



This is part of **Win16 API** which allow to create versions of program from one source code to run under OS/2 and Win16. Under OS/2 program can be running under Win-OS/2 if program is Windows NE executable, and with help on Windows Libraries for OS/2, if it is OS/2 NE executable. [Here](#) is a WLO to OS/2 API mapping draft

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## Brief

## Syntax

## Parameters

## Return Code

## Notes

## Example Code

## C Binding

## MASM Binding

## See also

Group	Functions
<b>Module Management</b>	<a href="#">GetVersion</a> <a href="#">GetModuleHandle</a> <a href="#">GetModuleUsage</a> <a href="#">GetModuleFileName</a> <a href="#">GetProcAddress</a> <a href="#">MakeProclInstance</a> <a href="#">FreeProclInstance</a> <a href="#">GetInstanceData</a> <a href="#">Catch</a> <a href="#">Throw</a> <a href="#">GetCodeHandle</a> <a href="#">LoadLibrary</a> <a href="#">FreeLibrary</a>
<b>Global Memory Management</b>	<a href="#">GlobalAlloc</a> <a href="#">GlobalCompact</a> <a href="#">GlobalDiscard</a> <a href="#">GlobalFree</a> <a href="#">GlobalLock</a> <a href="#">GlobalReAlloc</a> <a href="#">GlobalSize</a> <a href="#">GlobalUnlock</a> <a href="#">GlobalFlags</a>
<b>Local Memory Management</b>	<a href="#">LocalInit</a> <a href="#">LocalAlloc</a> <a href="#">LocalCompact</a> <a href="#">LocalDiscard</a> <a href="#">LocalFree</a> <a href="#">LocalLock</a> <a href="#">LocalFreeze</a> <a href="#">LocalMelt</a> <a href="#">LocalReAlloc</a> <a href="#">LocalSize</a> <a href="#">LocalUnlock</a> <a href="#">LocalHandleDelta</a> <a href="#">LockData</a> <a href="#">UnlockData</a> <a href="#">LocalFlags</a>
<b>Task Scheduling</b>	<a href="#">GetCurrentTask</a> <a href="#">Yield</a> <a href="#">SetPriority</a>
<b>Resource Management</b>	<a href="#">AddFontResource</a> <a href="#">RemoveFontResource</a> <a href="#">LoadBitmap</a> <a href="#">LoadCursor</a> <a href="#">LoadIcon</a> <a href="#">LoadMenu</a> <a href="#">LoadString</a> <a href="#">LoadAccelerators</a> <a href="#">FindResource</a> <a href="#">LoadResource</a> <a href="#">AllocResource</a> <a href="#">LockResource</a> <a href="#">FreeResource</a> <a href="#">AccessResource</a> <a href="#">SizeofResource</a> <a href="#">SetResourceHandler</a>

