



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

2021/09/01 04:23 · prokushev · [0 Comments](#)

Note minimal checked windows version is 1.03

Ordinal	Name	Description	Status			Version	ECMA-234
			Real	Std	Enh		
001	<a href="#">FATALEXIT</a>	Display the current state of Windows and prompts for instructions on how to proceed				1.03	Yes
003	<a href="#">GETVERSION</a>	Return the current version of Windows				1.03	Yes
004	<a href="#">LOCALINIT</a>	Initialize local heap					Yes
005	<a href="#">LOCALALLOC</a>	Allocate wBytes bytes of memory from the local heap				1.03	Yes
006	<a href="#">LOCALREALLOC</a>	Reallocate the local memory block				1.03	Yes
007	<a href="#">LOCALFREE</a>	Free the local memory block				1.03	Yes
008	<a href="#">LOCALLOCK</a>	Lock the local memory block				1.03	Yes
009	<a href="#">LOCALUNLOCK</a>	Unlock the local memory block				1.03	Yes
00a	<a href="#">LOCALSIZE</a>	Retrieve the current size, in bytes, of the local memory block				1.03	Yes
00b	<a href="#">LOCALHANDLE</a>						Yes
00c	<a href="#">LOCALFLAGS</a>	Return information about the specified local memory block				1.03	Yes
00d	<a href="#">LOCALCOMPACT</a>	Generate free bytes of memory by compacting, if necessary, the module's local heap				1.03	Yes
00e	<a href="#">LOCALNOTIFY</a>						
00f	<a href="#">GLOBALALLOC</a>	Allocate memory from the global heap				1.03	Yes
010	<a href="#">GLOBALREALLOC</a>	Reallocate the global memory block				1.03	Yes
011	<a href="#">GLOBALFREE</a>	Free the global memory block				1.03	Yes
012	<a href="#">GLOBALLOCK</a>	Retrieve the absolute memory address of the global memory block				1.03	Yes

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013	<a href="#">GLOBALUNLOCK</a>	Unlock the global memory block				1.03	Yes
014	<a href="#">GLOBALSIZE</a>	Retrieve the current size, in bytes, of the global memory block				1.03	Yes
015	<a href="#">GLOBALHANDLE</a>						Yes
016	<a href="#">GLOBALFLAGS</a>	Return information <sup>1</sup> about the specified global memory block				1.03	Yes
017	<a href="#">LOCKSEGMENT</a>						
018	<a href="#">UNLOCKSEGMENT</a>						
019	<a href="#">GLOBALCOMPACT</a>	Generate free bytes of global memory by compacting, if necessary, the system's global heap				1.03	Yes
01d	<a href="#">YIELD</a>	halts the current task and starts any waiting task				1.03	Yes
01e	<a href="#">WAITEVENT</a>						
024	<a href="#">GETCURRENTTASK</a>	Return the handle of the currently executing task				1.03	Yes
025	<a href="#">GETCURRENTPDB</a>	Return current PDB					
02d	<a href="#">LOADMODULE</a>	Load module					Yes
02e	<a href="#">FREEMODULE</a>	Release module					Yes
02f	<a href="#">GETMODULEHANDLE</a>	Retrieve the module handle of the specified module				1.03	Yes
030	<a href="#">GETMODULEUSAGE</a>	Return the reference count of a given module				1.03	Yes
031	<a href="#">GETMODULEFILENAME</a>	Retrieve the name of the executable file from which the specified module was loaded				1.03	Yes
032	<a href="#">GETPROCADDRESS</a>	Retrieve the memory address of the function whose name				1.03	Yes
033	<a href="#">MAKEPROCINSTANCE</a>	Bind the data segment of the module instance specified to the function pointed				1.03	Yes
034	<a href="#">FREEPROCINSTANCE</a>	Frees the function specified from the data segment				1.03	Yes
036	<a href="#">GETINSTANCEDATA</a>	Copy data from a previous instance of an application into the data area of the current instance				1.03	Yes

