



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](#)

VioSavRedrawWait

This call notifies a graphics mode application when it must save or redraw its screen image.

Syntax

```
VioSavRedrawWait (SavRedrawIndic, NotifyType, VioHandle)
```

Parameters

- SavRedrawIndic (**USHORT**) - input : Indicates which events the application is waiting for:
 - 0 - The session manager notifies the application for both save and redraw operations.
 - 1 - The session manager notifies the application for redraw operations only.
- NotifyType (**PUSHORT**) - output : Address that specifies the operation to be performed by the application upon return from VioSavRedrawWait:
 - 0 - Save screen image
 - 1 - Restore screen image.
- VioHandle (**HVIO**) - input : Reserved word of 0s.

Return Code

rc (USHORT) - return:Return code descriptions are:

- 0 NO_ERROR
- 421 ERROR_VIO_INVALID_PARMS
- 422 ERROR_VIO_FUNCTION_OWNED
- 423 ERROR_VIO_RETURN
- 430 ERROR_VIO_ILLEGAL_DURING_POPUP
- 436 ERROR_VIO_INVALID_HANDLE
- 465 ERROR_VIO_DETACHED
- 494 ERROR_VIO_EXTENDED_SG

Remarks

OS/2 uses `VioSavRedrawWait` to notify a graphics mode application to save or restore its screen image at screen switch time. The application in the outgoing foreground session is notified to perform a save. The application in the incoming foreground session is notified to perform a restore. The application must perform the action requested and immediately re-issue `VioSavRedrawWait`. When an application performs a save, it saves its physical display buffer, video mode, and any other information the application needs to completely redraw its screen at restore time.

Only one process per session can issue `VioSavRedrawWait`. The process that first issues `VioSavRedrawWait` becomes the owner of the function.

A text mode application must issue `VioSavRedrawWait` only if the application writes directly to the registers on the display adapter. Assuming `VioSavRedrawWait` is not issued by a text mode application, OS/2 performs the required saves and restores.

An application that issues `VioSavRedrawWait` may also need to issue `VioModeWait`. This would allow the application to be notified when it must restore its mode at the completion of an application or hard error pop-up. Refer to `VioModeWait` for more information. Two application threads would be required to perform these operations in this case.

At the time a `VioSavRedrawWait` thread is notified, the session is in transition to/from the background. Although the session's official status is background, any selector to the physical display buffer previously obtained by the `VioSavRedrawWait` process (through `VioGetPhysBuf`) is valid at this time. The physical display buffer must be accessed without issuing `VioScrLock`. Since the session's official status is background, any thread waits if it issues `VioScrLock` with the "wait if unsuccessful" option.

An application containing a `VioSavRedrawWait` thread should be designed so that the process does not cause any hard errors while the `VioSavRedrawWait` thread is running, otherwise a system lockout may occur.

An application's `VioSavRedrawWait` thread may be notified to perform a restore before it is notified to perform a save. This happens if the application was running in the background the first time it issued `VioSavRedrawWait`. The return from this function call provides the notification. The thread that issues the call performs the save or redraw and then reissues `VioSavRedrawWait` to wait until its screen image must be saved or redrawn again.

Bindings

C

```
#define INCL_VIO

USHORT rc = VioSavRedrawWait(SavRedrawIndic, NotifyType, VioHandle);

USHORT SavRedrawIndic; /* Save/redraw indicator */
PUSHORT NotifyType; /* Notify type (returned) */
HVIO VioHandle; /* Video handle */
```

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

MASM

```
EXTRN VioSavRedrawWait:FAR
INCL_VIO EQU 1

PUSH WORD SavRedrawIndic ;Save/redraw indicator
PUSH@ WORD NotifyType ;Notify type (returned)
PUSH WORD VioHandle ;Video handle
CALL VioSavRedrawWait
```

Returns **WORD**

[http://www.edm2.com/index.php/VioSavRedrawWait_\(OS/2_1.x\)](http://www.edm2.com/index.php/VioSavRedrawWait_(OS/2_1.x))

From:
<https://osfree.su/doku/> - **osFree wiki**

Permanent link:
<https://osfree.su/doku/doku.php?id=en:docs:fapi:viosavredrawwait&rev=1634193171>

Last update: **2021/10/14 06:32**

