┐  ┌──────┐ │
│  │MS Sans Serif │   │Bold      │   │8  │  │  OK  │ │
│  └──────────────┘   └──────────┘   └───┘  └──────┘ │
│  ┌────────────┬─┐   ┌──────────┬─┐ ┌───┬─┐ ┌──────┐ │
│  │MS Sans Serif│▲│  │Regular   │▲│ │8  │▲│ │Cancel│ │
│  │MS Serif     │ │  │Italic    │ │ │10 │ │ └──────┘ │
│  │MS SystemEx  │ │  │Bold      │ │ │12 │ │          │
│  │Old English  │ │  │Bold Italic│ │ │14 │ │         │
│  │ Text MT     │ │  │          │ │ │15 │ │ ┌──────┐ │
│  │Parade       │ │  │          │ │ │   │ │ │ Help │ │
│  │Playbill     │ │  │          │▼│ │   │▼│ └──────┘ │
│  │Ransom       │▼│  └──────────┴─┘ └───┴─┘          │
│  └────────────┴─┘                                  │
│                  ┌─ Sample ──────────────┐          │
│                  │                        │          │
│                  │      AaBbYyZz          │          │
│                  │                        │          │
│                  └────────────────────────┘          │
│                  Script:                             │
│                  ┌──────────────────────┬─┐          │
│                  │Western               │▼│          │
│                  └──────────────────────┴─┘          │
│                                                    │
└────────────────────────────────────────────────────┘
```

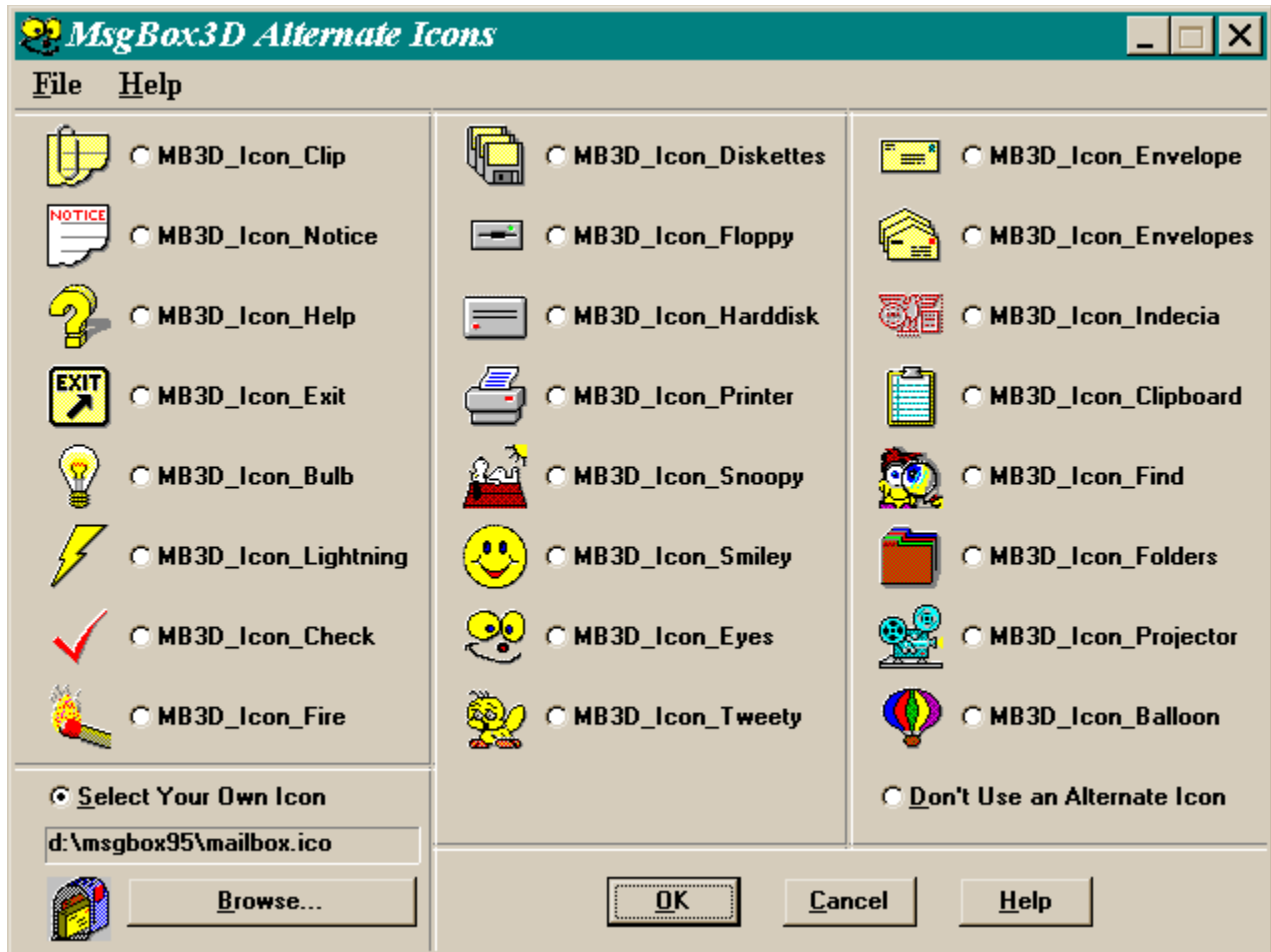In Windows 3.x, MsgWiz95 will use **CTL3D.DLL** or **CTL3DV2.DLL**, if found on your system, to display common dialog screens with a 3D effect.

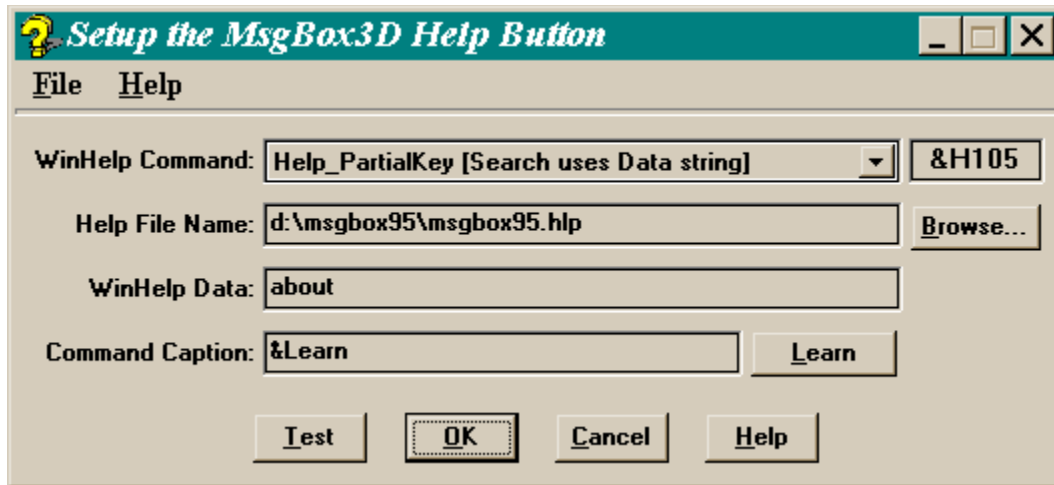![THE BRIDGE logo]

Selecting an Alternate Icon

The following screen is displayed when you click the "Use an Alternate Icon" option or menu item File, Select an Alternate Icon.   Click on the following form for additional information about each section.   There are 6 hot spots on this screen.

MsgBox3D Alternate Icons

File   Help

- ○ MB3D_Icon_Clip
- ○ MB3D_Icon_Notice
- ○ MB3D_Icon_Help
- ○ MB3D_Icon_Exit
- ○ MB3D_Icon_Bulb
- ○ MB3D_Icon_Lightning
- ○ MB3D_Icon_Check
- ○ MB3D_Icon_Fire

- ○ MB3D_Icon_Diskettes
- ○ MB3D_Icon_Floppy
- ○ MB3D_Icon_Harddisk
- ○ MB3D_Icon_Printer
- ○ MB3D_Icon_Snoopy
- ○ MB3D_Icon_Smiley
- ○ MB3D_Icon_Eyes
- ○ MB3D_Icon_Tweety

- ○ MB3D_Icon_Envelope
- ○ MB3D_Icon_Envelopes
- ○ MB3D_Icon_Indecia
- ○ MB3D_Icon_Clipboard
- ○ MB3D_Icon_Find
- ○ MB3D_Icon_Folders
- ○ MB3D_Icon_Projector
- ○ MB3D_Icon_Balloon

⊙ Select Your Own Icon

d:\msgbox95\mailbox.ico

Browse...

○ Don't Use an Alternate Icon

OK   Cancel   Help

This screen is centered within a zone defined using **MB3D_Zone.**

Selecting a Help File

The following screen is displayed when you click the "Include a Help File" option or menu item File, Select a Help File.   Click on the following form for additional information about each section.   There are 11 hot spots on this screen.

Setup the MsgBox3D Help Button

File   Help

WinHelp Command: | Help_PartialKey [Search uses Data string] ▾ | &H105

Help File Name: | d:\msgbox95\msgbox95.hlp | Browse...

WinHelp Data: | about

Command Caption: | &Learn | Learn

Test   OK   Cancel   Help

This screen is centered within a zone defined using **MB3D_Zone.**

Generating MsgBox95 Source Code

If File menu item **Write Generated Code to the Clipboard** is checked, MsgWiz95 will generate the Visual Basic code used to create the sample message. The code is written to the clipboard. You could paste the code into your VB application.

Sample Generated Code

MsgWiz95 generated the following code. VB comments have been eliminated to make the code easier to read.

