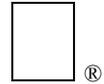


Apple II Technical Notes



Developer Technical Support

Apple IIGS

#89: MessageByName—Catchy Messages

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September 1990

This note clarifies `MessageByName` and provides examples of creating and retrieving a named message.

Did You Say You Want To Get A Message?

All you have to do is ask. *Apple IIGS Toolbox Reference*, Volume 3 already tells you how. Here's what the fine print says: with the `createItFlag` set to `FALSE` and the name of the message you are after in the `nameString`, you call `MessageByName`. What's unclear in the manual is that if the message was found, no error is returned, the `createFlag` is returned as `FALSE`, and `messageID` contains the ID you can pass to `MessageCenter` to retrieve the contents of the message. Here's an example of `MessageByName` in use.

The following code **creates** a named message.

```
CreateNamedMessage
    pha
    pha
    pea 1                ;create it
    pushlong #MsgBlock
    _MessageByName      ;function $1701
    pla
    sta myMsgID         ;keep the ID if you want
    pla                 ;check the createFlag if you want
    ...

MsgBlock    dc.w MsgBlockEnd-MsgBlock
            dc.b 28, 'XYZ Software:My Cool Product' ;Pascal-style string
            ... more data goes here
MsgBlockEnd
```

The following code **retrieves** the message.

```
pha
pha
pea 0 ;don't create message
pushlong #MsgBlock
_MessageByName ;function $1701
ply ;keep id of existing message
pla ;createFlag (ignore)
bcs noMessage ;carry set if an error occurred
```

```
    pea 2                                ;MessageCenter action: GET
    phy                                  ;message ID for MessageCenter, below
    pha
    pha
    lda #0                               ;space for NewHandle result
    pha                                  ;size of handle (0)
    pha
    ldx MyID                             ;ID for empty
    phx
    pha                                  ;handle attributes (0)
    pha
    pha                                  ;no special location
    _NewHandle
    lda 3,s
    sta mcHandle+2
    lda 1,s
    sta mcHandle
    _MessageCenter                       ;keep a copy of the handle for later
                                         ;takes Action, Msg ID, and Handle

    lda mcHandle+2
    pha
    lda mcHandle
    pha
    phd
    tsc
    tcd
    ldy #2
    lda [3],y
    tax
    lda [3]
    sta 3
    stx 5
```

* now read data from the message at [3]

```
    ldy #xxxxx                           ;index past the name string
    lda [3],y
    ...
    pld
    pla
    pla

    lda mcHandle+2
    pha
    lda mcHandle
    pha
    _DisposeHandle
```

noMessage ...

```
mcHandle    dc.l 0
myMsgID     dc.w 0
```

MessageByName is available in Tool Locator versions 3.0 and later (System Software 5.0 and later).

Further Reference

- *Apple IIGS Toolbox Reference, Volumes 2-3*