



This is part of **Win16 API** which allow to create versions of program from one source code to run under OS/2 and Win16. Under OS/2 program can be running under Win-OS/2 if program is Windows NE executable, and with help on Windows Libraries for OS/2, if it is OS/2 NE executable. [Here](#) is a WLO to OS/2 API mapping draft

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# MessageBox

## Brief

The **MessageBox** function creates, displays, and operates a message box. The message box contains an application-defined message and title, plus any combination of predefined icons and push buttons.

## Syntax

```
int MessageBox(HWND hWnd, LPCSTR lpText, LPCSTR lpCaption, UINT uType);
```

## Parameters

- hWnd - Handle to the owner window of the message box to be created. If this parameter is **NULL**, the message box has no owner window.
- lpText - Pointer to a null-terminated string containing the message to be displayed. If the string consists of more than one line, you can separate the lines using a carriage return and/or linefeed character between each line.
- lpCaption - Pointer to a null-terminated string used for the dialog box title. If this parameter is **NULL**, the default title "Error" is used.
- uType - Contains a set of bit flags that determine the content and behavior of the dialog box. This parameter can be a combination of flags from the following groups:

### Buttons:

- **MB\_ABORTRETRYIGNORE** - Contains Abort, Retry, and Ignore buttons.
- **MB\_OK** - Contains one push button: OK (default).
- **MB\_OKCANCEL** - Contains OK and Cancel buttons.
- **MB\_RETRYCANCEL** - Contains Retry and Cancel buttons.
- **MB\_YESNO** - Contains Yes and No buttons.
- **MB\_YESNOCANCEL** - Contains Yes, No, and Cancel buttons.

### Icons:

- **MB\_ICONEXCLAMATION** / **MB\_ICONWARNING** - Exclamation-point icon.
- **MB\_ICONINFORMATION** / **MB\_ICONASTERISK** - Information icon (i in a circle).
- **MB\_ICONQUESTION** - Question-mark icon.

- **MB\_ICONSTOP / MB\_ICONERROR / MB\_ICONHAND** - Stop-sign icon.

### Default Button:

- **MB\_DEFBUTTON1** - First button is default (default).
- **MB\_DEFBUTTON2** - Second button is default.
- **MB\_DEFBUTTON3** - Third button is default.

### Modality:

- **MB\_APPLMODAL** - Application-modal (default). User must respond to the message box before continuing work in the current window.
- **MB\_SYSTEMMODAL** - System-modal (topmost). All applications are suspended until user responds.
- **MB\_TASKMODAL** - Task-modal. Similar to MB\_APPLMODAL but used when the calling application has no window handle.

### Other:

- **MB\_SETFOREGROUND** - Message box becomes the foreground window.
- **MB\_TOPMOST** - Message box is placed above all non-topmost windows.

## Return Code

The function returns zero if there is not enough memory to create the message box. If the call succeeds, the return value is one of the following menu-item values:

- **IDABORT** - Abort button was selected.
- **IDCANCEL** - Cancel button was selected.
- **IDIGNORE** - Ignore button was selected.
- **IDNO** - No button was selected.
- **IDOK** - OK button was selected.
- **IDRETRY** - Retry button was selected.
- **IDYES** - Yes button was selected.

## Notes

- The system supports only a limited number of message boxes simultaneously.
- When using the **MB\_SYSTEMMODAL** flag, the message box appears on top of all windows and is typically used for critical errors requiring immediate user attention.
- If a message box is created without an owner window (`hWnd = NULL`), it behaves as an independent window.
- The message box is modal and does not return control until the user closes it by pressing a button.

## Example Code

## C Binding

```
#include <windows.h>

int PASCAL WinMain(HANDLE hInstance, HANDLE hPrevInstance,
                  LPSTR lpCmdLine, int nCmdShow)
{
    // Simple information message box
    MessageBox(NULL,
               "Hello, world! This is a message from Janus.",
               "Win16 Example",
               MB_OK | MB_ICONINFORMATION);

    // Question message box with Yes/No/Cancel
    int result = MessageBox(NULL,
                           "Do you want to save changes?",
                           "Confirmation",
                           MB_YESNOCANCEL | MB_ICONQUESTION |
MB_DEFBUTTON1);

    // Handle the result
    if (result == IDYES)
    {
        MessageBox(NULL, "You chose Yes", "Result", MB_OK |
MB_ICONINFORMATION);
    }
    else if (result == IDNO)
    {
        MessageBox(NULL, "You chose No", "Result", MB_OK |
MB_ICONINFORMATION);
    }
    else if (result == IDCANCEL)
    {
        MessageBox(NULL, "You chose Cancel", "Result", MB_OK |
MB_ICONWARNING);
    }

    // Error message example
    MessageBox(GetActiveWindow(),
               "File not found. Please check the path.",
               "Error",
               MB_OK | MB_ICONSTOP | MB_SYSTEMMODAL);

    return 0;
}
```