```
'09/07/1994-10:41:07, Code generated by MSGWIZ95
Dim MB3D_Msg as String
Dim MB3D_Title as String
Dim MB3D_Type as Integer
Dim MB3D_ReturnCode as Integer
Dim MB3D_SaveArray() as Variant
MB3D_Globals_Save MB3D_SaveArray()
MB3D_Msg = MB3D_Msg & "Sample Message:" & Chr$(13)
MB3D_Msg = MB3D_Msg & Chr$(13)
MB3D_Msg = MB3D_Msg & Chr$(34)
MB3D_Msg = MB3D_Msg & "Vel illum dolore, sectetuer adipisching."
MB3D_Msg = MB3D_Msg & Chr$(34)
MB3D_Msg = MB3D_Msg & Chr$(13)
MB3D_Msg = MB3D_Msg & Chr$(13)
MB3D_Msg = MB3D_Msg & "Ad Minim "
MB3D_Msg = MB3D_Msg & Chr$(34)
MB3D_Msg = MB3D_Msg & "verniam"
MB3D_Msg = MB3D_Msg & Chr$(34)
MB3D_Msg = MB3D_Msg & ", quis nostrud exercitation."
MB3D_Title = MB3D_Title & Chr$(34)
MB3D_Title = MB3D_Title & "Sample Title"
MB3D_Title = MB3D_Title & Chr$(34)
MB3D_Type = MB3D_Type + 3      'MB_YesNoCancel
MB3D_Type = MB3D_Type + 64     'MB_IconInformation
MB3D_Type = MB3D_Type + 512    'MB_DefButton3
MB3D_ReturnCode = MsgBox95Fun (MB3D_Msg, MB3D_Type, MB3D_Title)
MB3D_Globals_Restore MB3D_SaveArray()
If MB3D_ReturnCode = 6 Then    'IDYes
End If
If MB3D_ReturnCode = 7 Then    'IDNo
End If
If MB3D_ReturnCode = 2 Then    'IDCancel
End If
```

Beginning with version 2.81, April 1995, output is created for VB MsgBox as well as MsgBox95.

MsgWiz95 Settings are Saved

When you exit MsgWiz95 options and settings you selected are saved in MsgWiz95.Ini.   These settings are restored the next time the program is executed.

A sample Ini file:

```
; MsgWiz95.Ini - MsgWiz95 Initialization File
; 95/04/02 Created this date.

