

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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