# MessageBoxIndirect loads the icon itself; you can't hand it a pre-loaded icon

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Raymond Chen

Commenter 8 wants to know how to tell the `MessageBoxIndirect` function to use an existing `HICON` instead of pointing it to an icon resource.

You can't.

The `MessageBoxIndirect` loads the icon itself. You can't hand it a pre-loaded icon.

Of course, it's hardly rocket science to write your own `MessageBoxWithMyIcon` function that lets you use whatever icon you want. There's no law that says all Yes/No dialogs must use the `MessageBox` function. Feel free to write your own.

The `MessageBox` and `MessageBoxIndirect` functions are just convenience functions. They don't create new functionality; they don't do anything you couldn't already do yourself. You can have a template dialog box that you use for "generic" purposes and set the icon and text yourself. Or, if you're really adventuresome, you can generate a dialog template on the fly.

The `MessageBox` and `MessageBoxIndirect` functions never aspired to be "everything anybody could ever do with a dialog box." They just provide some basic functionality that lots of people find useful. If you need more functionality, then you can always write it yourself. (There's already a function for "everything anybody could ever do with a standard Win32 dialog box": It's called, um, `DialogBox`.)

Windows Vista introduces a considerably more customizable "message box"-type dialog known as a Task Dialog; you may want to give that one a try.

Raymond Chen

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