[Window]
Left=4222
Top=2018
Screen Width=15360
Screen Height=11520

[Preferences]
Output to Clipboard=True
Display What's New Message=2.80 True
Save Session Options=True

[Saved Command Button Names]
MB3D_UD_OK=&OK
MB3D_UD_Cancel=&Abbrechen
MB3D_UD_Abort=&Abbrechen
MB3D_UD_Retry=&Wiederholen
MB3D_UD_Ignore=&Ignorieren
MB3D_UD_Yes=&Ja
MB3D_UD_No=&Nein

[Saved Message Font Information]
MB3D_Alignment=Left_Justify
MB3D_FontName=
MB3D_FontSize=0
MB3D_FontNotBold=False
MB3D_FontItalic=False
MB3D_Font3D=SS_Font3D_None

[Saved Command Button Font Information]
MB3D_Commands_FontName=
MB3D_Commands_FontSize=0
MB3D_Commands_FontNotBold=False
MB3D_Commands_FontItalic=False
MB3D_Commands_Font3D=SS_Font3D_None
MB3D_Commands_No3D=True

[Saved Help Information]
MB3D_HelpCommand=261
MB3D_HelpFile=d:\space.020\MsgBox95\MsgBox95.hlp
MB3D_HelpData=about
MB3D_HelpCaption=&Learn

[Saved Message and Title]
MB3D_Message=+++Sample Message||\\||\\"Vel illum...
MB3D_Title=+++"Sample Title"+++

[Saved Zone Information]
MB3D_ZoneLeft=4222
```

```
MB3D_ZoneTop=2018
MB3D_ZoneWidth=6915
MB3D_ZoneHeight=7035

[Saved Miscellaneous Information]
MB3D_Splash=0
MB3D_NoButtons=False
MB3D_Icon_Which=MB3D_Icon_Smiley
MB3D_Icon_FileName=
MB3D_VGA_Messages=False
MB3D_NoTitle=False
MB3D_UseCtl3D=False

