



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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VioSetFont

This call downloads a display font. The font being set must be compatible with the current mode.

Syntax

```
VioSetFont (RequestBlock, VioHandle)
```

Parameters

- RequestBlock ([PVIOFONTINFO](#)) - input: Address of the font structure containing the request.
- 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
- 436 ERROR_VIO_INVALID_HANDLE
- 438 ERROR_VIO_INVALID_LENGTH
- 465 ERROR_VIO_DETACHED
- 467 ERROR_VIO_FONT
- 468 ERROR_VIO_USER_FONT
- 494 ERROR_VIO_EXTENDED_SG

Remarks

VioSetFont is applicable only for the enhanced graphics adapter, VGA or IBM Personal System/2 Display Adapter.

Note: Although graphics mode support is provided in VioSetFont, this support is not provided by the

Base Video Handlers provided with OS/2.

When VioSetFont is issued, the current code page is reset. If [VioGetCp](#) is subsequently issued, the error code ERROR_VIO_USER_FONT is returned. Return code, ERROR_VIO_USER_FONT represents a warning. It indicates that although the font could not be loaded into the adapter using the current mode, the font was saved as part of a special user font code page for use with a later [VioSetMode](#). Successfully setting a user font sets the special user font code page, just as if a code page of -1 was specified using [VioSetCp](#).

The user font code page consists of the most recent user font of each size that was set by VioSetFont. For example, if two 8×12 fonts and three 8×16 fonts had been set, only two fonts, the most recent of the 8×12 and 8×16 fonts, would be saved.

The special code page is used in the same way as those code pages specified on the CODEPAGE = statement in CONFIG.SYS.

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;    /* Video 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 VioSetFont:FAR
```

```
INCL_VIO          EQU 1
```

```
PUSH@  OTHER    RequestBlock    ;Request block
```

```
PUSH  WORD      VioHandle       ;Video handle
```

```
CALL  VioSetFont
```

```
Returns WORD
```

Related Functions

[VioGetFont](#)

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

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