

## VioGetCurType

**Bindings:** C, MASM

This call returns the cursor type.

*VioGetCurType* (CursorData, VioHandle)

*CursorData* (**PVIOCURSORINFO**) - output Address of the cursor characteristics structure:

*startline* (**USHORT**) Horizontal scan line in the character cell that marks the top line of the cursor. If the character cell has n scan lines, 0 is the top scan line of the character cell and (n-1) is the bottom scan line.

*endline* (**USHORT**) Horizontal scan line in the character cell that marks the bottom line of the cursor. Scan lines within a character cell are numbered as defined in *startline*.

*cursorwidth* (**USHORT**) Width of the cursor. In text modes, *cursorwidth* is the number of columns. The maximum number supported by the OS/2 base video subsystem is 1. In graphics modes, *cursorwidth* is the number of pels.

*cursorattrib* (**USHORT**) A value of -1 denotes a hidden cursor, all other values in text mode denote normal cursor and in graphics mode denote color attribute.

*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](#).

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

0	NO_ERROR
355	ERROR_VIO_MODE
436	ERROR_VIO_INVALID_HANDLE
465	ERROR_VIO_DETACHED

### Remarks

If *CursorStartLine* and *CursorEndLine* were originally specified as percentages on [VioSetCurType](#) (using negative values), the positive values into which they were translated are returned. Refer to [VioSetCurType](#) for more information on how percentages can be used to set *CursorStartLine* and *CursorEndLine* independent of the number of scan lines per character cell.

### Family API Considerations

In DOS mode, [VioGetCurType](#) returns only two values for *cursorattrib*: 0 = visible cursor, and -1 = hidden cursor.

### C bindings

```
typedef struct _VIOCURSORINFO { /* vioci */
    USHORT   yStart;           /*cursor start line */
    USHORT   cEnd;            /* cursor end line */
};
```

```

USHORT  cx;                /* cursor width */
USHORT  attr;             /* -1=hidden cursor, any other=normal
                           cursor */
} VIOCURSORINFO;

#define INCL_VIO

USHORT  rc = VioGetCurType(CursorData, VioHandle);

PVIOCURSORINFO  CursorData; /* Cursor characteristics */
Hvio            VioHandle;  /* Vio handle */

USHORT          rc;        /* return code */

```

## MASM bindings

```

VIOCURSORINFO struc
  vioci_yStart dw ? ;cursor start line
  vioci_cEnd   dw ? ;cursor end line
  vioci_cx     dw ? ;cursor width
  vioci_attr   dw ? ;-1=hidden cursor, any other=normal cursor
VIOCURSORINFO ends

EXTRN  VioGetCurType:FAR
INCL_VIO          EQU 1

PUSH@  OTHER  CursorData    ;Cursor characteristics
PUSH  WORD   VioHandle      ;Vio handle
CALL   VioGetCurType

Returns WORD

```

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