[Saved MsgWiz95 Settings]
MG3D_Button=MB_YesNoCancel
MG3D_Default=MB_DefButton1
MG3D_Icon=MB_IconInformation
MG3D_Modal=MB_ApplModal
MG3D_SubFun=Function
```

Technical

The Ini file is stored in MsgWiz95's directory.   A new Ini file is created if it does not already exist.   You could delete this file to revert to factory defaults.
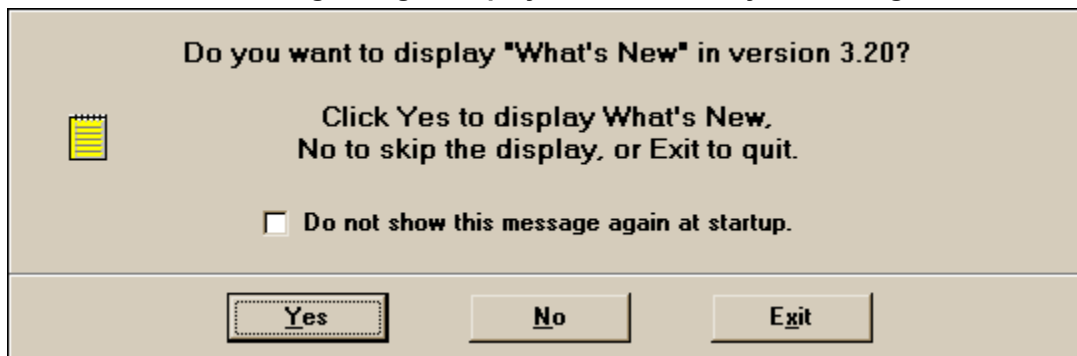
History

Saving the MsgWiz95 location was implemented in MsgBox95 Version 2.47, November 1994. Saving selected settings was implemented in version 2.74, March 1995.

Displaying What's New

You can display the historical record of MsgBox95 development.   Click menu item What's New...   The following dialog is displayed the first time you run MsgWiz95:

Do you want to display "What's New" in version 3.20?

Click Yes to display What's New,
No to skip the display, or Exit to quit.

☐ Do not show this message again at startup.

| Yes | No | Exit |

Click the check box to prevent this message from being displayed again.
Click the What's New... menu item to display this message again the next time you begin MsgWiz95.

Registration and Ordering MsgBox95

Click one of the following topics:

Registration and Ordering MsgBox95
Registered User's License
Upgrade Policy
About MsgBox95
Other Products
Update Information

Registration and Ordering MsgBox95

You can order MsgBox95's Visual Basic source code:

Using CompuServe's Shareware Registration [GO SWREG, 3805], or

Using the Public (software) Library
Item number: 14049,
Orders: 800-242-4775
Information: 713-524-6394, or

Directly from The Bridge:
Send a CompuServe message to 71662,205, or
Send a America Online message to LRebich, or
Mail this form to the address shown below, or
Fax this form to 415-737-0871, or
Phone 415-737-0870
Be sure to include credit card information.

Click the Print button to print this order form.

MsgBox95 Components

Click here to view MsgBox95 Source Components.

Ship MsgBox95 To

Name:	_____
Company:	_____
Address:	_____
City/State/Code	_____
Country	_____
Phone:	_____
CompuServe:	_____ or,
America Online:	_____

Price:

Product: **$19.95, California purchasers add appropriate sales tax.**
Price is subject to change without notice.
Shipping: **$3.95**

Upgrade: **Click here to review the Upgrade Policy.**

Ship Via

CompuServe _____   US Mail _____

Shipped via CompuServe unless you specify US Mail
If mailed a 3 1/2 inch diskette is used.

Registered User License

Click here to review the Registered User's License.

Payment Method

Check _____   Visa _____   MasterCard _____

If Credit Card, Number: _____ ,

Expires: _____

If Check, make payable to and Mail to:

THE BRIDGE, Inc

913 Hacienda Way
Millbrae, CA   94030
415-737-0870
Fax: 415-737-0871
CompuServe: 71662,205
America Online: LRebich

Last updated: July 23, 1995 15:00:28

Version: 3.20

Version Date: July 1995

MsgBox95 - Registered User License

Licensed

The Bridge, Inc., (hereafter The Bridge), hereby grants a License to the Licensee to use the MsgBox95 (hereafter The Product):

1. on a single computer system that contains only one central processing unit that can access The Product;

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The Bridge warrants that The Product will function substantially as described in The Product's Help file documentation [MsgBox95.Hlp] if used in accordance with instructions contained therein.

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 Inc.

913 Hacienda Way
Millbrae, CA   94030

CompuServe: 71662,205
America Online: LRebich
415-737-0870
Fax: 415-737-0871

Upgrade Policy

Registered 3.00 Users

Registered users of version 3.00 or later can order MsgBox95 at no charge by agreeing to accept the CompuServe transmission charges - usually about $1.00.   Send a message to The Bridge or use the **Order Form.**

Registered Users Prior to 3.00

MsgBox95 is available for $9.95 to registered users of earlier versions.   There is no shipping charge.   Please send a message to The Bridge [CompuServe: 71662,205 or America Online: LRebich] noting your VISA or MasterCard number, with expiration date.   Or send a check to:

THE BRIDGE Inc.

913 Hacienda Way
Millbrae, CA   94030

Or fax the **Order Form** to 415-737-0871.

THE BRIDGE

About MsgBox95

Click the right mouse button on a MsgBox95 Icon, or press F12, while displaying a MsgBox95 message to display this "About" box:
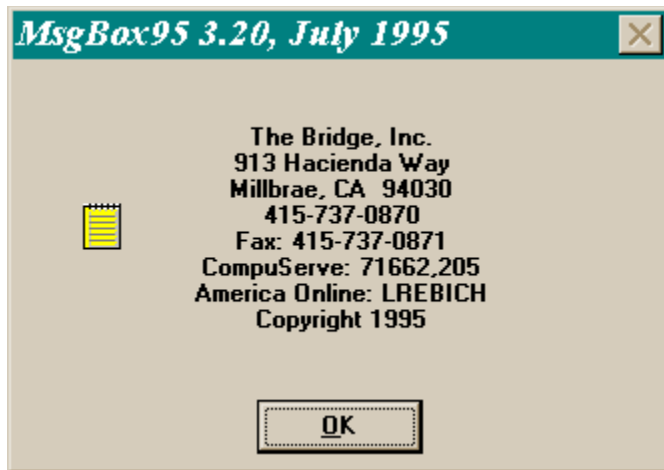
The message can also be displayed from the MsgWiz95's help menu [Help, About].

Other Products

Other products available from The Bridge in the CompuServe MSBasic forum include:

HolCal - A Holiday Calendar

A full function holiday calendar.   Use it as a stand alone calendar and while minimized as a clock.   Or use it to communicate with your application via DDE.   Holiday information is stored in an Access database.   Source code is available for $19.95.   MSBasic forum file name: HolCal.Zip.   Version 2.0 released March 1995.   Over 300 downloads.

DemoCt3D

Demonstrates the API's needed to call Ctl3D.DLL.   Freeware.   File name: DmoC3D.Zip.   Over 1230 people have downloaded this demo.

KeyState

According to information found in the Microsoft Developer's Network CD 10, KeyStat.vbx can cause a GPF under certain conditions.   We developed this freeware workaround which you my wish to use in place of the KeyStat.vbx.   File name: KeySta.Zip.   About 150 downloads.

Shade

A demo program that shows how to shade a form - similar to the Window's Setup screen.   Freeware.   File name: Shade.Zip.   Over 500 downloads.

SetTab

A demo program that shows how to set tabs in a text box.   Freeware.   File name: SetTab.Zip.   Over 740 downloads.

TstLay

Two functions that will save and restore a TrueGrid layout in a binary file.   Freeware.   File name: TstLay.Zip.   Over 270 downloads.

UppLow

A demo program that shows how to use the Windows API to force text box input to all upper or lower case.   Freeware.   File name: UppLow.Zip.   Over 130 downloads.

Update Information

Last updated: July 23, 1995 15:00:28

Version: 3.20

Version Date: July 1995

Hot Spots

Most of the forms displayed in this help file contain "hot spot" areas.   The mouse cursor changes to a "hand" as it moves over a "hot spot".   Click the mouse on the "hot spot" to pop-up information associated with that area of the form.

Technical Note - You can use the tab key to locate "hot spots".   Then, press the Enter key to display information associated with the highlighted area.

Calling Subroutine MsgBox95Sub

A typical MsgBox95Sub calling sequence:

```
MsgBox95Sub message, type, title
```

For example:

```
MsgBox95Sub "A Message", MB_IconStop, "Title"
```

will create a three dimensional message box with a message and title as well as display a stop icon and an OK button.

Calling Function MsgBox95Fun

A typical MsgBox95Fun calling sequence:

```
RtnCode = MsgBox95Fun (message, type, title)
```

For example:

```
RtnCode = MsgBox95Fun ("Message", MB_OKCancel, "Title")
```

will create a three dimensional message box with a message and title as well as an OK and a Cancel button.   If the user clicks the OK button RtnCode will contain IDOK [1], otherwise it will contain IDCancel [2].

MsgBox

