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
```

From:
https://ftp.osfree.org/doku/ - **osFree wiki**

Permanent link:
https://ftp.osfree.org/doku/doku.php?id=en:ibm:prcp:vio:modewait

Last update: **2016/09/15 05:52**