VioGetBuf

This call returns the address of the logical video buffer (LVB).

Syntax

VioGetBuf (LVBPtr, Length, VioHandle)

Parameters

;LVBPtr (PULONG) - output : Address of the selector and offset of the logical video buffer. Applications should not assume the offset portion of this far address is 0. ;Length (PUSHORT) - output : Address of the length buffer in bytes. The length is: number of rows * number of columns * size of cell. ;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 * 430 ERROR_VIO_ILLEGAL_DURING_POPUP * 436 ERROR_VIO_INVALID_HANDLE * 465 ERROR_VIO_DETACHED

Remarks

An application using VioGetBuf can prepare a screen in the application's own logical video buffer (LVB) offline. When the application is in the foreground, the physical screen buffer is updated from the LVB when VioShowBuf is issued. When the application runs in the background, the physical screen buffer is updated when the application is switched to the foreground.

Once VioGetBuf is issued, all VioWrtXX calls issued while the application is running in the foreground are written to the physical display buffer and LVB. If a VioGetPhysBuf is subsequently issued, then the VioWrtXX calls are only written to the physical display buffer. They are no longer written to the LVB.

VioGetMode may be used to determine the dimensions of the buffer.

If VioSetMode is issued following a VioGetBuf call, the size of the logical video buffer is adjusted to correspond to the new mode. There is one logical video buffer per session (or presentation space if AVIO application) that corresponds to the current mode on the current display configuration.

PM Considerations

This function returns the address and length of the Advanced VIO presentation space. The presentation space may be used to directly manipulate displayed information.

Example Code

C Binding

<PRE> #define INCL_VIO

USHORT rc = VioGetBuf(LVBPtr, Length, VioHandle);

PULONG LVBPtr; /* Points to LVB */ PUSHORT Length; /* Length of buffer */ HVIO VioHandle; /* Vio handle */

USHORT rc; /* return code */ </PRE>

MASM Binding

<PRE> EXTRN VioGetBuf:FAR INCL_VIO EQU 1

PUSH@ DWORD LVBPtr ;Points to LVB PUSH@ WORD Length ;Length of buffer PUSH WORD VioHandle ;Vio handle CALL VioGetBuf

Returns WORD </PRE>

Note

Text based on http://www.edm2.com/index.php/VioGetBuf_(FAPI)

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

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