```
  Global Const MB_OK = 0                       ' OK button only
  Global Const MB_OKCANCEL = 1                 ' OK and Cancel buttons
  Global Const MB_ABORTRETRYIGNORE = 2         ' Abort, Retry, and Ignore buttons
  Global Const MB_YESNOCANCEL = 3              ' Yes, No, and Cancel buttons
  Global Const MB_YESNO = 4                    ' Yes and No buttons
  Global Const MB_RETRYCANCEL = 5              ' Retry and Cancel buttons
  Global Const MB_ICONSTOP = 16                ' Critical message
  Global Const MB_ICONQUESTION = 32            ' Warning query
  Global Const MB_ICONEXCLAMATION = 48         ' Warning message
  Global Const MB_ICONINFORMATION = 64         ' Information message
  Global Const MB_DEFBUTTON1 = 0               ' First button is default
  Global Const MB_DEFBUTTON2 = 256             ' Second button is default
  Global Const MB_DEFBUTTON3 = 512             ' Third button is default
  Global Const MB_APPLMODAL = 0                ' Application Modal Message Box
  Global Const MB_SYSTEMMODAL = 4096           ' System Modal
```

' MsgBox return values
```
  Global Const IDOK = 1                        ' OK button pressed
  Global Const IDCANCEL = 2                    ' Cancel button pressed
  Global Const IDABORT = 3                     ' Abort button pressed
  Global Const IDRETRY = 4                     ' Retry button pressed
  Global Const IDIGNORE = 5                    ' Ignore button pressed
  Global Const IDYES = 6                       ' Yes button pressed
  Global Const IDNO = 7                        ' No button pressed
```

VBRun300.DLL - VB Dynamic Link Library

MsgWiz95 is written in Visual Basic.   VBRun300.DLL is needed to run the it.   Make sure the Windows/System directory contains a copy of this Dynamic Link Library.

ThreeD.VBX - Three Dimensional Controls

ThreeD.VBX is distributed with Visual Basic.   MsgBox95 uses its three dimensional command support.   Add this VBX to your project if you plan to use MsgBox95.

ThreeD.VBX was developed by Sheridan Software.   The predecessor product was called SS3D.VBX.   You can continue to use that VBX in your project.   You can not use both in a project.   See: **Converting from VB's MsgBox to MsgBox95** for details.

CMDialog.VBX - Common Dialog Control

The Common Dialog control provides support for a number of commonly used dialog box functions.   They are: Open a File, Save a File, Print, select Colors and select Fonts. CMDialog.VBX interfaces with Widow's Dynamic Link Library component CommDlg.DLL. Make sure both are available in your Window's, System directory.

MsgWiz95 uses CMDialog.VBX to select fonts and locate an alternate icon.   It is not used by MsgBox95.

MsgWiz95 attempts to locate Ctl3D.DLL or Ctl3DV2.DLL.   If one is found on your system then the common dialog is displayed with a 3D effect.

Ctl3D.DLL and Ctl3DV2.DLL

These dynamic link library components are provided with Windows.   If used, they provide the standard 3D effect used with many Windows application.

MsgBox95 first uses the newer version [Ctl3DV2] if found then uses the older version if available.   MsgBox95 verifies that Ctl3D version 2.0 or greater is installed.

Buttons

Select the command button configuration to be displayed with the message box.   In this example the **Yes**, **No** and **Cancel** buttons will be displayed.

MB3D_NoButtons

Select "MB3D_NoButtons" to display the message without buttons.   See: **No Buttons** for details.

Include a Help Button

Select "Include a Help Button" to initiate the Help Button Selection process.   See: **Selecting a Help File** for details.

Default Button

If more than one command button is displayed, set the default button by selecting one of the Default Button options.   In the example the third [Cancel] button becomes the default.

Icons

Select an Icon to be displayed with the message.   Click the Use an Alternate Icon check box to select an alternate icon.   See: Selecting an Alternate Icon for details.

Modal Type

The Windows API supports either Application wide or System wide modal window display.   An Application wide modal form must be "unloaded" before other forms in that application can be selected, however; *other applications* can be selected.   A System wide modal window must be "unloaded" before any other application can be selected.

MsgBox95 uses Window's API SetSysModalWindow to set a system wide modal message. There are a few differences between the VB MsgBox and MsgBox95 message displayed in system modal form.   Differences:

VB MsgBox

No Title or Control Box in some cases.
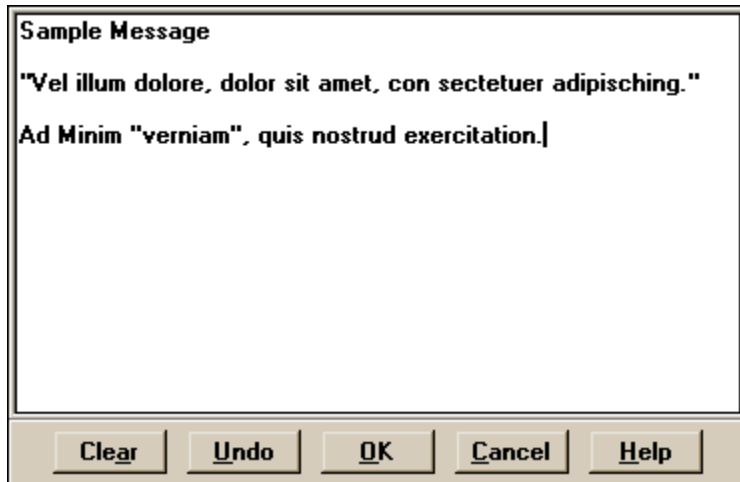No border in some cases.

MsgBox95

If **MB3D_NoTitle=False**, always has a Title and Control Box.
Always has a border.

Subroutine or Function

Select either a subroutine or function option.   In this example the Function option was selected.

Message

Use the Edit button to expand the message box.   You can enter a very large message string. Click Clear to clear the message, Undo to restore the message, OK to accept the changed message, Cancel to revert to the prior message text, or Help to display this helpful information.   A sample form:

```
Sample Message

"Vel illum dolore, dolor sit amet, con sectetuer adipisching."

