



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

2021/09/17 04:47 · prokushev · [0 Comments](#)

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## DosDevConfig

This call gets information about attached devices.

### Syntax

DosDevConfig (DeviceInfo, Item, Parm)

### Parameters

;DeviceInfo (PVOID) - output: Address of the byte-wide field containing the requested information.  
;Item (USHORT) - input: Device information requested. :0 - Number of printers attached :1 - Number of RS232 ports :2 - Number of diskette drives :3 - Presence of math coprocessor (where 0 = not present, 1 = present) :4 - PC Submodel Type (where the return is the system submodel byte) :5 - PC Model Type (where the return is the system model byte) :6 - Display adapter type (where 0 = monochrome mode compatible, 1 = other). ;Parm (USHORT) - input: Reserved for future use and should be set to zero.

### Return Code

;rc (USHORT) - return:Return code descriptions are: \* 0 NO\_ERROR \*87 ERROR\_INVALID\_PARAMETER

### Remarks

The system model (function 5) and submodel (function 4) information is obtained from BIOS.

In addition, the number of devices attached in a PS/2 environment reflect only devices that are "awake". Devices that are "asleep" are not counted.

### Bindings

## C

```
#define INCL_DOSDEVICES

USHORT rc = DosDevConfig(DeviceInfo, Item, Parm);

PVOID DeviceInfo; /* Returned information */
USHORT Item; /* Item number */
USHORT Parm; /* Reserved */

USHORT rc; /* return */
```

## MASM

```
EXTRN DosDevConfig:FAR
INCL_DOSDEVICES EQU 1

PUSH@ OTHER DeviceInfo ;Requested information (returned)
PUSH WORD Item ;Item number
PUSH WORD Parm ;Reserved (must be zero)
CALL DosDevConfig
```

Returns WORD </PRE>

### Example Code

This example gets information about model type, monitor and coprocessor and display it.

```
#define INCL_DOSDEVICES

#define MACHINE_MODEL 5
#define DISPLAY_TYPE 6
#define FIND_COPROCESSOR 3
#define RESERVED 0L

BYTE DeviceInfo;
USHORT rc;

if(!DosDevConfig(&DeviceInfo, /* Returned information */
                MACHINE_MODEL, /* Item number */
                RESERVED)) /* Reserved */
    printf("Model Type %d ",DeviceInfo);

if(!DosDevConfig(&DeviceInfo, /* Returned information */
                DISPLAY_TYPE, /* Item number */
                RESERVED)) /* Reserved */
    if (DeviceInfo)
```

```

    printf("Colour display ");
else
    printf("Mono display ");

if(!DosDevConfig(&DeviceInfo,          /* Returned information */
                FIND_COPROCESSOR,     /* Item number */
                RESERVED))            /* Reserved */
if (DeviceInfo)
    printf("Coprocessor");
else
    printf("No Coprocessor");

```

## Note

Text based on [http://www.edm2.com/index.php/DosDevConfig\\_\(Legacy\)](http://www.edm2.com/index.php/DosDevConfig_(Legacy))

Family API		
DOS	Process Manager	<a href="#">DosBeep</a> <a href="#">DosExit</a> <a href="#">DosSleep</a> <a href="#">DosExecPgm</a>
	File Manager	<a href="#">DosChDir</a> <a href="#">DosChgFilePtr</a> <a href="#">DosClose</a> <a href="#">DosDelete</a> <a href="#">DosDupHandle</a> <a href="#">DosMkDir</a> <a href="#">DosMove</a> <a href="#">DosQCurDir</a> <a href="#">DosQCurDisk</a> <a href="#">DosSetFileMode</a> <a href="#">DosOpen</a> <a href="#">DosQFileInfo</a> <a href="#">DosRead</a> <a href="#">DosQFileMode</a> <a href="#">DosQFSInfo</a> <a href="#">DosQVerify</a> <a href="#">DosRmdir</a> <a href="#">DosSelectDisk</a> <a href="#">DosFindClose</a> <a href="#">DosFindFirst</a> <a href="#">DosFindNext</a> <a href="#">DosSetFileInfo</a> <a href="#">DosSetVerify</a> <a href="#">DosWrite</a> <a href="#">DosFileLocks</a> <a href="#">DosSetFHandState</a> <a href="#">DosNewSize</a> <a href="#">DosBufReset</a> <a href="#">DosQFHandState</a> <a href="#">DosSetFSInfo</a> <a href="#">DosShutdown</a>
	Memory Manager	<a href="#">DosFreeSeg</a> <a href="#">DosSubAlloc</a> <a href="#">DosSubFree</a> <a href="#">DosSubSet</a> <a href="#">DosAllocHuge</a> <a href="#">DosAllocSeg</a> <a href="#">DosReallocHuge</a> <a href="#">DosReallocSeg</a> <a href="#">DosGetHugeShift</a> <a href="#">DosCreateCSAlias</a>
	NLS	<a href="#">DosCaseMap</a> <a href="#">DosGetCtryInfo</a> <a href="#">DosGetDBCSEv</a> <a href="#">DosSetCtryCode</a> <a href="#">DosGetCollate</a> <a href="#">DosGetMessage</a> <a href="#">DosInsMessage</a> <a href="#">DosPutMessage</a>
	Date and Time	<a href="#">DosSetDateTime</a> <a href="#">DosGetDateTime</a>
	Devices	<a href="#">DosDevConfig</a> <a href="#">DosDevIOCtl</a> <a href="#">DosDevIOCtl2</a>
	Signals	<a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
	Misc	<a href="#">BadDynLink</a> <a href="#">DosGetEnv</a> <a href="#">DosGetMachineMode</a> <a href="#">DosGetVersion</a> <a href="#">DosError</a> <a href="#">DosErrClass</a> <a href="#">DosSetVec</a>
KBD		<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>
VIO		<a href="#">VioGetBuf</a> <a href="#">VioGetConfig</a> <a href="#">VioGetCurPos</a> <a href="#">VioGetCurType</a> <a href="#">VioGetPhysBuf</a> <a href="#">VioReadCellStr</a> <a href="#">VioReadCharStr</a> <a href="#">VioScrollUp</a> <a href="#">VioScrollDn</a> <a href="#">VioScrollLf</a> <a href="#">VioScrollRt</a> <a href="#">VioScrUnLock</a> <a href="#">VioSetCurPos</a> <a href="#">VioSetCurType</a> <a href="#">VioSetMode</a> <a href="#">VioGetMode</a> <a href="#">VioShowBuf</a> <a href="#">VioWrtCellStr</a> <a href="#">VioWrtCharStr</a> <a href="#">VioWrtCharStrAtt</a> <a href="#">VioWrtNAttr</a> <a href="#">VioWrtNCell</a> <a href="#">VioWrtNChar</a> <a href="#">VioWrtTTY</a> <a href="#">VioScrLock</a> <a href="#">VioPopUp</a>
Tools		<a href="#">BIND</a>
Modules		<a href="#">DOSCALLS.DLL</a> <a href="#">VIOCALLS.DLL</a> <a href="#">KBDCALLS.DLL</a> <a href="#">MSG.DLL</a>
Libraries		<a href="#">API.LIB</a> <a href="#">OS2386.LIB</a> <a href="#">FAPI.LIB</a> <a href="#">DOSCALLS.LIB</a> <a href="#">SUBCALLS.LIB</a>

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