

This call changes the size of memory originally allocated by DosAllocHuge.

### Syntax

DosReallocHuge (NumSeg, Size, Selector)

### Parameters

;NumSeg (USHORT) - input : Number of 65536 byte segments requested. ;Size (USHORT) - input : Number of bytes requested in the last non-65536 byte segment. A value of 0 indicates none. ;Selector (SEL) - input : Selector returned on a previous DosAllocHuge.

### Return Code

rc (USHORT) - return Return code descriptions are: \* 0 NO\_ERROR \* 8 ERROR\_NOT\_ENOUGH\_MEMORY \* 87 ERROR\_INVALID\_PARAMETER

### Remarks

DosReallocHuge is called to change the size of unshared or shared huge memory allocated by DosAllocHuge. The selector used for this call must be the one returned by the DosAllocHuge request.

Normally, segments allocated as shared (AllocFlags bits 0 and 1 were set) cannot be decreased in size. However, if AllocFlags bit 3 was also set, the shared segment's size can be decreased.

DosReallocHuge is also called to reallocate a segment allocated as discardable (AllocFlags bit 2 set) after the segment is discarded by the system. The call to DosReallocHuge automatically locks the segment for access by the caller, the same as if a DosLockSeg had been issued.

'Note:' This request may be issued from privilege level 2 or 3. However, only a privilege level 3 huge segment is valid.

### Family API Considerations

Some options operate differently in the DOS mode than in the OS/2 mode. Therefore, the following restriction applies to DosReallocHuge when coding for the DOS mode:

The requested Size value is rounded up to the next paragraph (16-byte).

### Example Code

### C Binding

```
<PRE> #define INCL_DOSMEMMGR
```

```
USHORT rc = DosReallocHuge(NumSeg, Size, Selector);
```

```
USHORT NumSeg; /* Number of 65536-byte segments
```

```
requested */
```

```
USHORT Size; /* Number of bytes in last segment */ SEL Selector; /* Selector */
```

```
USHORT rc; /* return code */ </PRE>
```

### MASM Binding

```
<PRE> EXTRN DosReallocHuge:FAR INCL_DOSMEMMGR EQU 1
```

```
PUSH WORD NumSeg ;Number of 65536-byte segments requested PUSH WORD Size ;Number of bytes  
in last segment PUSH WORD Selector ;Selector CALL DosReallocHuge
```

```
Returns WORD </PRE>
```

## Note

Text based on <http://www.edm2.com/index.php/DosReallocHuge>

Family API		
DOS	Process Manager	<a href="#">DosBeep</a> <a href="#">DosExit</a> <a href="#">DosSleep</a> <a href="#">DosExecPgm</a>
	File Manager	<a href="#">DosChDir</a> <a href="#">DosChgFilePtr</a> <a href="#">DosClose</a> <a href="#">DosDelete</a> <a href="#">DosDupHandle</a> <a href="#">DosMkDir</a> <a href="#">DosMove</a> <a href="#">DosQCurDir</a> <a href="#">DosQCurDisk</a> <a href="#">DosSetFileMode</a> <a href="#">DosOpen</a> <a href="#">DosQFileInfo</a> <a href="#">DosRead</a> <a href="#">DosQFileMode</a> <a href="#">DosQFSInfo</a> <a href="#">DosQVerify</a> <a href="#">DosRmDir</a> <a href="#">DosSelectDisk</a> <a href="#">DosFindClose</a> <a href="#">DosFindFirst</a> <a href="#">DosFindNext</a> <a href="#">DosSetFileInfo</a> <a href="#">DosSetVerify</a> <a href="#">DosWrite</a> <a href="#">DosFileLocks</a> <a href="#">DosSetFHandState</a> <a href="#">DosNewSize</a> <a href="#">DosBufReset</a> <a href="#">DosQFHandState</a> <a href="#">DosSetFSinfo</a> <a href="#">DosShutdown</a>
	Memory Manager	<a href="#">DosFreeSeg</a> <a href="#">DosSubAlloc</a> <a href="#">DosSubFree</a> <a href="#">DosSubSet</a> <a href="#">DosAllocHuge</a> <a href="#">DosAllocSeg</a> <a href="#">DosReallocHuge</a> <a href="#">DosReallocSeg</a> <a href="#">DosGetHugeShift</a> <a href="#">DosCreateCSAlias</a>
	NLS	<a href="#">DosCaseMap</a> <a href="#">DosGetCtryInfo</a> <a href="#">DosGetDBCSEv</a> <a href="#">DosSetCtryCode</a> <a href="#">DosGetCollate</a> <a href="#">DosGetMessage</a> <a href="#">DosInsMessage</a> <a href="#">DosPutMessage</a>
	Date and Time	<a href="#">DosSetDateTime</a> <a href="#">DosGetDateTime</a>
	Devices	<a href="#">DosDevConfig</a> <a href="#">DosDevIOCtl</a> <a href="#">DosDevIOCtl2</a>
	Signals	<a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
	Misc	<a href="#">BadDynLink</a> <a href="#">DosGetEnv</a> <a href="#">DosGetMachineMode</a> <a href="#">DosGetVersion</a> <a href="#">DosError</a> <a href="#">DosErrClass</a> <a href="#">DosSetVec</a>
KBD		<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>

<b>Family API</b>	
VIO	VioGetBuf VioGetConfig VioGetCurPos VioGetCurType VioGetPhysBuf VioReadCellStr VioReadCharStr VioScrollUp VioScrollDn VioScrollLf VioScrollRt VioScrUnLock VioSetCurPos VioSetCurType VioSetMode VioGetMode VioShowBuf VioWrtCellStr VioWrtCharStr VioWrtCharStrAtt VioWrtNAttr VioWrtNCell VioWrtNChar VioWrtTTY VioScrLock VioPopUp
Tools	BIND
Modules	DOSCALLS.DLL VIOCALLS.DLL KBDCALLS.DLL MSG.DLL
Libraries	API.LIB OS2386.LIB FAPI.LIB DOSCALLS.LIB SUBCALLS.LIB

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