Group	Functions
<b>String Manipulation</b>	<a href="#">AnsiUpper</a> <a href="#">AnsiLower</a> <a href="#">AnsiNext</a> <a href="#">AnsiPrev</a> <a href="#">AnsiUpperBuff</a> <a href="#">AnsiLowerBuff</a> <a href="#">Istrcmp</a> <a href="#">Istrcmpi</a> <a href="#">IsCharAlpha</a> <a href="#">IsCharAlphaNumeric</a> <a href="#">IsCharUpper</a> <a href="#">IsCharLower</a> <a href="#">_wsprintf</a> <a href="#">wvsprintf</a>
<b>Atom Management</b>	<a href="#">InitAtomTable</a> <a href="#">AddAtom</a> <a href="#">DeleteAtom</a> <a href="#">FindAtom</a> <a href="#">GetAtomName</a> <a href="#">GlobalAddAtom</a> <a href="#">GlobalDeleteAtom</a> <a href="#">GlobalFindAtom</a> <a href="#">GlobalGetAtomName</a>
<b>Initialization Files</b>	<a href="#">GetProfileInt</a> <a href="#">GetProfileString</a> <a href="#">WriteProfileString</a>
<b>Debugging</b>	<a href="#">FatalExit</a>
<b>File Input/Output</b>	<a href="#">_lopen</a> <a href="#">_lcreat</a> <a href="#">_lseek</a> <a href="#">_lread</a> <a href="#">_lwrite</a> <a href="#">_lclose</a> <a href="#">OpenFile</a> <a href="#">GetTempFileName</a> <a href="#">GetTempDrive</a>
<b>Registry</b>	<a href="#">RegOpenKey</a> <a href="#">RegCreateKey</a> <a href="#">RegCloseKey</a> <a href="#">RegDeleteKey</a> <a href="#">RegSetValue</a> <a href="#">RegQueryValue</a> <a href="#">RegEnumKey</a>
<b>Window Management</b>	<a href="#">CreateWindow</a> <a href="#">CreateWindowEx</a> <a href="#">DestroyWindow</a> <a href="#">ShowWindow</a> <a href="#">CloseWindow</a> <a href="#">OpenIcon</a> <a href="#">MoveWindow</a> <a href="#">SetWindowPos</a> <a href="#">BringWindowToTop</a> <a href="#">GetWindow</a> <a href="#">GetParent</a> <a href="#">SetParent</a> <a href="#">GetNextWindow</a> <a href="#">GetTopWindow</a> <a href="#">GetWindowRect</a> <a href="#">GetClientRect</a> <a href="#">AdjustWindowRect</a> <a href="#">AdjustWindowRectEx</a> <a href="#">EnableWindow</a> <a href="#">IsWindowEnabled</a> <a href="#">IsWindowVisible</a> <a href="#">IsIconic</a> <a href="#">IsZoomed</a> <a href="#">IsWindow</a> <a href="#">IsChild</a> <a href="#">FindWindow</a> <a href="#">EnumWindows</a> <a href="#">EnumChildWindows</a> <a href="#">EnumTaskWindows</a> <a href="#">GetDesktopWindow</a> <a href="#">GetDesktopHwnd</a> <a href="#">WindowFromPoint</a> <a href="#">ChildWindowFromPoint</a> <a href="#">GetWindowText</a> <a href="#">SetWindowText</a> <a href="#">GetWindowTextLength</a> <a href="#">GetClassName</a> <a href="#">GetWindowLong</a> <a href="#">SetWindowLong</a> <a href="#">GetWindowWord</a> <a href="#">SetWindowWord</a> <a href="#">GetWindowTask</a> <a href="#">GetWindowPlacement</a> <a href="#">SetWindowPlacement</a> <a href="#">ArrangeIconicWindows</a> <a href="#">CascadeChildWindows</a> <a href="#">TileChildWindows</a> <a href="#">ShowOwnedPopups</a> <a href="#">AnyPopup</a> <a href="#">GetLastActivePopup</a> <a href="#">SetActiveWindow</a> <a href="#">GetActiveWindow</a> <a href="#">SetFocus</a> <a href="#">GetFocus</a> <a href="#">SetCapture</a> <a href="#">GetCapture</a> <a