

## VioModeWait

**Bindings:** [C](#), [MASM](#)

This call allows a graphics mode application to be notified when it must restore its video mode, state, and modified display adapter registers. The return from this function call provides the notification.

*VioModeWait* (RequestType, NotifyType, Reserved)

*RequestType* (**USHORT**) - input Application request event. RequestType = 0 indicates the application wants to be notified at the end of a pop-up to restore its mode. RequestType = 0 is the only event supported by [VioModeWait](#).

*NotifyType* (**PUSHORT**) - output Address of the operation to be performed by the application returning from [VioModeWait](#). NotifyType = 0, indicating restore mode, is the only type of notification returned.

*Reserved* (**USHORT**) - input Reserved word of 0s.

*rc* (**USHORT**) - return Return code descriptions are:

0	NO_ERROR
421	ERROR_VIO_INVALID_PARMS
422	ERROR_VIO_FUNCTION_OWNED
423	ERROR_VIO_RETURN
424	ERROR_SCS_INVALID_FUNCTION
428	ERROR_VIO_NO_SAVE_RESTORE_THD
430	ERROR_VIO_ILLEGAL_DURING_POPUP
465	ERROR_VIO_DETACHED
494	ERROR_VIO_EXTENDED_SG

### Remarks

At the completion of an application or hard error pop-up (reference [VioPopUp](#)), OS/2 notifies the session that was originally interrupted for the pop-up to restore its mode. The return from this function call provides that notification. The thread that issued the call must perform the restore and then immediately re-issue [VioModeWait](#).

When an application's [VioModeWait](#) thread is notified, the thread must restore its video mode, state, and modified display adapter registers. An application's [VioModeWait](#) thread does not restore the physical display buffer. OS/2 saves/restores the physical display buffer over a pop-up.

Only one process for a session can issue [VioModeWait](#). The first process that issues [VioModeWait](#) becomes the owner of this function. (Refer to [VioModeUndo](#).)

An application must issue [VioModeWait](#) only if it writes directly to the registers on the display adapter. Otherwise, the application can allow OS/2 to perform the required restore by not issuing [VioModeWait](#).

When an application issues [VioModeWait](#), it is also required to issue [VioSavRedrawWait](#) to be notified at screen switch time to perform a full save or restore (reference [VioSavRedrawWait](#)). Two application threads must be dedicated to performing these operations.

## C bindings

```
#define INCL_VIO

USHORT rc = VioModeWait(RequestType, NotifyType, Reserved);

USHORT      RequestType;    /* Request type */
PUSHORT      NotifyType;    /* Notify type (returned) */
USHORT      Reserved;       /* Reserved (must be zero) */

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

## MASM bindings

```
EXTRN VioModeWait:FAR
INCL_VIO EQU 1

PUSH WORD RequestType ;Request type
PUSH@ WORD NotifyType ;Notify type (returned)
PUSH WORD Reserved ;Reserved (must be zero)
CALL VioModeWait

Returns WORD
```

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