## MASM Binding

```
; Example for MASM (Microsoft Macro Assembler)
```

```

; Assemble with: MASM /MX program.asm
; Link with: LINK program.obj,,,libw.lib,,

.MODEL LARGE
.386

INCLUDE windows.inc

.DATA
msg_hello    DB "Hello, world!", 0
cap_hello    DB "Greeting", 0

msg_question DB "Continue operation?", 0
cap_question DB "Question", 0

msg_yes      DB "You pressed Yes", 0
msg_no       DB "You pressed No", 0
msg_cancel   DB "Operation cancelled", 0
cap_result   DB "Result", 0

.CODE
START PROC FAR
; Initialize
push    ds
pop     ax
xor     ax, ax

; Simple message box
push    MB_OK OR MB_ICONINFORMATION ; uType
push    OFFSET cap_hello           ; lpCaption
push    OFFSET msg_hello           ; lpText
push    0                          ; hWnd = NULL
call    MessageBox

; Question message box
push    MB_YESNOCANCEL OR MB_ICONQUESTION ; uType
push    OFFSET cap_question           ; lpCaption
push    OFFSET msg_question           ; lpText
push    0                             ; hWnd = NULL
call    MessageBox

; Check result (result is in AX)
cmp     ax, IDYES
je      show_yes
cmp     ax, IDNO
je      show_no
cmp     ax, IDCANCEL
je      show_cancel
jmp     exit_program

show_yes:

```

```

push    MB_OK OR MB_ICONINFORMATION
push    OFFSET cap_result
push    OFFSET msg_yes
push    0
call    MessageBox
jmp     exit_program

```

show\_no:

```

push    MB_OK OR MB_ICONINFORMATION
push    OFFSET cap_result
push    OFFSET msg_no
push    0
call    MessageBox
jmp     exit_program

```

show\_cancel:

```

push    MB_OK OR MB_ICONWARNING
push    OFFSET cap_result
push    OFFSET msg_cancel
push    0
call    MessageBox

```

exit\_program:

```

; Exit program
mov     ax, 4C00h
int     21h

```

START ENDP

END START

## See also

- [MessageBoxIndirect](#)
- [MessageBeep](#)
- [DialogBox](#)
- [DialogBoxParam](#)
- [CreateDialog](#)
- [FlashWindow](#)
- [GetActiveWindow](#)
- [SetActiveWindow](#)

Group	Functions
<b>Module Management</b>	<a href="#">GetVersion</a> <a href="#">GetModuleHandle</a> <a href="#">GetModuleUsage</a> <a href="#">GetModuleFileName</a> <a href="#">GetProcAddress</a> <a href="#">MakeProInstance</a> <a href="#">FreeProInstance</a> <a href="#">GetInstanceData</a> <a href="#">CatchThrow</a> <a href="#">GetCodeHandle</a> <a href="#">LoadLibrary</a> <a href="#">FreeLibrary</a>
<b>Global Memory Management</b>	<a href="#">GlobalAlloc</a> <a href="#">GlobalCompact</a> <a href="#">GlobalDiscard</a> <a href="#">GlobalFree</a> <a href="#">GlobalLock</a> <a href="#">GlobalReAlloc</a> <a href="#">GlobalSize</a> <a href="#">GlobalUnlock</a> <a href="#">GlobalFlags</a>
<b>Local Memory Management</b>	<a href="#">LocalInit</a> <a href="#">LocalAlloc</a> <a href="#">LocalCompact</a> <a href="#">LocalDiscard</a> <a href="#">LocalFree</a> <a href="#">LocalLock</a> <a href="#">LocalFreeze</a> <a href="#">LocalMelt</a> <a href="#">LocalReAlloc</a> <a href="#">LocalSize</a> <a href="#">LocalUnlock</a> <a href="#">LocalHandleDelta</a> <a href="#">LockData</a> <a href="#">UnlockData</a> <a href="#">LocalFlags</a>

