



Appendix 6A Message API

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GetDirectedMessage

Description Retrieves a user broadcast message which has been stored in the workstation.

Syntax UINT32
 GetDirectedMessage (
 UINT32 maxMsgLen,
 UINT8 msg[maxMsgLen]);

Input *maxMsgLen* Maximum length of message to store in the message buffer (58 or greater).

msg Address of message buffer to store the message in.

Return values Length (in bytes) of the message retrieved; zero means no message is waiting.

Remarks This corresponds to **SendDirectedMessage** which sends the message directly to the destination rather than to a common server connection.

If the *maxMsgLen* is insufficient to retrieve the complete message, the portion of the message not retrieved may be lost. The caller may set *maxMsgLen* to 58, which will retrieve longer messages in smaller parts.

See also GetMessage
SendDirectedMessage

GetMessage

Description Retrieves a user broadcast message stored on a specified connection.

Syntax UINT32
 GetMessage (
 UINT32 connHandle
 UINT32 maxMsgLen,
 UINT8 msg[maxMsgLen]);

Input *connHandle* Connection handle specifying
 the server which has the
 message stored.

maxMsgLen Maximum length of message to store in the message
 buffer (58 or greater).

msg Address of message buffer to store the message in.

Return values Length (in bytes) of the message
 retrieved; zero means no message is
 waiting.

Remarks **GetMessage** corresponds to **SendMessage**, which sends the
 message to a common server connection.

If *maxMsgLen* is insufficient to retrieve the complete message, the portion of the message not retrieved may be lost. Because newer NetWare servers support the storage and retrieval of messages longer than 58 bytes, the caller may set *maxMsgLen* to 58, thereby retrieving longer messages in smaller parts.

See also GetDirectedMessage
SendMessage

GetMessageMode

Description Returns the current message handling mode for a specific connection or for the default case.

Syntax UINT32
GetMessageMode (
UINT32 connHandle);

Parameters *connHandle* Connection handle to be queried for a mode, or zero for the default mode.

Return values The message handling mode. This value is defined as follows:

| Value | Server | Client |
|-------|----------------------|--------------------------|
| 0 | Hold client msgs ON | Retrieve and display ON |
| 1 | Hold client msgs OFF | Retrieve and display ON |
| 2 | Hold client msgs OFF | Retrieve and display OFF |
| 3 | Hold client msgs ON | Retrieve and display OFF |

Remarks The directed messages follow the default mode and are not affected by any specific connection's message mode.

See also SetMessageMode (sibling).

GetMessageTimeout

Description Returns the number of milliseconds configured for the message to be displayed before the client automatically clears the message.

Syntax UINT32
GetMessageTimeout (
 void);

Input Nothing.

Return values The number of milliseconds configured for the message to be displayed before it is automatically cleared.

Remarks This feature is considered disabled (user must clear the message) if the timeout is set to zero.

This value defaults to zero for backward compatibility with previous functionality.

See also SetMessageTimeout

```
Syntax                                UINT32
                                         SendDirectedMessage (
UINT32      msgLen,
UINT8       *msg,
UINT32      tranType,
UINT8       tranAddr[32]);
```

| | |
|-----------------|---|
| <i>tranAddr</i> | Transport-specific network address of the destination workstation |
|-----------------|---|

| | |
|----------------|--|
| Remarks | This routine is similar to SendMessage except that it allows only one workstation to be specified at a time. It also sends the message directly to the workstation rather than via a common server connection. This method of sending a message will store the message in the destination client rather than at the server. The destination workstation is specified by its network address and transport type. |
|----------------|--|

See also [SendMessage](#)

SendMessage

Description Sends a message to one or more workstations via a common server connection.

Syntax UINT32
 SendMessage (
 UINT32 connHandle,
 UINT32 msgLen,
 UINT8 *msg,
 UINT32 listLen,
 UINT32 list[listLen]);

Input *connHandle* Handle of connection which is common between the source workstation and those specified in the destination list.

msgLen Message length.

msg Address of message to be sent.

listLen Number of destination stations in the destination list.

list List of destination connections.

Return values 0 Successful
non-zero Failure

Remarks This method of sending a message will store the message at the server until the destination workstation retrieves the message. The destination workstation(s) are specified by their connection number on the server.

Messages longer than 58 bytes may be broken up into smaller messages by either this routine (if the server version does not support long messages) or by the server (if the destination workstation does not support long messages). No language translation is performed on the string by either this routine or

the server. The destination workstation will interpret the characters of the message according to its local code page.

See also **SendDirectedMessage**

SetMessageMode

Description Sets the current message-handling mode for a specific connection or for the default case.

Syntax UINT32
 SetMessageMode (
 UINT32 connHandle,
 UINT32 msgMode);

Parameters *connHandle* Connection handle for the mode to be set, or zero for the default mode.

msgMode The message mode to be set. This value is defined as follows:

| Value | Server | Client |
|-------|----------------------|--|
| 0 | Hold client msgs ON | Retrieve and display ON |
| | | 1 Hold client msgs OFF Retrieve and display ON |
| 2 | Hold client msgs OFF | Retrieve and display OFF |
| 3 | Hold client msgs ON | Retrieve and display OFF |

Return values The previous message mode for the given connection or the default mode.

Remarks The directed messages follow the default mode and are not affected by any specific connection's message mode.

See also GetMessageMode

```
Syntax          UINT32
                  SetMessageTimeout (
    UINT32 timeout);
```

See also [GetMessageTimeout](#)