

VioGetFont

Bindings: C, MASM

This call returns either the font table of the size specified or the font in use.

VioGetFont (RequestBlock, VioHandle)

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:

length (**USHORT**) Length of structure, including length.

14 Only valid value.

reqtype (**USHORT**) Request type:

Value	Definition
0	Get current RAM font for EGA, VGA, or IBM Personal System/2 Display Adapter.
1	Get ROM font for CGA, EGA, VGA, or IBM Personal System/2 Display Adapter.

pelcolumns (**USHORT**) Pel columns in character cell.

pelrows (**USHORT**) Pel rows in character cell.

fonttable (**PVOID**) Address of the requested font table returned in a caller-supplied data area. If the storage area is accessed by way of an address of 0, a system-supplied segment containing the requested font table is returned.

tablelength (**USHORT**) Length, in bytes, of the caller-supplied data area where the font table is returned.

VioHandle (**HVIO**) - input Reserved word of 0s.

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 color 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.

C bindings

```
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 bindings

```
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**

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