Ad Minim "verniam", quis nostrud exercitation.|
```

| Clear | Undo | OK | Cancel | Help |

History - Undo was added in version 2.87, May 1995.

Title

If checked, enter any desired title.   Maximum length is 78 characters.   If blank, MsgBox95 will first use App.Title then App.EXEName.   Display a "blank" title by entering at least one space.

If unchecked, no title is displayed.   And the line:

```
MB3D_NoTitle = True
```

is added to generated Visual Basic code.

See **No Titles** for details.

Return Code

Return Code - The value returned by the MsgBox95Fun indicates which button was selected. In this example the "No" button was selected.   See: **MsgBox95Fun, MsgBox95Sub** for valid return codes.

Standard VB Message

Click the VB Message command to display a standard Visual Basic message.

Message95

Click the Message95 command to display the message created by it.

Fonts

Click this key to change message alignment and font properties.   See: [Alignment and Font Selection Demo](#) for details.

Captions

Click this key to change command captions and font properties.   See: Command Captions and Fonts Demo for details.

File

A menu screenshot showing the File menu with the following items:

File	Sample Message	What's New..	Help	Test

- Message Fonts... Ctrl+O
- Command Captions... Ctrl+C
- Select an Alternate Icon... Ctrl+S
- **Select a Help File...** Ctrl+H
- ✔ Write Generated Code to the Clipboard Ctrl+W
- ✔ Save Selected Options in Ini File Ctrl+I
- Reset all Options to Factory Settings Ctrl+R
- Start Clipboard Viewer Ctrl+V
- Center Me F9
- Unload the MsgBox3D Form
- Register with Ctl3DV2.DLL
- Maximum Size is VGA Messages [640x480]
- ✔ No Message Separator Line
- Start MsgConvt, the conversion utility..
- Exit Alt+F4

Message Fonts - **Command Captions** - **Alternate Icons** - **Help File** - **Write Generated Code to the Clipboard**
Save Selected Options in Ini File - **Reset all Options to Factory Settings**
Start Clipboard Viewer - **Center Me**
Unload the MsgBox95 Form
Register with Ctl3DV2.DLL
Maximum Size is VGA Message
No Message Separator Line
Start MsgConvt...

Font, Caption, and Icon Selection

Use the first section of the file menu to start Font [and alignment] message selection; Caption [font and text] selection, Alternate Icon selection and Help button selection.

Write Generated Code to the Clipboard

Use the second part of the file menu to start or end creation of VB source code.   You can also start the Clipboard viewer.   The Clipboard Viewer is started as an icon [minimized].   Select this option again to set the Clipboard Viewer mode to "normal". "Manually" close the Clipboard Viewer after you are finished viewing the generated output.

Your output generation preference is stored in the MsgWiz95.Ini file, for example:

```
[Preferences]
Output to Clipboard=True
```

Save Selected Options in Ini File

If checked, settings you selected while using MsgWiz95 are saved in the MsgWiz95.Ini file.

Reset all Options to Factory Settings

Reset all options to their factory settings.   Use this menu item to restore all options to the settings originally provided with MsgWiz95.   You could accomplish the same result by deleting the MsgWiz95.Ini file.

Center Me

Center this MsgWiz95 form.

Unload the MsgBox95 Form

The MsgBox95 form is usually not unloaded after being displayed, it is hidden.   Select this menu item to force an unload of the MsgBox95 form.

This feature is primarily intended to demonstrate the difference in display speed.   For example: Display a message a few times, then select this menu item and display the message again.   Notice the difference in the display speed.

Maximum Size is VGA Message

If checked, MsgWiz95 displays messages using VGA resolution, 640 by 480.   And the line:

