



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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## VioReadCharStr

This call reads a string of characters from the display starting at the specified location.

### Syntax

```
VioReadCharStr (CharStr, Length, Row, Column, VioHandle)
```

### Parameters

- CharStr (**PCH**) - output : Address of the buffer where the character string is returned.
- Length (**PUSHORT**) - input/output : Address of the buffer length in bytes.
- Row (**USHORT**) - input : Starting row of the field to read, 0 is the top row.
- Column (**USHORT**) - input : Starting column of the field to read, 0 is the leftmost 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 string read comes to the end of the line and is not complete, then the string read continues at the

beginning of the next line. If the read comes to the end of the screen and is not complete, the read terminates and the length is set to the number of characters read.

## PM Considerations

VioReadCharStr reads a character string from the Advanced VIO presentation space starting at the specified location.

## Bindings

### C Binding

```
#define INCL_VIO

USHORT rc = VioReadCharStr(CharStr, Length, Row, Column, VioHandle);

PCH          CharStr;          /* Character buffer */
PUSHORT      Length;          /* Length of buffer */
USHORT       Row;              /* Starting row location */
USHORT       Column;          /* Starting column location */
HVIO         VioHandle;       /* Video handle */

USHORT       rc;              /* return code */
```

### MASM Binding

```
EXTRN VioReadCharStr:FAR
INCL_VIO EQU 1

PUSH@ OTHER CharStr ;Character buffer
PUSH@ WORD Length ;Length of buffer
PUSH WORD Row ;Starting row location
PUSH WORD Column ;Starting column location
PUSH WORD VioHandle ;Video handle
CALL VioReadCharStr

Returns WORD
```

## Note

Text based on [http://www.edm2.com/index.php/VioReadCharStr\\_\(FAPI\)](http://www.edm2.com/index.php/VioReadCharStr_(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 DosDevIOct1 DosDevIOct2
	Signals	DosHoldSignal DosSetSigHandler
	Misc	BadDynLink DosGetEnv DosGetMachineMode DosGetVersion DosError DosErrClass DosSetVec
KBD		KbdCharIn KbdFlushBuffer KbdGetStatus KbdSetStatus KbdStringIn KbdPeek
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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