



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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## 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_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

## Related Functions

[VioGetFont](#)

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

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