

## VioGetMode

**Bindings:** C, MASM

This call returns the mode of the display.

*VioGetMode* (ModeData, VioHandle)

*ModeData* (**PVIOMODEINFO**) - input/output Far address of a structure where mode characteristics are returned.

*length* (**USHORT**) Input parameter to *VioGetMode*. *Length* specifies the length of the data structure in bytes including *length* itself. The value specified on input controls the amount of mode data returned. The minimum structure size required is 2 bytes, and the maximum structure size required is 34 bytes. For OS/2 1.2, a *length* of 2 returns the size of the maximum structure required for all the mode data. When *length* is not equal to 2, the *length* field is modified on output to reflect the actual number of bytes returned.

*type* (**UCHAR**) Mode characteristics bit mask:

Bit	Description
7-4	Reserved
3	0 = VGA-compatible modes 0 thru 13H 1 = Native mode
2	0 = Enable color burst 1 = Disable color burst
1	0 = Text mode 1 = Graphics mode
0	0 = Monochrome compatible mode 1 = Other.

*numcolors* (**UCHAR**) Number of colors defined as a power of 2. This is equivalent to the number of color bits that define the color, for example:

Value	Definition
0	Monochrome modes 7, 7+, and F.
1	2 colors
2	4 colors
4	16 colors
8	256 colors

*textcols* (**USHORT**) Number of text columns.

*textrows* (**USHORT**) Number of text rows.

*pelcols* (**USHORT**) Horizontal resolution, number of pel columns.

*pelrows* (**USHORT**) Vertical resolution, number of pel rows.

*Attribute Format* (**UCHAR**) Format of the attributes.

*Number of Attributes* (**UCHAR**) Number of attributes in a character cell.

*Buffer Address* (**ULONG**) 32-bit physical address of the physical display buffer for this mode.

*Buffer Length* (**ULONG**) Length of the physical display buffer for this mode.

*Full Buffer Size* (**ULONG**) Size of the buffer required for a full save of the physical display buffer for this mode.

*Partial Buffer Size* (**ULONG**) Size of the buffer required for a partial (pop-up) save of the physical display buffer for this mode.

*Extended Data Area Address* (**PCH**) Far address to an extended mode data structure or zero if none. The format of the extended mode data structure is determined by the device driver and is unknown to OS/2.

*VioHandle* (**HVIO**) - input Reserved word of 0s.

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

0	NO_ERROR
436	ERROR_VIO_INVALID_HANDLE
438	ERROR_VIO_INVALID_LENGTH
465	ERROR_VIO_DETACHED
494	ERROR_VIO_EXTENDED_SG

## Remarks

Refer to [VioSetMode](#) for examples.

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