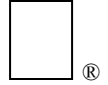


# Apple II Technical Notes



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Developer Technical Support

## Apple IIGS

### #89: MessageByName—Catchy Messages

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

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#### 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                                ;space for NewHandle result
        lda #0                             ;size of handle (0)
        pha
        pha
        ldx MyID                           ;ID for empty
        phx
        pha                                ;handle attributes (0)
        pha                                ;no special location
        _NewHandle
        lda 3,s
        sta mcHandle+2
        lda 1,s
        sta mcHandle                       ;keep a copy of the handle for later
        _MessageCenter                     ;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

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- *Apple II GS Toolbox Reference, Volumes 2-3*