



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](#)

This call writes a string of character-attribute pairs (cells) to the display.

### Syntax

VioWrtCellStr (CellStr, Length, Row, Column, VioHandle)

### Parameters

;CellStr (PCH) - input : Address of the string of character-attribute(s) cells to be written. ;Length (USHORT) - input : Length, in bytes, of the string to be written. Each character-attribute(s) cell is 2 or 4 bytes. ;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 string write gets to the end of the line and is not complete, the string 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 a character-attribute string to the Advanced VIO presentation space. 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 = VioWrtCellStr(CellStr, Length, Row, Column, VioHandle);
```

```
PCH CellStr; /* String to be written */ USHORT Length; /* Length of string */ 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 VioWrtCellStr:FAR INCL_VIO EQU 1
```

```
PUSH@ OTHER CellStr ;String to be written PUSH WORD Length ;Length of string PUSH WORD Row ;Starting row position for output PUSH WORD Column ;Starting column position for output PUSH WORD VioHandle ;Video handle CALL VioWrtCellStr
```

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

# Note

Text based on [http://www.edm2.com/index.php/VioWrtCellStr\\_\(FAPI\)](http://www.edm2.com/index.php/VioWrtCellStr_(FAPI))

Family API		
DOS	Process Manager	<a href="#">DosBeep</a> <a href="#">DosExit</a> <a href="#">DosSleep</a> <a href="#">DosExecPgm</a>
	File Manager	<a href="#">DosChDir</a> <a href="#">DosChgFilePtr</a> <a href="#">DosClose</a> <a href="#">DosDelete</a> <a href="#">DosDupHandle</a> <a href="#">DosMkDir</a> <a href="#">DosMove</a> <a href="#">DosQCurDir</a> <a href="#">DosQCurDisk</a> <a href="#">DosSetFileMode</a> <a href="#">DosOpen</a> <a href="#">DosQFileInfo</a> <a href="#">DosRead</a> <a href="#">DosQFileMode</a> <a href="#">DosQFSInfo</a> <a href="#">DosQVerify</a> <a href="#">DosRmDir</a> <a href="#">DosSelectDisk</a> <a href="#">DosFindClose</a> <a href="#">DosFindFirst</a> <a href="#">DosFindNext</a> <a href="#">DosSetFileInfo</a> <a href="#">DosSetVerify</a> <a href="#">DosWrite</a> <a href="#">DosFileLocks</a> <a href="#">DosSetFHandState</a> <a href="#">DosNewSize</a> <a href="#">DosBufReset</a> <a href="#">DosQFHandState</a> <a href="#">DosSetFSInfo</a> <a href="#">DosShutdown</a>
	Memory Manager	<a href="#">DosFreeSeg</a> <a href="#">DosSubAlloc</a> <a href="#">DosSubFree</a> <a href="#">DosSubSet</a> <a href="#">DosAllocHuge</a> <a href="#">DosAllocSeg</a> <a href="#">DosReallocHuge</a> <a href="#">DosReallocSeg</a> <a href="#">DosGetHugeShift</a> <a href="#">DosCreateCSAlias</a>
	NLS	<a href="#">DosCaseMap</a> <a href="#">DosGetCtryInfo</a> <a href="#">DosGetDBCSEv</a> <a href="#">DosSetCtryCode</a> <a href="#">DosGetCollate</a> <a href="#">DosGetMessage</a> <a href="#">DosInsMessage</a> <a href="#">DosPutMessage</a>
	Date and Time	<a href="#">DosSetDateTime</a> <a href="#">DosGetDateTime</a>
	Devices	<a href="#">DosDevConfig</a> <a href="#">DosDevIOct1</a> <a href="#">DosDevIOct2</a>
	Signals	<a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
	Misc	<a href="#">BadDynLink</a> <a href="#">DosGetEnv</a> <a href="#">DosGetMachineMode</a> <a href="#">DosGetVersion</a> <a href="#">DosError</a> <a href="#">DosErrClass</a> <a href="#">DosSetVec</a>
KBD		<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>

<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

2018/08/25 15:05 · prokushev · 0 Comments

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Last update: **2021/08/20 08:28**

