

This call scrolls the entire display buffer (or area specified within the display buffer) to the right.

Syntax

VioScrollRt (TopRow, LeftCol, BotRow, RightCol, Lines, Cell, VioHandle)

Parameters

;TopRow (USHORT) - input : Top row to be scrolled. ;LeftCol (USHORT) - input : Left column to be scrolled. ;BotRow (USHORT) - input : Bottom row to be scrolled. ;RightCol (USHORT) - input : Right column to be scrolled. ;Lines (USHORT) - input : Number of columns to be inserted at the left of the screen area being scrolled. If 0 is specified, no lines are scrolled. ;Cell (PBYTE) - input : Address of the character attribute(s) pair (2 or 4 bytes) used as a fill character on inserted columns. ; VioHandle (HVIO) - input : This must be zero unless the caller is a Presentation Manager application, in which case it must be the value returned by VioGetPs.

Return Code

rc (USHORT) - return Return code descriptions are: *0 NO_ERROR *355 ERROR_VIO_MODE *358 ERROR_VIO_ROW *359 ERROR_VIO_COL *436 ERROR_VIO_INVALID_HANDLE *465 ERROR_VIO_DETACHED

Remarks

TopRow = 0 and LeftCol = 0 identifies the top left corner of the screen.

If a value greater than the maximum value is specified for TopRow, LeftCol, BotRow, RightCol, or Lines, the maximum value for that parameter is used.

If TopRow and LeftCol = 0 and if BotRow, RightCol, and Lines = 65535 (or -1 in assembler language), the entire screen is filled with the character-attribute pair defined by Cell.

Example Code

C Binding

```
<PRE> #define INCL_VIO
```

```
USHORT rc = VioScrollRt(TopRow, LeftCol, BotRow, RightCol, Lines, Cell, VioHandle);
```

```
USHORT TopRow; /* Top row */ USHORT LeftCol; /* Left column */ USHORT BotRow; /* Bottom row */
USHORT RightCol; /* Right column */ USHORT Lines; /* Number of lines */ PBYTE Cell; /* Cell to be
written */ HVIO VioHandle; /* Video handle */
```

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

MASM Binding

```
<PRE> EXTRN VioScrollRt:FAR INCL_VIO EQU 1
```

```
PUSH WORD TopRow ;Top row PUSH WORD LeftCol ;Left column PUSH WORD BotRow ;Bottom row  
PUSH WORD RightCol ;Right column PUSH WORD Lines ;Number of lines PUSH@ OTHER Cell ;Cell to  
be written PUSH WORD VioHandle ;Video handle CALL VioScrollRt
```

Returns WORD </PRE>

Note

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

{{page>en:templates:fapi}}

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