



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 8×8, 8×14, 9×14, 8×16, or 9×16 character font may be requested for the VGA or PS/2 Display Adapters. The 8×8, 8×14, or 9×14 font may be requested for the enhanced graphics adapter. The 8×8 font may be requested for the colour graphics adapter.

Note: Although graphics mode support is provided in VioGetFont, 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 VioGetFont 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 = VioGetFont(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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