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037	CATCH	Catch the current execution environment and copy it the the buffer				1.03	Yes
038	THROW	Restore the execution environment to the values saved in the buffer				1.03	Yes
039	GETPROFILEINT	Retrieve the value of an integer key from the the Windows initialization file				1.03	Yes
03a	GETPROFILESTRING	Copy a character string from the user profile into the buffer				1.03	Yes
03b	WRITEPROFILESTRING	Copy the character string into the Windows initialization file				1.03	Yes
03c	FINDRESOURCE	Determine the location of a resource in the specified resource file				1.03	Yes
03d	LOADRESOURCE	Load a resource from the executable file associated with the module				1.03	Yes
03e	LOCKRESOURCE	Retrieve the absolute memory address of the loaded resource				1.03	Yes
03f	FREERESOURCE	Remove a loaded resource from memory by freeing the allocated memory occupied by that resource				1.03	Yes
040	ACCESSRESOURCE	Open the specified resource file and moves the file pointer to the beginning of the specified resource				1.03	
041	SIZEOFRESOURCE	Supply the size in bytes of the specified resource				1.03	Yes
042	ALLOCRESOURCE	Allocate uninitialized memory for the passed resource				1.03	Yes
043	SETRESOURCEHANDLER	Set up a function to load resources				1.03	Yes
044	INITATOMTABLE	Initialize an atom hash table and set its size				1.03	
045	FINDATOM	Search the atom table for the character string				1.03	
046	ADDATOM	Add the character string to the atom table				1.03	
047	DELETEATOM	Delete an atom				1.03	

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048	<a href="#">GETATOMNAME</a>	Retrieve a copy of the character string associated with atom				1.03	
049	<a href="#">GETATOMHANDLE</a>						
04a	<a href="#">OPENFILE</a>	Create, open, reopen, or delete a file				1.03	Yes
04d	<a href="#">AnsiNext</a>	Move to the next character in a string				1.03	Yes
04e	<a href="#">AnsiPrev</a>	Move to the previous character in a string				1.03	Yes
04f	<a href="#">AnsiUpper</a>	Convert a string or a character to upper case				1.03	Yes
050	<a href="#">AnsiLower</a>	Convert the given string to lower case				1.03	Yes
051	<a href="#">_LCLOSE</a>	Close the file described by the file handle					Yes
052	<a href="#">_LREAD</a>	Read a specified number of bytes from a file into memory					Yes
053	<a href="#">_LCREAT</a>	Create and open a file, described by FileName, for reading and/or writing					Yes
054	<a href="#">_LLSEEK</a>	Move the current file position pointer of the file					Yes
055	<a href="#">_LOPEN</a>	Open a file					Yes
056	<a href="#">_LWRITE</a>	Write a specified number of bytes of memory to a file					Yes
057	<a href="#">LSTRCMP</a>	Compare two strings					Yes
058	<a href="#">LSTRCPY</a>	Copy the contents from one string to another					Yes
059	<a href="#">LSTRCAT</a>	Concatenate the contents of two strings					Yes
05a	<a href="#">LSTRLEN</a>	Determines the length of the string					Yes
05b	<a href="#">INITTASK</a>						
05c	<a href="#">GETTEMPDRIVE</a>	Return a letter specifying the optimal drive for a temporary file				1.03	Yes
05d	<a href="#">GETCODEHANDLE</a>	Return the handle of the code segment containing the function pointed				1.03	
05e	<a href="#">DEFINEHANDLETABLE</a>						
05f	<a href="#">LOADLIBRARY</a>	Load the library module contained in the specified file and returns a handle to the loaded module				1.03	Yes

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060	<a href="#">FREELIBRARY</a>	Free memory occupied by library when module reference count equal to zero				1.03	Yes
061	<a href="#">GETTEMPFILENAME</a>	Create a temporary filename				1.03	Yes
064	<a href="#">VALIDATECODESEGMENTS</a>						
066	<a href="#">DOS3CALL</a>						
067	<a href="#">NETBIOSCALL</a>						
068	<a href="#">GETCODEINFO</a>						
06a	<a href="#">SETSWAPAREASIZE</a>						
06b	<a href="#">SETERRORMODE</a>						Yes
06c	<a href="#">SWITCHSTACKTO</a>						
06d	<a href="#">SWITCHSTACKBACK</a>						
06f	<a href="#">GLOBALWIRE</a>						
070	<a href="#">GLOBALUNWIRE</a>						
073	<a href="#">OUTPUTDEBUGSTRING</a>						Yes
079	<a href="#">LOCALSHRINK</a>						Yes
07f	<a href="#">GETPRIVATEPROFILEINT</a>						Yes
080	<a href="#">GETPRIVATEPROFILESTRING</a>						Yes
081	<a href="#">WRITEPRIVATEPROFILESTRING</a>						Yes
082	<a href="#">FILECDR</a>						
083	<a href="#">GETDOSENVIRONMENT</a>						
084	<a href="#">GETWINFLAGS</a>						Yes
086	<a href="#">GETWINDOWSDIRECTORY</a>						Yes
087	<a href="#">GETSYSTEMDIRECTORY</a>						Yes
088	<a href="#">GETDRIVETYPE</a>						Yes
089	<a href="#">FATALAPPEXIT</a>						Yes
08a	<a href="#">GETHEAPSPACES</a>						
096	<a href="#">DIRECTEDYIELD</a>						Yes
098	<a href="#">GETNUMTASKS</a>						Yes
09a	<a href="#">GLOBALNOTIFY</a>						Yes
09c	<a href="#">LIMITEMSPAGES</a>						
0a3	<a href="#">GLOBALLRUOLDEST</a>						Yes
0a4	<a href="#">GLOBALLRUNEWEST</a>						Yes
0a6	<a href="#">WINEXEC</a>						Yes
0a9	<a href="#">GETFREESPACE</a>						Yes
0aa	<a href="#">ALLOCCSTODSALIAS</a>						
0ab	<a href="#">ALLOCDSTOCSALIAS</a>						
0af	<a href="#">ALLOCSELECTOR</a>						
0b0	<a href="#">FREESELECTOR</a>						
0b1	<a href="#">PRESTOCHANGOSELECTOR</a>						
0b8	<a href="#">GLOBALDOSALLOC</a>						
0b9	<a href="#">GLOBALDOSFREE</a>						
0ba	<a href="#">GETSELECTORBASE</a>						

