



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

2021/09/17 04:47 · prokushev · [0 Comments](#)

2021/08/20 03:18 · prokushev · [0 Comments](#)

# VioWrtNChar

## Brief

VioWrtNChar writes a character to the display a specified number of times.

## Syntax

```
VioWrtNChar (Char, Times, Row, Column, VioHandle)
```

## Parameters

- Char (PCH) - input : Address of the character to be written.
- Times (USHORT) - input : Number of times to write the character.
- Row (USHORT) - input : Starting cursor row.
- Column (USHORT) - input : Starting cursor column.
- VioHandle (HVIO) - input : This must be zero unless the caller is a Presentation Manager application, in which case it must be the value returned by VioGetPs.

## Return Code

rc (USHORT) - return Return code descriptions are:

- 0 NO\_ERROR
- 355 ERROR\_VIO\_MODE
- 358 ERROR\_VIO\_ROW
- 359 ERROR\_VIO\_COL
- 436 ERROR\_VIO\_INVALID\_HANDLE
- 465 ERROR\_VIO\_DETACHED

## Remarks

If a repeated write gets to the end of the line and is not complete, the write continues at the beginning of the next line. If the write gets to the end of the screen, the write terminates.

## Presentation Manager Considerations

Write a character to the Advanced VIO presentation space a number of times. The caller must specify the starting location on the presentation space where the string is to be written.

## Example Code

### C Binding

```
#define INCL_VIO

USHORT rc = VioWrtNChar(Char, Times, Row, Column, VioHandle);

PCH          Char;          /* Character to be written */
USHORT       Times;        /* Repeat count */
USHORT       Row;          /* Starting row position for output */
USHORT       Column;       /* Starting column position for output */
HVIO         VioHandle;    /* Video handle */

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

### MASM Binding

```
EXTRN VioWrtNChar:FAR
INCL_VIO EQU 1

PUSH@ OTHER Char ;Character to be written
PUSH WORD Times ;Repeat count
PUSH WORD Row ;Starting row position for output
PUSH WORD Column ;Starting column position for output
PUSH WORD VioHandle ;Video handle
CALL VioWrtNChar

Returns WORD
```

# Note

Text based on [http://www.edm2.com/index.php/VioWrtNChar\\_\(FAPi\)](http://www.edm2.com/index.php/VioWrtNChar_(FAPi))

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	File Manager	<a href="#">DosChDir</a> <a href="#">DosChgFilePtr</a> <a href="#">DosClose</a> <a href="#">DosDelete</a> <a href="#">DosDupHandle</a> <a href="#">DosMkDir</a> <a href="#">DosMove</a> <a href="#">DosQCurDir</a> <a href="#">DosQCurDisk</a> <a href="#">DosSetFileMode</a> <a href="#">DosOpen</a> <a href="#">DosQFileInfo</a> <a href="#">DosRead</a> <a href="#">DosQFileMode</a> <a href="#">DosQFSInfo</a> <a href="#">DosQVerify</a> <a href="#">DosRmdir</a> <a href="#">DosSelectDisk</a> <a href="#">DosFindClose</a> <a href="#">DosFindFirst</a> <a href="#">DosFindNext</a> <a href="#">DosSetFileInfo</a> <a href="#">DosSetVerify</a> <a href="#">DosWrite</a> <a href="#">DosFileLocks</a> <a href="#">DosSetFHandState</a> <a href="#">DosNewSize</a> <a href="#">DosBufReset</a> <a href="#">DosQFHandState</a> <a href="#">DosSetFSinfo</a> <a href="#">DosShutdown</a>
	Memory Manager	<a href="#">DosFreeSeg</a> <a href="#">DosSubAlloc</a> <a href="#">DosSubFree</a> <a href="#">DosSubSet</a> <a href="#">DosAllocHuge</a> <a href="#">DosAllocSeg</a> <a href="#">DosReallocHuge</a> <a href="#">DosReallocSeg</a> <a href="#">DosGetHugeShift</a> <a href="#">DosCreateCSAlias</a>
	NLS	<a href="#">DosCaseMap</a> <a href="#">DosGetCtryInfo</a> <a href="#">DosGetDBCSEv</a> <a href="#">DosSetCtryCode</a> <a href="#">DosGetCollate</a> <a href="#">DosGetMessage</a> <a href="#">DosInsMessage</a> <a href="#">DosPutMessage</a>
	Date and Time	<a href="#">DosSetDateTime</a> <a href="#">DosGetDateTime</a>
	Devices	<a href="#">DosDevConfig</a> <a href="#">DosDevIOCtl</a> <a href="#">DosDevIOCtl2</a>
	Signals	<a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
	Misc	<a href="#">BadDynLink</a> <a href="#">DosGetEnv</a> <a href="#">DosGetMachineMode</a> <a href="#">DosGetVersion</a> <a href="#">DosError</a> <a href="#">DosErrClass</a> <a href="#">DosSetVec</a>
KBD	<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>	
VIO	<a href="#">VioGetBuf</a> <a href="#">VioGetConfig</a> <a href="#">VioGetCurPos</a> <a href="#">VioGetCurType</a> <a href="#">VioGetPhysBuf</a> <a href="#">VioReadCellStr</a> <a href="#">VioReadCharStr</a> <a href="#">VioScrollUp</a> <a href="#">VioScrollDn</a> <a href="#">VioScrollLf</a> <a href="#">VioScrollRt</a> <a href="#">VioScrUnLock</a> <a href="#">VioSetCurPos</a> <a href="#">VioSetCurType</a> <a href="#">VioSetMode</a> <a href="#">VioGetMode</a> <a href="#">VioShowBuf</a> <a href="#">VioWrtCellStr</a> <a href="#">VioWrtCharStr</a> <a href="#">VioWrtCharStrAtt</a> <a href="#">VioWrtNAttr</a> <a href="#">VioWrtNCell</a> <a href="#">VioWrtNChar</a> <a href="#">VioWrtTTY</a> <a href="#">VioScrLock</a> <a href="#">VioPopUp</a>	
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Libraries	<a href="#">API.LIB</a> <a href="#">OS2386.LIB</a> <a href="#">FAP.LIB</a> <a href="#">DOSCALLS.LIB</a> <a href="#">SUBCALLS.LIB</a>	

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