Group	Functions
<b>Task Scheduling</b>	<a href="#">GetCurrentTask</a> <a href="#">Yield</a> <a href="#">SetPriority</a>
<b>Resource Management</b>	<a href="#">AddFontResource</a> <a href="#">RemoveFontResource</a> <a href="#">LoadBitmap</a> <a href="#">LoadCursor</a> <a href="#">LoadIcon</a> <a href="#">LoadMenu</a> <a href="#">LoadString</a> <a href="#">LoadAccelerators</a> <a href="#">FindResource</a> <a href="#">LoadResource</a> <a href="#">AllocResource</a> <a href="#">LockResource</a> <a href="#">FreeResource</a> <a href="#">AccessResource</a> <a href="#">SizeofResource</a> <a href="#">SetResourceHandler</a>
<b>String Manipulation</b>	<a href="#">AnsiUpper</a> <a href="#">AnsiLower</a> <a href="#">AnsiNext</a> <a href="#">AnsiPrev</a> <a href="#">AnsiUpperBuff</a> <a href="#">AnsiLowerBuff</a> <a href="#">Istrcmp</a> <a href="#">Istrcmpi</a> <a href="#">IsCharAlpha</a> <a href="#">IsCharAlphaNumeric</a> <a href="#">IsCharUpper</a> <a href="#">IsCharLower</a> <a href="#">_wsprintf</a> <a href="#">wvsprintf</a>
<b>Atom Management</b>	<a href="#">InitAtomTable</a> <a href="#">AddAtom</a> <a href="#">DeleteAtom</a> <a href="#">FindAtom</a> <a href="#">GetAtomName</a> <a href="#">GlobalAddAtom</a> <a href="#">GlobalDeleteAtom</a> <a href="#">GlobalFindAtom</a> <a href="#">GlobalGetAtomName</a>
<b>Initialization Files</b>	<a href="#">GetProfileInt</a> <a href="#">GetProfileString</a> <a href="#">WriteProfileString</a>
<b>Debugging</b>	<a href="#">FatalExit</a>
<b>File Input/Output</b>	<a href="#">_lopen</a> <a href="#">_lcreat</a> <a href="#">_lseek</a> <a href="#">_lread</a> <a href="#">_lwrite</a> <a href="#">_lclose</a> <a href="#">OpenFile</a> <a href="#">GetTempFileName</a> <a href="#">GetTempDrive</a>
<b>Registry</b>	<a href="#">RegOpenKey</a> <a href="#">RegCreateKey</a> <a href="#">RegCloseKey</a> <a href="#">RegDeleteKey</a> <a href="#">RegSetValue</a> <a href="#">RegQueryValue</a> <a href="#">RegEnumKey</a>
<b>Window Management</b>	<a href="#">CreateWindow</a> <a href="#">CreateWindowEx</a> <a href="#">DestroyWindow</a> <a href="#">ShowWindow</a> <a href="#">CloseWindow</a> <a href="#">OpenIcon</a> <a href="#">MoveWindow</a> <a href="#">SetWindowPos</a> <a href="#">BringWindowToTop</a> <a href="#">GetWindow</a> <a href="#">GetParent</a> <a href="#">SetParent</a> <a href="#">GetNextWindow</a> <a href="#">GetTopWindow</a> <a href="#">GetWindowRect</a> <a href="#">GetClientRect</a> <a href="#">AdjustWindowRect</a> <a href="#">AdjustWindowRectEx</a> <a href="#">EnableWindow</a> <a href="#">IsWindowEnabled</a> <a href="#">IsWindowVisible</a> <a href="#">IsIconic</a> <a href="#">IsZoomed</a> <a href="#">IsWindow</a> <a href="#">IsChild</a> <a href="#">FindWindow</a> <a href="#">EnumWindows</a> <a href="#">EnumChildWindows</a> <a href="#">EnumTaskWindows</a> <a href="#">GetDesktopWindow</a> <a href="#">GetDesktopHwnd</a> <a href="#">WindowFromPoint</a> <a href="#">ChildWindowFromPoint</a> <a href="#">GetWindowText</a> <a href="#">SetWindowText</a> <a href="#">GetWindowTextLength</a> <a href="#">GetClassName</a> <a