```
MB3D_VGA_Messages = True
```

is added to generated Visual Basic code.   See **VGA Sized Messages** for details.

Display Sample Message

Use these menu items in lieu of the VB Message or MsgBox95 commands.

What's New

Select this menu item to display the "What's New" messages.

Font Name and Properties

The selected font name, size, type [regular, bold, italic, bold italic], and 3D font effect.

In this example a 12 point, bold, inset light, Arial font is displayed.

Sample Message

The message displayed by MsgBox95 will look like the text displayed here.   The text style changes as you select different font properties.

Message Alignment

Click a Left, Center or Right option button to change the message's alignment.   The menu item, Alignment, can be used to accomplish the same results.

A centered message is shown in this example.

3D Font Effect

Click None, Raised, Inset, Light, or Heavy to demonstrate the 3D font effect. The menu item, 3D Font, can be used to accomplish the same results.

An inset, light font is shown in this example.

Select a Different Font

Click this command button to display a font selection dialog screen.   See: for details.

Use Default Message Settings

Click this button to reset the message font and alignment properties to their "factory" settings.

OK - Accept the New Settings

Click this button to use the "new" settings.   A sample message, using the new settings, is displayed.

Cancel Changes Made to the Settings

Click this button to cancel any changes.   Return to the main screen.

Help

Display helpful information.

File Menu Item

File menu items are OK, Cancel and Exit.   Selecting OK or Cancel causes the same action as the corresponding command button.   Select "Exit" to immediately terminate MsgWiz95.

Default Captions

These are the default command captions.   They are used by MsgBox95 unless you specify a replacement.

Replacement Captions

You can enter any replacement caption in the text box provided.   The text is moved into the command caption as you type it.
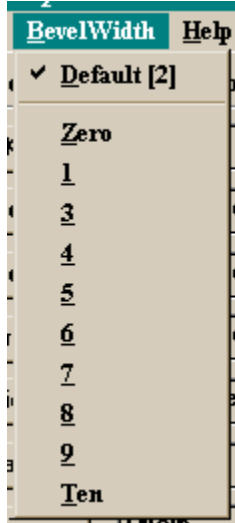
Three sets of sample captions are supplied with MsgWiz95.   Click the Captions menu item for a list of sample replacement captions.

3D Font Effect

Click None, Raised, Inset, Light, or Heavy to demonstrate the 3D font effect. The menu item, 3D Font, can be used to accomplish the same results.

An inset, light font is shown in this example.

Bevel Width

Select this menu item to change the command button's bevel width.   Default is 2.

It is reported that a setting of 1 simulates the Windows 95 command button appearance.

See Bevel Width for details.

Use Default Settings

Click this button to reset the command captions and font properties to their "factory" settings.

Captions

Captions	3D Font	BevelWidth
Factory **D**efault	Ctrl+D	
Some Sa**m**ples	Ctrl+M	
Spanish [Maybe]	Ctrl+S	
French	Ctrl+F	
✓ **G**erman	Ctrl+G	

Four sets of sample command captions are supplied with MsgWiz95.   Select one of the samples from this menu.   Or select "Factory Default" to reset the commands to their "factory" setting.

Thanks go to Roger Doyon [CIS 74361,3542] who reviewed the French captions.   The "updated" captions are included with MsgBox95 version 2.44 and later, first distributed on November 6, 1994.

And thanks to Holger Thornagel [CIS 100407,356] who supplied the German captions.   They are provided with MsgBox95 version 2.72 and later, first distributed on March 12, 1995.

The Spanish captions were selected, by the author, from a language translation dictionary.   They should be reviewed by someone proficient in the language.   The author would appreciate any help you could provide.   He would like to include other language captions with MsgBox95.

Spanish Source:

Harper Collins Spanish Dictionary, 3rd Edition, 1992, 1993.
ISBN 0-06-275504-8 (US), Library of Congress 91-36013.
94/05/24 Millbrae City Library

French Source:

Initial: Harrap's New Collegiate French and English Dictionary, 1982
ISBN 0 8442 18596, Library of Congress 82-082075
94/05/24 Millbrae City Library
Updated by: Roger Doyon [CIS 74361,3542] 94/11/06

German Source:

From: Holger Thornagel [CIS 100407,356] 95/03/12

Font Name

Select a font name from the list of fonts.   In this example 'MS Sans Serif' is highlighted.

Font Bold and Italic

Select a regular, italic, bold, or bold italic font style from the list of styles.   Not all four styles apply to all fonts.   In this example 'Bold' is highlighted.

Font Size

Select a font size.   Although the font size is restricted in MsgWiz95, MsgBox95 will display any reasonable size.   In this example '8' is highlighted.

OK and Cancel Commands

Click the **OK** command to accept the changed font properties.

Click **Cancel** to ignore any changes.

Font Sample

A sample of the font is displayed in this box as you select different font properties.

Command Captions
```
Global MB3D_UD_OK As String
Global MB3D_UD_Cancel As String
Global MB3D_UD_Abort As String
Global MB3D_UD_Retry As String
Global MB3D_UD_Ignore As String
Global MB3D_UD_Yes As String
Global MB3D_UD_No As String
```
Message Alignment and Fonts
```
Global MB3D_Alignment As Integer
Global MB3D_FontName As String
Global MB3D_FontSize As Single
Global MB3D_FontNotBold As Integer
Global MB3D_FontItalic As Integer
Global MB3D_Font3D As Integer
```
Command Fonts
```
Global MB3D_Commands_FontName As String
Global MB3D_Commands_FontSize As Single
Global MB3D_Commands_FontNotBold As Integer
Global MB3D_Commands_FontItalic As Integer
Global MB3D_Commands_Font3D As Integer
Global MB3D_Commands_No3D As Integer
```
Splash Time, in milliseconds
```
Global MB3D_Splash As Integer
```
No Buttons
```
Global MB3D_NoButtons As Integer
```
No Title
```
Global MB3D_NoTitle as Integer
```
No Separator
```
Global MB3D_NoSeparator as Integer
```
Alternate Icons
```
Global MB3D_Icon_Which As Integer
Global MB3D_Icon_FileName as String
```
Help Command Variables
```
Global MB3D_HelpCommand As Integer
Global MB3D_HelpFile As String
Global MB3D_HelpData As Variant
Global MB3D_HelpCaption As String
```
Zone Centering Variables
```
Global MB3D_ZoneLeft As Long
Global MB3D_ZoneTop As Long
Global MB3D_ZoneWidth As Long
Global MB3D_ZoneHeight As Long
```
VGA Sized Messages
```
Global MB3D_VGA_Messages as Integer
```
Register with Ctl3D
```
Global MB3D_UseCtl3D as Integer
```
Command Button Bevel Width
```
Global MB3D_BevelWidth as Integer
```

Alternate Icon Constants

```
Global Const MB3D_Icon_Clip = 1
Global Const MB3D_Icon_Notice = 2
Global Const MB3D_Icon_Help = 3
Global Const MB3D_Icon_Exit = 4
Global Const MB3D_Icon_Bulb = 5
Global Const MB3D_Icon_Lightning = 6
Global Const MB3D_Icon_Check = 7
Global Const MB3D_Icon_Fire = 8
Global Const MB3D_Icon_Diskettes = 9
Global Const MB3D_Icon_Floppy = 10
Global Const MB3D_Icon_Harddisk = 11
Global Const MB3D_Icon_Printer = 12
Global Const MB3D_Icon_Snoopy = 13
Global Const MB3D_Icon_Smiley = 14
Global Const MB3D_Icon_Eyes = 15
Global Const MB3D_Icon_Tweety = 16
Global Const MB3D_Icon_Envelope = 17
Global Const MB3D_Icon_Envelopes = 18
Global Const MB3D_Icon_Indecia = 19
Global Const MB3D_Icon_Clipboard = 20
Global Const MB3D_Icon_Find = 21
Global Const MB3D_Icon_Folders = 22
Global Const MB3D_Icon_Projector = 23
Global Const MB3D_Icon_Balloon = 24
```

Alternate Icons

Select one of the alternate icons then click OK to display a sample message using the selected icon.

Select You Own Icon

Use the Browse command to locate an icon, or type the fully qualified file name in the text box. Click the OK command to display a sample message using the selected icon.

MsgWiz95 will use CTL3DV2.DLL, if available, to display the browse common dialog screen with a 3D effect.

Don't Use an Alternate Icon

Click this option to discontinue alternate icon processing.   Click OK to return to the main screen.

Global Variables Used With MsgBox95 Help

Help Command Variables

