



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

2021/09/17 04:47 · prokushev · [0 Comments](#)

2021/08/20 03:18 · prokushev · [0 Comments](#)

## VioSetFont

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

```
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 */
```

### MASM

```
VIOFONTINFO struc
    viofi_cb      dw    ? ;length of this structure
    viofi_type    dw    ? ;request type
    viofi_cxCeIl  dw    ? ;pel columns in character cell
    viofi_cyCeIl  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

## Related Functions

[VioGetFont](#)

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

From:

<https://www.osfree.ru/doku/> - **osFree wiki**

Permanent link:

<https://www.osfree.ru/doku/doku.php?id=en:docs:fapi:viosetFont&rev=1634194642>

Last update: **2021/10/14 06:57**

