



This is part of **Win16 API** which allow to create versions of program from one source code to run under OS/2 and Win16. Under OS/2 program can be running under Win-OS/2 if program is Windows NE executable, and with help on Windows Libraries for OS/2, if it is OS/2 NE executable. [Here](#) is a WLO to OS/2 API mapping draft

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# LocalInit

## Brief

Initializes a local heap within a specified memory segment.

## Syntax

```
BOOL LocalInit(  
    WORD wSegment,  
    WORD wOffset,  
    WORD wHeapSize  
);
```

## Parameters

- **wSegment** - The selector of the segment in which to initialize the local heap.
- **wOffset** - The offset within the segment at which the heap should start.
- **wHeapSize** - The size, in bytes, of the heap to initialize.

## Return Code

- Returns **non-zero** if the heap is successfully initialized.
- Returns **0** if initialization fails.

## Notes

- `LocalInit`

is specific to the 16-bit Windows environment and is not supported in Win32 or later.

- The function sets up a local heap manager within the provided segment, enabling local memory allocation functions to operate within that segment.

- Applications typically call

```
LocalInit
```

during initialization of a data segment or a dynamically allocated memory block intended for use as a local heap.

- The heap size (

```
wHeapSize
```

) must be large enough to accommodate heap management overhead.

- For compatibility and performance reasons, modern Windows applications should use the standard heap functions (e.g.,

```
HeapCreate
```

,

```
HeapAlloc
```

) instead.

## Example Code

### C Binding

```
#include <windows.h>

BOOL InitializeLocalHeap(WORD seg, WORD offset, WORD size) {
    return LocalInit(seg, offset, size);
}
```

### MASM Binding

```
; Assume AX = segment, DX = offset, CX = heap size
push cx          ; wHeapSize
push dx          ; wOffset
push ax          ; wSegment
call LocalInit   ; Returns AX = non-zero if success
```

# See also

- [LocalAlloc](#) - Allocates memory from the local heap.
- [LocalFree](#) - Frees memory allocated from the local heap.
- [LocalSize](#) - Retrieves the size of a local memory block.
- [LocalReAlloc](#) - Reallocates a local memory block.

Group	Functions
<b>Module manager</b>	GETVERSION GETMODULEHANDLE GETMODULEUSAGE GETMODULEFILENAME GETPROCADDRESS MAKEPROCINSTANCE FREEPROCINSTANCE GETINSTANCEDATA CATCH THROW GETCODEHANDLE LOADLIBRARY
<b>Global Memory Manager</b>	GlobalAlloc GlobalCompact GlobalDiscard GlobalFree GlobalLock GlobalReAlloc GlobalSize GlobalUnlock GlobalFlags
<b>Local Memory Manager</b>	<a href="#">LocalInit</a> <a href="#">LocalAlloc</a> <a href="#">LocalCompact</a> <a href="#">LocalDiscard</a> <a href="#">LocalFree</a> <a href="#">LocalLock</a> <a href="#">LocalFreeze</a> <a href="#">LocalMelt</a> <a href="#">LocalReAlloc</a> <a href="#">LocalSize</a> <a href="#">LocalUnlock</a> <a href="#">LocalHandleDelta</a> <a href="#">LockData</a> <a href="#">UnlockData</a> <a href="#">LocalFlags</a>
<b>Task Scheduler</b>	GetCurrentTask Yield SetPriority
<b>Resource Manager</b>	AddFontResource RemoveFontResource LoadBitmap LoadCursor LoadIcon LoadMenu LoadString LoadAccelerators FindResource LoadResource AllocResource LockResource FreeResource AccessResource SizeofResource SetResourceHandler
<b>String Translation</b>	<a href="#">AnsiUpper</a> <a href="#">AnsiLower</a> <a href="#">AnsiNext</a> <a href="#">AnsiPrev</a>
<b>Atom Manager</b>	<a href="#">InitAtomTable</a> <a href="#">AddAtom</a> <a href="#">DeleteAtom</a> <a href="#">FindAtom</a> <a href="#">GetAtomName</a>
<b>Windows Initialization File</b>	GetProfileInt GetProfileString WriteProfileString
<b>Debugging</b>	FatalExit
<b>File I/O</b>	_lopen _lcreat _llseek _lread _lwrite _lclose OpenFile GetTempFileName GetTempDrive
<b>Registry</b>	<a href="#">RegOpenKey</a> <a href="#">RegCreateKey</a> <a href="#">RegCloseKey</a> <a href="#">RegDeleteKey</a> <a href="#">RegSetValue</a> <a href="#">RegQueryValue</a> <a href="#">RegEnumKey</a>
<b>Dialogs</b>	<a href="#">MessageBox</a>

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