href="#">ReleaseCapture</a> <a href="#">SetSysModalWindow</a> <a href="#">GetSysModalWindow</a> <a href="#">LockWindowUpdate</a> <a href="#">RedrawWindow</a> <a href="#">UpdateWindow</a> <a href="#">InvalidateRect</a> <a href="#">InvalidateRgn</a> <a href="#">ValidateRect</a> <a href="#">ValidateRgn</a> <a href="#">GetUpdateRect</a> <a href="#">GetUpdateRgn</a> <a href="#">ExcludeUpdateRgn</a> <a href="#">BeginDeferWindowPos</a> <a href="#">DeferWindowPos</a> <a href="#">EndDeferWindowPos</a> <a href="#">FlashWindow</a>
<b>Message Handling</b>	<a href="#">GetMessage</a> <a href="#">PeekMessage</a> <a href="#">PostMessage</a> <a href="#">PostAppMessage</a> <a href="#">SendMessage</a> <a href="#">ReplyMessage</a> <a href="#">InSendMessage</a> <a href="#">WaitMessage</a> <a href="#">TranslateMessage</a> <a href="#">DispatchMessage</a> <a href="#">GetMessagePos</a> <a href="#">GetMessageTime</a> <a href="#">GetMessageExtraInfo</a> <a href="#">PostQuitMessage</a> <a href="#">RegisterWindowMessage</a> <a href="#">SetMessageQueue</a> <a href="#">GetQueueStatus</a> <a href="#">GetInputState</a> <a href="#">QuerySendMessage</a>
<b>Painting and Drawing</b>	<a href="#">BeginPaint</a> <a href="#">EndPaint</a> <a href="#">GetDC</a> <a href="#">GetDCEX</a> <a href="#">GetWindowDC</a> <a href="#">ReleaseDC</a> <a href="#">DrawText</a> <a href="#">GrayString</a> <a href="#">TabbedTextOut</a> <a href="#">GetTabbedTextExtent</a> <a href="#">FillRect</a> <a href="#">InvertRect</a> <a href="#">FrameRect</a> <a href="#">DrawFocusRect</a> <a href="#">DrawIcon</a> <a href="#">ScrollDC</a> <a href="#">ScrollWindow</a> <a href="#">ScrollWindowEx</a> <a href="#">FillWindow</a> <a href="#">PaintRect</a> <a href="#">GetControlBrush</a>
<b>Menus</b>	<a href="#">CreateMenu</a> <a href="#">CreatePopupMenu</a> <a href="#">DestroyMenu</a> <a href="#">GetMenu</a> <a href="#">SetMenu</a> <a href="#">GetSystemMenu</a> <a href="#">GetSubMenu</a> <a href="#">AppendMenu</a> <a href="#">InsertMenu</a> <a href="#">ModifyMenu</a> <a href="#">DeleteMenu</a> <a href="#">RemoveMenu</a> <a href="#">ChangeMenu</a> <a href="#">CheckMenuItem</a> <a href="#">EnableMenuItem</a> <a href="#">HiliteMenuItem</a> <a href="#">GetMenuState</a> <a href="#">GetMenuString</a> <a href="#">GetMenuItemCount</a> <a href="#">GetMenuItemID</a> <a href="#">DrawMenuBar</a> <a href="#">TrackPopupMenu</a> <a href="#">GetMenuCheckMarkDimensions</a> <a href="#">SetMenuItemBitmaps</a> <a href="#">IsMenu</a>
<b>Clipboard</b>	<a href="#">OpenClipboard</a> <a href="#">CloseClipboard</a> <a href="#">EmptyClipboard</a> <a href="#">GetClipboardOwner</a> <a href="#">GetOpenClipboardWindow</a> <a href="#">SetClipboardData</a> <a href="#">GetClipboardData</a> <a href="#">CountClipboardFormats</a> <a href="#">EnumClipboardFormats</a> <a href="#">RegisterClipboardFormat</a> <a href="#">GetClipboardFormatName</a> <a href="#">IsClipboardFormatAvailable</a> <a href="#">GetPriorityClipboardFormat</a> <a href="#">SetClipboardViewer</a> <a href="#">GetClipboardViewer</a> <a href="#">ChangeClipboardChain</a>