href="#">GetWindowLong</a> <a href="#">SetWindowLong</a> <a href="#">GetWindowWord</a> <a href="#">SetWindowWord</a> <a href="#">GetWindowTask</a> <a href="#">GetWindowPlacement</a> <a href="#">SetWindowPlacement</a> <a href="#">ArrangelConicWindows</a> <a href="#">CascadeChildWindows</a> <a href="#">TileChildWindows</a> <a href="#">ShowOwnedPopups</a> <a href="#">AnyPopup</a> <a href="#">GetLastActivePopup</a> <a href="#">SetActiveWindow</a> <a href="#">GetActiveWindow</a> <a href="#">SetFocus</a> <a href="#">GetFocus</a> <a href="#">SetCapture</a> <a href="#">GetCapture</a> <a href="#">ReleaseCapture</a> <a href="#">SetSysModalWindow</a> <a href="#">GetSysModalWindow</a> <a href="#">LockWindowUpdate</a> <a href="#">RedrawWindow</a> <a href="#">UpdateWindow</a> <a href="#">InvalidateRect</a> <a href="#">InvalidateRgn</a> <a href="#">ValidateRect</a> <a href="#">ValidateRgn</a> <a href="#">GetUpdateRect</a> <a href="#">GetUpdateRgn</a> <a href="#">ExcludeUpdateRgn</a> <a href="#">BeginDeferWindowPos</a> <a href="#">DeferWindowPos</a> <a href="#">EndDeferWindowPos</a> <a href="#">FlashWindow</a>
<b>Message Handling</b>	<a href="#">GetMessage</a> <a href="#">PeekMessage</a> <a href="#">PostMessage</a> <a href="#">PostAppMessage</a> <a href="#">SendMessage</a> <a href="#">ReplyMessage</a> <a href="#">InSendMessage</a> <a href="#">WaitMessage</a> <a href="#">TranslateMessage</a> <a href="#">DispatchMessage</a> <a href="#">GetMessagePos</a> <a href="#">GetMessageTime</a> <a href="#">GetMessageExtraInfo</a> <a href="#">PostQuitMessage</a> <a href="#">RegisterWindowMessage</a> <a href="#">SetMessageQueue</a> <a href="#">GetQueueStatus</a> <a href="#">GetInputState</a> <a href="#">QuerySendMessage</a>
<b>Painting and Drawing</b>	<a href="#">BeginPaint</a> <a href="#">EndPaint</a> <a href="#">GetDC</a> <a href="#">GetDCEX</a> <a href="#">GetWindowDC</a> <a href="#">ReleaseDC</a> <a href="#">DrawText</a> <a href="#">GrayString</a> <a href="#">TabbedTextOut</a> <a href="#">GetTabbedTextExtent</a> <a href="#">FillRect</a> <a href="#">InvertRect</a> <a href="#">FrameRect</a> <a href="#">DrawFocusRect</a> <a href="#">DrawIcon</a> <a href="#">ScrollDC</a> <a href="#">ScrollWindow</a> <a href="#">ScrollWindowEx</a> <a href="#">FillWindow</a> <a href="#">PaintRect</a> <a href="#">GetControlBrush</a>
<b>Menus</b>	<a href="#">CreateMenu</a> <a href="#">CreatePopupMenu</a> <a href="#">DestroyMenu</a> <a href="#">GetMenu</a> <a href="#">SetMenu</a> <a href="#">GetSystemMenu</a> <a href="#">GetSubMenu</a> <a href="#">AppendMenu</a> <a href="#">InsertMenu</a> <a href="#">ModifyMenu</a> <a href="#">DeleteMenu</a> <a href="#">RemoveMenu</a> <a href="#">ChangeMenu</a> <a href="#">CheckMenuItem</a> <a href="#">EnableMenuItem</a> <a href="#">HiliteMenuItem</a> <a href="#">GetMenuState</a> <a href="#">GetMenuString</a> <a href="#">GetMenuItemCount</a> <a href="#">GetMenuItemID</a> <a href="#">DrawMenuBar</a> <a href="#">TrackPopupMenu</a> <a href="#">GetMenuCheckMarkDimensions</a> <a href="#">SetMenuItemBitmaps</a> <a href="#">IsMenu</a>