Ordinal	Name	Description	Status			Version	ECMA-234
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0bb	SETSELECTORBASE						
0bc	GETSELECTORLIMIT						
0bd	SETSELECTORLIMIT						
0bf	GLOBALPAGELOCK						
0c0	GLOBALPAGEUNLOCK						
0c4	SELECTORACCESSRIGHTS						
0c5	GLOBALFIX						Yes
0c6	GLOBALUNFIX						Yes
0c7	SETHANDLECOUNT						Yes
0c8	VALIDATEFREESPACES						
0cb	DEBUGBREAK						
0cc	SWAPRECORDING						
0ce	ALLOCSELECTORARRAY						
0cf	ISDBCSLEADBYTE						
136	LOCALHANDLEDELTA	Set the number of handle table entries to be allocated when the local heap manager runs out of handle table				1.03	
140	ISTASK						Yes
143	ISROMMODULE						
144	LOGERROR						
145	LOGPARAMERROR						
146	ISROMFILE						
14e	ISBADREADPTR						Yes
14f	ISBADWRITEPTR						Yes
150	ISBADCODEPTR						Yes
151	ISBADSTRINGPTR						Yes
15b	ISBADHUGEWRITEPTR						Yes
15c	HMEMCPY						
15d	_HREAD						
15e	_HWRITE						
161	LSTRCPYN						Yes
162	GETAPPCOMPATFLAGS						
163	GETWINDEBUGINFO						
164	SETWINDEBUGINFO						

Not found in exports (check other module later): GlobalDiscard 1.03 LocalDiscard 1.03 LocalFreeze 1.03 LocalMelt 1.03 LockData 1.03 UnLockData 1.03 SetPriority 1.03 AddFontResource 1.03 RemoveFontResource 1.03 LoadBitmap 1.03 LoadCursor 1.03 LoadIcon 1.03 LoadMenu 1.03 LoadString 1.03 LoadAccelerators 1.03 AnsiToOem 1.03 OemToAnsi 1.03 MAKEINTATOM 1.03 (Macro?)

Module manager: GETVERSION GETMODULEHANDLE GETMODULEUSAGE GETMODULEFILENAME GETPROCADDRESS MAKEPROCINSTANCE FREEPROCINSTANCE GETINSTANCEDATA CATCH THROW

## GETCODEHANDLE LOADLIBRARY FREELIBRARY

Memory Manager: GlobalAlloc GlobalCompact GlobalDiscard GlobalFree GlobalLock GlobalReAlloc  
GlobalSize GlobalUnlock GlobalFlags LocalAlloc LocalCompact LocalDiscard LocalFree LocalLock  
LocalFreeze LocalMelt LocalReAlloc LocalSize LocalUnlock LocalHandleDelta LockData UnlockData  
LocalFlags

Task Scheduler: GetCurrentTask Yield SetPriority

Resource Manager: AddFontResource RemoveFontResource LoadBitmap LoadCursor LoadIcon  
LoadMenu LoadString LoadAccelerators FindResource LoadResource AllocResource LockResource  
FreeResource AccessResource SizeofResource SetResourceHandler

String Translation: AnsiUpper AnsiLower AnsiNext AnsiPrev

Atom Manager: InitAtomTable AddAtom DeleteAtom FindAtom GetAtomName

Windows Initialization File: GetProfileInt GetProfileString WriteProfileString

Debugging: FatalExit

File I/O: OpenFile GetTempFileName GetTempDrive

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