This call scrolls the entire display buffer (or area specified within the display buffer) to the right.

Syntax

VioScrollRt (TopRow, LeftCol, BotRow, RightCol, Lines, Cell, VioHandle)

Parameters

;TopRow (USHORT) - input : Top row to be scrolled. ;LeftCol (USHORT) - input : Left column to be scrolled. ;BotRow (USHORT) - input : Bottom row to be scrolled. ;RightCol (USHORT) - input : Right column to be scrolled. ;Lines (USHORT) - input : Number of columns to be inserted at the left of the screen area being scrolled. If 0 is specified, no lines are scrolled. ;Cell (PBYTE) - input : Address of the character attribute(s) pair (2 or 4 bytes) used as a fill character on inserted columns. ; 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

TopRow = 0 and LeftCol = 0 identifies the top left corner of the screen.

If a value greater than the maximum value is specified for TopRow, LeftCol, BotRow, RightCol, or Lines, the maximum value for that parameter is used.

If TopRow and LeftCol = 0 and if BotRow, RightCol, and Lines = 65535 (or -1 in assembler language), the entire screen is filled with the character-attribute pair defined by Cell.

Example Code

C Binding

<PRE> #define INCL_VIO

USHORT rc = VioScrollRt(TopRow, LeftCol, BotRow, RightCol, Lines, Cell, VioHandle);

USHORT TopRow; /* Top row */ USHORT LeftCol; /* Left column */ USHORT BotRow; /* Bottom row */ USHORT RightCol; /* Right column */ USHORT Lines; /* Number of lines */ PBYTE Cell; /* Cell to be written */ HVIO VioHandle; /* Video handle */

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

MASM Binding

<PRE> EXTRN VioScrollRt:FAR INCL_VIO EQU 1

PUSH WORD TopRow ;Top row PUSH WORD LeftCol ;Left column PUSH WORD BotRow ;Bottom row PUSH WORD RightCol ;Right column PUSH WORD Lines ;Number of lines PUSH@ OTHER Cell ;Cell to be written PUSH WORD VioHandle ;Video handle CALL VioScrollRt

Returns WORD </PRE>

Note

Text based on http://www.edm2.com/index.php/VioScrollRt

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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