Group	Functions
<b>Clipboard</b>	OpenClipboard CloseClipboard EmptyClipboard GetClipboardOwner GetOpenClipboardWindow SetClipboardData GetClipboardData CountClipboardFormats EnumClipboardFormats RegisterClipboardFormat GetClipboardFormatName IsClipboardFormatAvailable GetPriorityClipboardFormat SetClipboardViewer GetClipboardViewer ChangeClipboardChain
<b>Caret</b>	CreateCaret DestroyCaret SetCaretPos GetCaretPos HideCaret ShowCaret SetCaretBlinkTime GetCaretBlinkTime
<b>Cursor and Icon</b>	SetCursor GetCursor SetCursorPos GetCursorPos ShowCursor ClipCursor GetClipCursor LoadCursor LoadIcon CreateCursor CreateIcon CopyCursor CopyIcon DestroyCursor DestroyIcon CreateCursorIconIndirect
<b>Scroll Bars</b>	SetScrollPos GetScrollPos SetScrollRange GetScrollRange ShowScrollBar EnableScrollBar CalcChildScroll
<b>Dialog Boxes</b>	DialogBox DialogBoxIndirect DialogBoxParam DialogBoxIndirectParam CreateDialog CreateDialogIndirect CreateDialogParam CreateDialogIndirectParam EndDialog GetDlgItem SetDlgItemText GetDlgItemText SetDlgItemInt GetDlgItemInt CheckDlgButton IsDlgButtonChecked CheckRadioButton SendDlgItemMessage GetNextDlgGroupItem GetNextDlgTabItem GetDlgCtrlID IsDialogMessage MapDialogRect GetDialogBaseUnits DefDlgProc DlgDirList DlgDirListComboBox DlgDirSelect DlgDirSelectEx DlgDirSelectComboBox DlgDirSelectComboBoxEx
<b>Device Context Management</b>	GetDC GetDCEX GetWindowDC ReleaseDC SaveDC RestoreDC CreateDC CreateCompatibleDC DeleteDC ResetDC
<b>Coordinates and Transformations</b>	SetMapMode GetMapMode SetWindowOrg GetWindowOrg SetWindowExt GetWindowExt SetViewportOrg GetViewportOrg SetViewportExt GetViewportExt OffsetWindowOrg OffsetViewportOrg ScaleWindowExt ScaleViewportExt DPtoLP LPtoDP
<b>Drawing Functions</b>	SetPixel GetPixel MoveTo LineTo Polyline Polygon PolyPolygon Rectangle RoundRect Ellipse Arc Chord Pie FloodFill ExtFloodFill DrawFocusRect PatBlt BitBlt StretchBlt StretchDIBits SetDIBits GetDIBits SetDIBitsToDevice
<b>Regions</b>	CreateRectRgn CreateRectRgnIndirect CreateRoundRectRgn CreateEllipticRgn CreateEllipticRgnIndirect CreatePolygonRgn CreatePolyPolygonRgn CombineRgn EqualRgn OffsetRgn FillRgn FrameRgn InvertRgn PaintRgn SelectClipRgn ExcludeClipRect IntersectClipRect OffsetClipRgn GetClipBox GetRgnBox PtInRegion RectInRegion SetRectRgn
<b>Bitmaps</b>	CreateBitmap CreateBitmapIndirect CreateCompatibleBitmap CreateDiscardableBitmap CreateDIBitmap CreateDIBPatternBrush SetBitmapBits GetBitmapBits SetBitmapDimension GetBitmapDimension
<b>Brushes and Pens</b>	CreateSolidBrush CreateHatchBrush CreatePatternBrush CreateBrushIndirect CreatePen CreatePenIndirect SetBrushOrg GetBrushOrg SelectObject GetObject DeleteObject GetStockObject UnrealizeObject
<b>Fonts and Text</b>	CreateFont CreateFontIndirect CreateScalableFontResource AddFontResource RemoveFontResource EnumFonts EnumFontFamilies GetTextMetrics GetTextExtent GetTextFace GetCharWidth GetCharABCWidths GetOutlineTextMetrics GetGlyphOutline GetKerningPairs SetTextColor GetTextColor SetBkColor GetBkColor SetBkMode GetBkMode SetTextAlign GetTextAlign SetTextCharacterExtra GetTextCharacterExtra SetTextJustification TextOut ExtTextOut TabbedTextOut GetTabbedTextExtent
<b>Metafiles</b>	CreateMetaFile CloseMetaFile DeleteMetaFile CopyMetaFile GetMetaFile GetMetaFileBits SetMetaFileBits PlayMetaFile PlayMetaFileRecord EnumMetaFile IsValidMetaFile

