



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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## DosSubAlloc

This call suballocates portions of a segment allocated by `DosAllocSeg` or `DosAllocShrSeg`, and initialized by `DosSubSet`.

### Syntax

`DosSubAlloc (SegSelector, BlockOffset, Size)`

### Parameters

`;SegSelector (SEL)` - input : Data segment selector that allocates the memory. `;BlockOffset (PUSHORT)` - output : Address of the allocated block offset. `;Size (USHORT)` - input : Memory block size requested in bytes.

### Return Code

`rc (USHORT)` - return Return code descriptions are: \* 0 `NO_ERROR` \* 311 `ERROR_DOSSUB_NOMEM` \* 313 `ERROR_DOSSUB_BADSIZE`

### Remarks

Before a segment allocated by `DosAllocSeg` or `DosAllocShrSeg` can be suballocated, it must first be initialized for suballocation by a call to `DosSubSet`.

Allocation size must be a multiple of four bytes. Otherwise, it is rounded up to a multiple of four bytes. The maximum value for the size parameter is the size that was set with `DosSubSet` minus 8. Note that no paragraph (16-byte) alignment is required; all requests are serviced on a byte alignment basis.

A suballocated block of memory in a suballocated segment is freed by a call to `DosSubFree`.

### Example Code

## C Binding

```
<PRE> #define INCL_DOSMEMMGR
```

```
USHORT rc = DosSubAlloc(SegSelector, BlockOffset, Size);
```

```
SEL SegSelector; /* Segment selector */ PUSHORT BlockOffset; /* Block Offset (returned) */ USHORT Size; /* Size of requested block */
```

```
USHORT rc; /* return code */ </PRE>
```

## MASM Binding

```
<PRE> EXTRN DosSubAlloc:FAR INCL_DOSMEMMGR EQU 1
```

```
PUSH WORD SegSelector ;Segment selector PUSH@ WORD BlockOffset ;Block Offset (returned) PUSH WORD Size ;Size of requested block CALL DosSubAlloc
```

```
Returns WORD </PRE>
```

# Note

Text based on <http://www.edm2.com/index.php/DosSubAlloc>

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="#">DosDevIOct1</a> <a href="#">DosDevIOct12</a>
	Signals	<a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
KBD	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>
		<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>

<b>Family API</b>	
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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