

7. Creating and Sending a Reply or Answer

- **WRITE^XMA11A**

Interactive answer a message.

Input Variables:

DUZ	For a description of this variable, please refer to the "Common Variables" list in Chapter 4 in this manual.
XMDUZ	(optional) User's DUZ.
X	Must be set to "A", otherwise this call sends a new message.
XMZ	Message IEN in the MESSAGE file (#3.9), of the message to which you are sending an answer.

Output Variables:

None.

- **\$\$SENT^XMA2R(XMZ,XMSUB,,XMREPLY,XMSTRIP,XMDUZ,XMNET)**

Creates and sends a reply to a message and returns the message number of the reply. If the reply is not successful, returns a string with the text of the error. Unlike an answer, a reply is sent to all (local) recipients of the message to which you are replying.



Compare to \$\$ENTA^XMA2R described below and ANSRMSG^MXAPI and REPLYMSG^MXAPI described in Chapter 16 in this manual.

Core Input Parameters:

DUZ	(optional) For a description of this variable, please refer to the "Common Variables" list in Chapter 4 in this manual.
XMDUZ	(optional) For a description of this variable, please refer to the "Common Variables" list in Chapter 4 in this manual.
.XMREPLY	Text of the reply. Must be in a local array passed by reference. It must be in a format acceptable to VA FileMan WORD-PROCESSING fields.
XMZ	Message IEN in the MESSAGE file (#3.9), of the message to which you are replying.