Messenger Objects, Variables & Handlers

Here are fields and buttons you can evaluate, set the contents of, or click:

Fields:
• "Outgoing Message" is card field ID 2: The Outgoing Message is the
     lower text field in Messenger. Outgoing Message text is typed here.
• "Incoming Message" is card field ID 9: The Incoming Message is the upper
     text field in Messenger. All Outgoing Messages that have been sent
     and any Incoming Messages appear here. If you set the contents of
     Incoming Message, send "scrollMessage" to Messenger to scroll the
     Incoming Message field down.
• "Public Message" is card field ID 97: The Public Message text is typed here.
• "Destination" is card field ID 6: The current recipient's address is kept
     here. If you set the Destination, send "figureRecipient" to Messenger
     to set the values of the appropriate variables for sending messages.
• "Connections Menu" is card field ID 65: The addresses of all Macs
     Messenger is currently logged-on to are kept here.

Buttons:
• "Send" is card button ID 4: A "mouseUp" to card button "Send" sends
     the Outgoing Message to the current recipient.

Here are variables and handlers you can use to control Messenger:

Variables:
• "theRecipient" is a global variable containing the current recipient of
     Outgoing Messages sent by Messenger.
• "theSender" is a global variable containing the sender of a Messenger message
• "theMiscSender" is a global variable containing the sender of an Apple Event
     other than a Messenger message.

Handlers:
• "scrollMessage" scrolls the Incoming Message field to its end.
• "figureRecipient" sets the global variable theRecipient (among other things).
• "sendBeep", "sendFlash", "sendMessageWithReply",
     "sendMessageWithoutReply", "requestStatus", and "requestPublicMessage"
     are the corresponding handlers for the menu items in the "Send/Request"
     menu.
• If you have AppleScript, you can tell Messenger to 'do script "do card field
     ID 2 as AppleScript"'