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

<PRE> 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 */ </PRE>

MASM

<PRE> 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 </PRE>

Related Functions

*VioGetFont

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

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