 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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VioScrollUp

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

Syntax

```
VioScrollUp (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 lines to be inserted at the bottom 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 lines.
- 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.

Bindings

C

```
#define INCL_VIO

USHORT  rc = VioScrollUp(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;           /* Fill character */
HVIO    VioHandle;      /* Video handle */

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

MASM

```
EXTRN  VioScrollUp: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          ;Fill character
PUSH   WORD    VioHandle     ;Video handle
CALL   VioScrollUp

Returns WORD
```

Related Functions

*VioScrollDn

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