```
Global MB3D_HelpCommand As Integer      'command
Global MB3D_HelpFile As String          'file, fully qualified
Global MB3D_HelpData As Variant         'data
Global MB3D_HelpCaption As String       'command caption
```
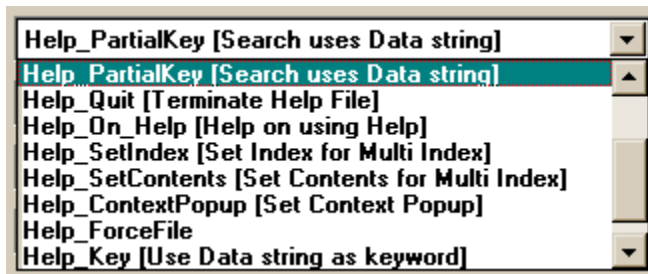
Visual Basic Help Constants

The following is a list of Help Command constants defined in VB's Constant.Txt file:

```
Global Const HELP_CONTEXT = &H1
Global Const HELP_QUIT = &H2
Global Const HELP_INDEX = &H3
Global Const HELP_CONTENTS = &H3
Global Const HELP_HELPONHELP = &H4
Global Const HELP_SETINDEX = &H5
Global Const HELP_SETCONTENTS = &H5
Global Const HELP_CONTEXTPOPUP = &H8
Global Const HELP_FORCEFILE = &H9
Global Const HELP_KEY = &H101
Global Const HELP_COMMAND = &H102
Global Const HELP_PARTIALKEY = &H105
```

WinHelp Command

Select a WinHelp command from this combo box.   Other controls are disabled until a command is selected.   Some of the entries in the combo box:

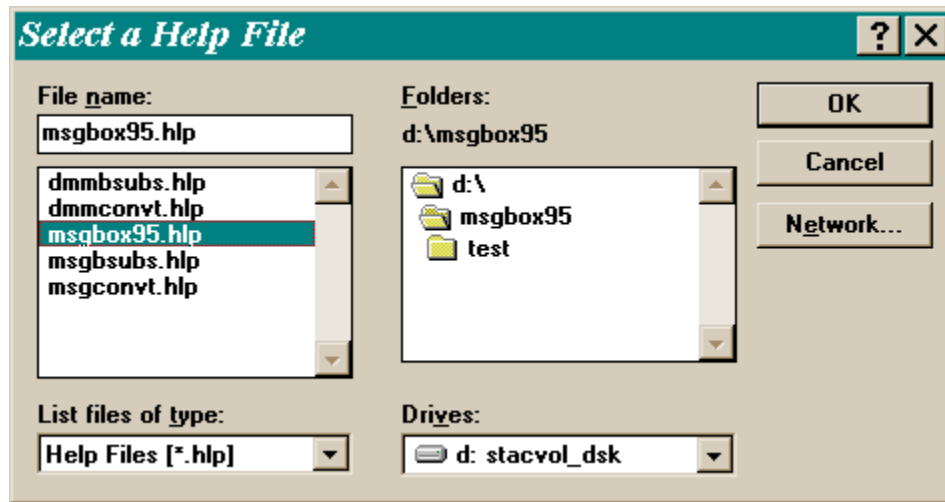| Help_PartialKey [Search uses Data string] ▼ |
|---|
| Help_PartialKey [Search uses Data string] ▲ |
| Help_Quit [Terminate Help File] |
| Help_On_Help [Help on using Help] |
| Help_SetIndex [Set Index for Multi Index] |
| Help_SetContents [Set Contents for Multi Index] |
| Help_ContextPopup [Set Context Popup] |
| Help_ForceFile |
| Help_Key [Use Data string as keyword] ▼ |

WinHelp Command Value

The numeric value [in hexadecimal notation] of the selected WinHelp command.

Help File

The fully qualified file path and name of the help file to be opened by WinHelp.

Browse

Click the browse command to search for a file.   A sample:

Select a Help File   ? X

File name:

msgbox95.hlp

dmmbsubs.hlp
dmmconvt.hlp
msgbox95.hlp
msgbsubs.hlp
msgconvt.hlp

List files of type:

Help Files [*.hlp]

Folders:

d:\msgbox95

d:\
msgbox95
test

Drives:

d: stacvol_dsk

OK

Cancel

Network...

Data

Enter a search string for Partial Key searches or a context number for context sensitive help. Not required for other WinHelp commands.

Help Command Caption

Enter an alternate help command caption.   Default is "Help".

Help Sample Button

This is a sample help command button.   If an alternate font, or 3D effect has been specified then this command is displayed with those command attributes.   See: Command Captions and Fonts for details.

Click this command to "test" the help function.   The same as pressing the "Test" button.

Test

Call WinHelp using the variables specified via this form.

OK

Accept the items specified via this form.   Build a sample message which contains the help button.

Cancel

Terminate this function and ignore changes made via this form.

Help

Display this help topic.

MsgBox95 Source Components

Used in Your Application:

```
MsgBox95.Frm        Message Form
MsgBox95.Frx        Binary Information, Mostly Icons
MsgBox95.Bas        Subroutines, Functions, Globals
```

Used with MsgWiz95:

```
MsgBox95.Ico        Icon
MsgBox95.Hlp        This Help File
MsgGB95.Txt         Help File Constants
MsgWiz95.Frm        Generate VB Code and Demo Program
MsgWiz95.Frx
MsgHlp35.Frm        Help Command Processor
MsgHlp95.Frx
MsgFnt95.Frm        Message Fonts
MsgFnt95.Frx
MsgCap95.Frm        Command Captions
MsgCap95.Frx
MsgIco95.Frm        Alternate Icons
MsgIco95.Frx
MsgMsg95.Frm        Edit the Message
MsgNew95.Frm        Display Whats New
MsgNew95.Frx
MsgNew95.Bas
MsgHst95.Bas        Development History
MsgWiz95.Bas        Subroutines
MsgIni95.Bas        Save Settings Subroutines
MsgWiz95.Mak        Make File
ReadMe.Txt          Current Information
```

The MsgBox conversion utility's components are described in the <u>MsgConvt.Hlp</u> file.