

## Logging Messages

- [USER\\_MESSAGE](#)
- [GENERAL\\_LOG\\_MESSAGE](#)

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### **USER\_MESSAGE [s\_UserMessage structure] Server >> Client**

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This message from the Server to the Client is for providing a message to the user.

This message can be sent even before a [LOGON\\_RESPONSE](#).

Field Name	Field Description
<a href="#">[unsigned int16]</a> <b>Size</b>	The standard message size field. Automatically set by constructor.
<a href="#">[unsigned int16]</a> <b>Type</b>	The standard message type field. Automatically set by constructor.
<a href="#">[char]</a> <b>UserMessage</b>	General message to present to user in the Client.
<a href="#">[unsigned int8]</a> <b>IsPopupMessage</b>	The default for this is 1 which signifies that the Server would like the Client to present the message to the user in a way which will get their attention. Otherwise, set this to 0 to give the message lower priority (just add to a log).

### **GENERAL\_LOG\_MESSAGE [s\_GeneralLogMessage structure] Server >> Client**

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This message from the Server to the Client is a message which is to be added to a log file indicating information from the server. For example, if there are informational messages to provide during the process of a logon, this can be used to send those messages to a Client. A

Client should never implement this message as a pop-up type message. Instead, it should be treated as a lower-level log type message.

This message can be sent even before a [LOGON\\_RESPONSE](#) is given.

Field Name	Field Description
<a href="#">[unsigned int16]</a> <b>Size</b>	The standard message size field. Automatically set by constructor.
<a href="#">[unsigned int16]</a> <b>Type</b>	The standard message type field. Automatically set by constructor.
<a href="#">[char]</a> <b>MessageText</b>	The message text to the Client which it should add to its log.

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\*Last modified Monday, 07th January, 2019.