



This is part of **Family API** which allow to create dual-os version of program runs under OS/2 and DOS

Note: This is legacy API call. It is recommended to use 32-bit equivalent

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VioGetFont

This call returns either the font table of the size specified or the font in use.

Syntax

```
VioGetFont (RequestBlock, VioHandle)
```

Parameters

- RequestBlock ([PVIOFONTINFO](#)) - input/output: Address of the font structure that returns current RAM font or specified ROM or code page font depending on the request type.
- VioHandle ([HVIO](#)) - input : Reserved word of 0s.

Return Code

rc (USHORT) - return:Return code descriptions are:

- 0 NO_ERROR
- 355 ERROR_VIO_MODE
- 421 ERROR_VIO_INVALID_PARMS
- 438 ERROR_VIO_INVALID_LENGTH
- 465 ERROR_VIO_DETACHED
- 467 ERROR_VIO_FONT
- 494 ERROR_VIO_EXTENDED_SG

Remarks

For reqtype = 1, return ROM font, the font size requested must be supported by the display adapter installed. The 8x8, 8x14, 9x14, 8x16, or 9x16 character font may be requested for the VGA or PS/2 Display Adapters. The 8x8, 8x14, or 9x14 font may be requested for the enhanced graphics adapter. The 8x8 font may be requested for the colour graphics adapter.

Note: Although graphics mode support is provided in VioSetFont, this support is not provided by the Base Video Handlers provided with OS/2.

For reqtype = 1, return ROM font, the far address returned is a ROM pointer only for those fonts where the font table for the full 256-character set is actually contained in ROM. Otherwise, the far address returned is a RAM pointer. Note that for 8×8 on the CGA, the font table for the full 256-character set is returned. For 9×14 or 9×16 the font table for the full 256-character set is also returned. Partial fonts are not returned. The 9×14 and 9×16 fonts are derived from variations of the 8×14 and 8×16 fonts, respectively, where the definitions of fonts for those characters that are different, are replaced.

For VioSetFont specifying reqtype = 1, return ROM font, the font returned is derived from the fonts contained in the system, EGA, VGA, and PS/2 Display Adapter BIOS data areas as applicable. There is an exception for the EGA, VGA and PS/2 Display Adapter when [VioSetCp](#) or [VioSetFont](#) has been issued. In that case, the font of the size requested is returned from the active code page or the list of user fonts already set.

Bindings

C

```
typedef struct _VIOFONTINFO { /* viofi */
    USHORT cb;                      /* length of this structure */
    USHORT type;                    /* request type */
    USHORT cxCell;                 /* pel columns in character cell */
    USHORT cyCell;                 /* pel rows in character cell */
    PVOID pbData;                  /* requested font table (returned) */
    USHORT cbData;                  /* length of caller supplied data area (in
bytes) */
} VIOFONTINFO;

#define INCL_VIO

USHORT rc = VioSetFont(RequestBlock, VioHandle);

PVIOfONTINFO RequestBlock; /* Request block */
Hvio VioHandle; /* Vio handle */

USHORT rc; /* return code */
```

MASM

```
VIOFONTINFO struc
    viofi_cb      dw  ? ;length of this structure
    viofi_type    dw  ? ;request type
    viofi_cxCell  dw  ? ;pel columns in character cell
    viofi_cyCell  dw  ? ;pel rows in character cell
```

```
viofi_pbData  dd  ? ;requested font table (returned)
viofi_cbData  dw  ? ;length of caller supplied data area (in bytes)
VIOFONTINFO ends
```

```
EXTRN VioGetFont:FAR
INCL_VIO          EQU 1
```

```
PUSH@ OTHER RequestBlock ;Request block
PUSH WORD   VioHandle    ;Vio handle
CALL  VioGetFont
```

Returns WORD

<http://www.edm2.com/index.php/VioGetFont>

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<https://osfree.org/doku/> - osFree wiki

Permanent link:
<https://osfree.org/doku/doku.php?id=en:docs:fapi:viogetfont&rev=1634194795>

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