Group	Functions
<b>Caret</b>	CreateCaret DestroyCaret SetCaretPos GetCaretPos HideCaret ShowCaret SetCaretBlinkTime GetCaretBlinkTime
<b>Cursor and Icon</b>	SetCursor GetCursor SetCursorPos GetCursorPos ShowCursor ClipCursor GetClipCursor LoadCursor LoadIcon CreateCursor CreateIcon CopyCursor CopyIcon DestroyCursor DestroyIcon CreateCursorIconIndirect
<b>Scroll Bars</b>	SetScrollPos GetScrollPos SetScrollRange GetScrollRange ShowScrollBar EnableScrollBar CalcChildScroll
<b>Dialog Boxes</b>	DialogBox DialogBoxIndirect DialogBoxParam DialogBoxIndirectParam CreateDialog CreateDialogIndirect CreateDialogParam CreateDialogIndirectParam EndDialog GetDlgItem SetDlgItemText GetDlgItemText SetDlgItemInt GetDlgItemInt CheckDlgButton IsDlgButtonChecked CheckRadioButton SendDlgItemMessage GetNextDlgGroupItem GetNextDlgTabItem GetDlgCtrlID IsDialogMessage MapDialogRect GetDialogBaseUnits DefDlgProc DlgDirList DlgDirListComboBox DlgDirSelect DlgDirSelectEx DlgDirSelectComboBox DlgDirSelectComboBoxEx
<b>Device Context Management</b>	GetDC GetDCEX GetWindowDC ReleaseDC SaveDC RestoreDC CreateDC CreateCompatibleDC DeleteDC ResetDC
<b>Coordinates and Transformations</b>	SetMapMode GetMapMode SetWindowOrg GetWindowOrg SetWindowExt GetWindowExt SetViewportOrg GetViewportOrg SetViewportExt GetViewportExt OffsetWindowOrg OffsetViewportOrg ScaleWindowExt ScaleViewportExt DPToLP LPtoDP
<b>Drawing Functions</b>	SetPixel GetPixel MoveTo LineTo Polyline Polygon PolyPolygon Rectangle RoundRect Ellipse Arc Chord Pie FloodFill ExtFloodFill DrawFocusRect PatBlt BitBlt StretchBlt StretchDIBits SetDIBits GetDIBits SetDIBitsToDevice
<b>Regions</b>	CreateRectRgn CreateRectRgnIndirect CreateRoundRectRgn CreateEllipticRgn CreateEllipticRgnIndirect CreatePolygonRgn CreatePolyPolygonRgn CombineRgn EqualRgn OffsetRgn FillRgn FrameRgn InvertRgn PaintRgn SelectClipRgn ExcludeClipRect IntersectClipRect OffsetClipRgn GetClipBox GetRgnBox PtInRegion RectInRegion SetRectRgn
<b>Bitmaps</b>	CreateBitmap CreateBitmapIndirect CreateCompatibleBitmap CreateDiscardableBitmap CreateDIBitmap CreateDIBPatternBrush SetBitmapBits GetBitmapBits SetBitmapDimension GetBitmapDimension
<b>Brushes and Pens</b>	CreateSolidBrush CreateHatchBrush CreatePatternBrush CreateBrushIndirect CreatePen CreatePenIndirect SetBrushOrg GetBrushOrg SelectObject GetObject DeleteObject GetStockObject UnrealizeObject
<b>Fonts and Text</b>	CreateFont CreateFontIndirect CreateScalableFontResource AddFontResource RemoveFontResource EnumFonts EnumFontFamilies GetTextMetrics GetTextExtent GetTextFace GetCharWidth GetCharABCWidths GetOutlineTextMetrics GetGlyphOutline GetKerningPairs SetTextColor GetTextColor SetBkColor GetBkColor SetBkMode GetBkMode SetTextAlign GetTextAlign SetTextCharacterExtra GetTextCharacterExtra SetTextJustification TextOut ExtTextOut TabbedTextOut GetTabbedTextExtent
<b>Metafiles</b>	CreateMetaFile CloseMetaFile DeleteMetaFile CopyMetaFile GetMetaFile GetMetaFileBits SetMetaFileBits PlayMetaFile PlayMetaFileRecord EnumMetaFile IsValidMetaFile
<b>Printing</b>	StartDoc EndDoc StartPage EndPage SetAbortProc AbortDoc QueryAbort OpenJob CloseJob DeleteJob WriteSpool StartSpoolPage EndSpoolPage SpoolFile
<b>Palettes</b>	CreatePalette SelectPalette RealizePalette GetPaletteEntries SetPaletteEntries ResizePalette AnimatePalette UpdateColors GetNearestPaletteIndex GetNearestColor SetSystemPaletteUse GetSystemPaletteUse GetSystemPaletteEntries

