



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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This call writes an attribute to the display a specified number of times.

### Syntax

VioWrtNAttr (Attr, Times, Row, Column, VioHandle)

### Parameters

;Attr (PBYTE) - input : Address of the attribute(s) (1 or 3 bytes) to be written. ;Times (USHORT) - input : Number of times to write the attribute. ;Row (USHORT) - input : Starting cursor row. ;Column (USHORT) - input : Starting cursor column. ;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.

### Return Code

rc (USHORT) - return Return code descriptions are: \* 0 NO\_ERROR \* 355 ERROR\_VIO\_MODE \* 358 ERROR\_VIO\_ROW \* 359 ERROR\_VIO\_COL \* 436 ERROR\_VIO\_INVALID\_HANDLE \* 465 ERROR\_VIO\_DETACHED

### Remarks

If a repeated write gets to the end of the line and is not complete, the write continues at the beginning of the next line. If the write gets to the end of the screen, the write terminates.

### PM Considerations

Write an attribute code to the Advanced VIO presentation space a specified number of times. The caller must specify the starting location on the presentation space where the string is to be written.

### Example Code

### C Binding

```
<PRE> #define INCL_VIO
```

```
USHORT rc = VioWrtNAttr(Attr, Times, Row, Column, VioHandle);
```

```
PBYTE Attr; /* Attribute to be written */ USHORT Times; /* Repeat count */ USHORT Row; /* Starting row position for output */ USHORT Column; /* Starting column position for output */ HVIO VioHandle; /* Video handle */
```

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

### MASM Binding

```
<PRE> EXTRN VioWrtNAttr:FAR INCL_VIO EQU 1
```

```
PUSH@ OTHER Attr ;Attribute to be written PUSH WORD Times ;Repeat count PUSH WORD Row ;Starting row position for output PUSH WORD Column ;Starting column position for output PUSH WORD VioHandle ;Video handle CALL VioWrtNAttr
```

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

## Note

Text based on [http://www.edm2.com/index.php/VioWrtNAttr\\_\(FAPi\)](http://www.edm2.com/index.php/VioWrtNAttr_(FAPi))

Family API		
DOS	Process Manager	DosBeep DosExit DosSleep DosExecPgm
	File Manager	DosChDir DosChgFilePtr DosClose DosDelete DosDupHandle DosMkDir DosMove DosQCurDir DosQCurDisk DosSetFileMode DosOpen DosQFileInfo DosRead DosQFileMode DosQFSInfo DosQVerify DosRmdir DosSelectDisk DosFindClose DosFindFirst DosFindNext DosSetFileInfo DosSetVerify DosWrite DosFileLocks DosSetFHandState DosNewSize DosBufReset DosQFHandState DosSetFSinfo DosShutdown
	Memory Manager	DosFreeSeg DosSubAlloc DosSubFree DosSubSet DosAllocHuge DosAllocSeg DosReallocHuge DosReallocSeg DosGetHugeShift DosCreateCSAlias
	NLS	DosCaseMap DosGetCtryInfo DosGetDBCSEv DosSetCtryCode DosGetCollate DosGetMessage DosInsMessage DosPutMessage
	Date and Time	DosSetDateTime DosGetDateTime
	Devices	DosDevConfig DosDevIOctI DosDevIOctI2
	Signals	DosHoldSignal DosSetSigHandler
KBD	Misc	BadDynLink DosGetEnv DosGetMachineMode DosGetVersion DosError DosErrClass DosSetVec
		KbdCharIn KbdFlushBuffer KbdGetStatus KbdSetStatus KbdStringIn KbdPeek

<b>Family API</b>	
VIO	VioGetBuf VioGetConfig VioGetCurPos VioGetCurType VioGetPhysBuf VioReadCellStr VioReadCharStr VioScrollUp VioScrollDn VioScrollLf VioScrollRt VioScrUnLock VioSetCurPos VioSetCurType VioSetMode VioGetMode VioShowBuf VioWrtCellStr VioWrtCharStr VioWrtCharStrAtt VioWrtNAttr VioWrtNCell VioWrtNChar VioWrtTTY VioScrLock VioPopUp
Tools	BIND
Modules	DOSCALLS.DLL VIOCALLS.DLL KBDCALLS.DLL MSG.DLL
Libraries	API.LIB OS2386.LIB FAPI.LIB DOSCALLS.LIB SUBCALLS.LIB

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