Group	Functions
<b>Printing</b>	StartDoc EndDoc StartPage EndPage SetAbortProc AbortDoc QueryAbort OpenJob CloseJob DeleteJob WriteSpool StartSpoolPage EndSpoolPage SpoolFile
<b>Palettes</b>	CreatePalette SelectPalette RealizePalette GetPaletteEntries SetPaletteEntries ResizePalette AnimatePalette UpdateColors GetNearestPaletteIndex GetNearestColor SetSystemPaletteUse GetSystemPaletteUse GetSystemPaletteEntries
<b>Device Capabilities</b>	GetDeviceCaps GetRasterizerCaps GetEnvironment SetEnvironment GetAspectRatioFilter Escape CreateIC
<b>Miscellaneous GDI</b>	SetROP2 GetROP2 SetPolyFillMode GetPolyFillMode SetStretchBltMode GetStretchBltMode SetMapperFlags GetMapperFlags LineDDA MulDiv GetCurrentPosition GetBoundsRect SetBoundsRect FastWindowFrame
<b>Timer</b>	SetTimer KillTimer GetTickCount GetTimerResolution GetCurrentTime
<b>Hooks</b>	SetWindowsHook SetWindowsHookEx UnhookWindowsHook UnhookWindowsHookEx CallNextHookEx DefHookProc CallMsgFilter
<b>Communications</b>	OpenComm CloseComm ReadComm WriteComm SetCommState GetCommState GetCommError TransmitCommChar SetCommEventMask GetCommEventMask SetCommBreak ClearCommBreak UngetCommChar BuildCommDCB EscapeCommFunction FlushComm EnableCommNotification
<b>Networking (WNet)</b>	WNetErrorText WNetOpenJob WNetCloseJob WNetAbortJob WNetHoldJob WNetReleaseJob WNetCancelJob WNetSetJobCopies WNetWatchQueue WNetUnwatchQueue WNetLockQueueData WNetUnlockQueueData WNetGetConnection WNetGetCaps WNetDeviceMode WNetBrowseDialog WNetGetUser WNetAddConnection WNetCancelConnection WNetGetError WNetGetErrorText WNetEnable WNetDisable WNetRestoreConnection WNetWriteJob WNetConnectDialog WNetDisconnectDialog WNetConnectionDialog WNetViewQueueDialog WNetPropertyDialog WNetGetDirectoryType WNetDirectoryNotify WNetGetPropertyText
<b>System Information</b>	GetSystemMetrics GetSysColor SetSysColors SystemParametersInfo GetFreeSystemResources GetSystemDebugState GetDoubleClickTime SetDoubleClickTime SwapMouseButton GetKeyState GetAsyncKeyState GetKeyboardState SetKeyboardState mouse_event GetMouseEventProc EnableHardwareInput IsUserIdle LockInput MessageBeep WinHelp
<b>Window Classes</b>	RegisterClass RegisterClassEx UnregisterClass GetClassInfo GetClassInfoEx GetClassWord SetClassWord GetClassLong SetClassLong GetClassName
<b>Window Properties</b>	SetProp GetProp RemoveProp EnumProps
<b>MDI Support</b>	DefFrameProc DefMDIChildProc TranslateMDISysAccel
<b>Drivers</b>	OpenDriver CloseDriver SendDriverMessage GetDriverModuleHandle GetDriverInfo GetNextDriver DefDriverProc
<b>Miscellaneous</b>	InitApp ExitWindows ExitWindowsExec OLDEXITWINDOWS BEAR11 BEAR86 BEAR182 UserSeeUserDo OldSetDeskPattern SetRect SetRectEmpty CopyRect IsRectEmpty PtInRect OffsetRect InflateRect IntersectRect UnionRect EqualRect SubtractRect

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