Group	Functions
<b>Device Capabilities</b>	<a href="#">GetDeviceCaps</a> <a href="#">GetRasterizerCaps</a> <a href="#">GetEnvironment</a> <a href="#">SetEnvironment</a> <a href="#">GetAspectRatioFilter</a> <a href="#">Escape</a> <a href="#">CreateIC</a>
<b>Miscellaneous GDI</b>	<a href="#">SetROP2</a> <a href="#">GetROP2</a> <a href="#">SetPolyFillMode</a> <a href="#">GetPolyFillMode</a> <a href="#">SetStretchBltMode</a> <a href="#">GetStretchBltMode</a> <a href="#">SetMapperFlags</a> <a href="#">GetMapperFlags</a> <a href="#">LineDDA</a> <a href="#">MulDiv</a> <a href="#">GetCurrentPosition</a> <a href="#">GetBoundsRect</a> <a href="#">SetBoundsRect</a> <a href="#">FastWindowFrame</a>
<b>Timer</b>	<a href="#">SetTimer</a> <a href="#">KillTimer</a> <a href="#">GetTickCount</a> <a href="#">GetTimerResolution</a> <a href="#">GetCurrentTime</a>
<b>Hooks</b>	<a href="#">SetWindowsHook</a> <a href="#">SetWindowsHookEx</a> <a href="#">UnhookWindowsHook</a> <a href="#">UnhookWindowsHookEx</a> <a href="#">CallNextHookEx</a> <a href="#">DefHookProc</a> <a href="#">CallMsgFilter</a>
<b>Communications</b>	<a href="#">OpenComm</a> <a href="#">CloseComm</a> <a href="#">ReadComm</a> <a href="#">WriteComm</a> <a href="#">SetCommState</a> <a href="#">GetCommState</a> <a href="#">GetCommError</a> <a href="#">TransmitCommChar</a> <a href="#">SetCommEventMask</a> <a href="#">GetCommEventMask</a> <a href="#">SetCommBreak</a> <a href="#">ClearCommBreak</a> <a href="#">UngetCommChar</a> <a href="#">BuildCommDCB</a> <a href="#">EscapeCommFunction</a> <a href="#">FlushComm</a> <a href="#">EnableCommNotification</a>
<b>Networking (WNet)</b>	<a href="#">WNetErrorText</a> <a href="#">WNetOpenJob</a> <a href="#">WNetCloseJob</a> <a href="#">WNetAbortJob</a> <a href="#">WNetHoldJob</a> <a href="#">WNetReleaseJob</a> <a href="#">WNetCancelJob</a> <a href="#">WNetSetJobCopies</a> <a href="#">WNetWatchQueue</a> <a href="#">WNetUnwatchQueue</a> <a href="#">WNetLockQueueData</a> <a href="#">WNetUnlockQueueData</a> <a href="#">WNetGetConnection</a> <a href="#">WNetGetCaps</a> <a href="#">WNetDeviceMode</a> <a href="#">WNetBrowseDialog</a> <a href="#">WNetGetUser</a> <a href="#">WNetAddConnection</a> <a href="#">WNetCancelConnection</a> <a href="#">WNetGetError</a> <a href="#">WNetGetErrorText</a> <a href="#">WNetEnable</a> <a href="#">WNetDisable</a> <a href="#">WNetRestoreConnection</a> <a href="#">WNetWriteJob</a> <a href="#">WNetConnectDialog</a> <a href="#">WNetDisconnectDialog</a> <a href="#">WNetConnectionDialog</a> <a href="#">WNetViewQueueDialog</a> <a href="#">WNetPropertyDialog</a> <a href="#">WNetGetDirectoryType</a> <a href="#">WNetDirectoryNotify</a> <a href="#">WNetGetPropertyText</a>
<b>System Information</b>	<a href="#">GetSystemMetrics</a> <a href="#">GetSysColor</a> <a href="#">SetSysColors</a> <a href="#">SystemParametersInfo</a> <a href="#">GetFreeSystemResources</a> <a href="#">GetSystemDebugState</a> <a href="#">GetDoubleClickTime</a> <a href="#">SetDoubleClickTime</a> <a href="#">SwapMouseButton</a> <a href="#">GetKeyState</a> <a href="#">GetAsyncKeyState</a> <a href="#">GetKeyboardState</a> <a href="#">SetKeyboardState</a> <a href="#">mouse_event</a> <a href="#">GetMouseEventProc</a> <a href="#">EnableHardwareInput</a> <a href="#">IsUserIdle</a> <a href="#">LockInput</a> <a href="#">MessageBeep</a> <a href="#">WinHelp</a>
<b>Window Classes</b>	<a href="#">RegisterClass</a> <a href="#">RegisterClassEx</a> <a href="#">UnregisterClass</a> <a href="#">GetClassInfo</a> <a href="#">GetClassInfoEx</a> <a href="#">GetClassWord</a> <a href="#">SetClassWord</a> <a href="#">GetClassLong</a> <a href="#">SetClassLong</a> <a href="#">GetClassName</a>
<b>Window Properties</b>	<a href="#">SetProp</a> <a href="#">GetProp</a> <a href="#">RemoveProp</a> <a href="#">EnumProps</a>
<b>MDI Support</b>	<a href="#">DefFrameProc</a> <a href="#">DefMDIChildProc</a> <a href="#">TranslateMDISysAccel</a>
<b>Drivers</b>	<a href="#">OpenDriver</a> <a href="#">CloseDriver</a> <a href="#">SendDriverMessage</a> <a href="#">GetDriverModuleHandle</a> <a href="#">GetDriverInfo</a> <a href="#">GetNextDriver</a> <a href="#">DefDriverProc</a>
<b>Miscellaneous</b>	<a href="#">InitApp</a> <a href="#">ExitWindows</a> <a href="#">ExitWindowsExec</a> <a href="#">OLDEXITWINDOWS</a> <a href="#">BEAR11</a> <a href="#">BEAR86</a> <a href="#">BEAR182</a> <a href="#">UserSeeUserDo</a> <a href="#">OldSetDeskPattern</a> <a href="#">SetRect</a> <a href="#">SetRectEmpty</a> <a href="#">CopyRect</a> <a href="#">IsRectEmpty</a> <a href="#">PtInRect</a> <a href="#">OffsetRect</a> <a href="#">InflateRect</a> <a href="#">IntersectRect</a> <a href="#">UnionRect</a> <a href="#">EqualRect</a> <a href="#">SubtractRect</a>

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