

This call downloads a display font. The font being set must be compatible with the current mode.

Syntax

VioSetFont (RequestBlock, VioHandle)

Parameters

;RequestBlock ([PVIOFONTINFO](#)) - input: Address of the font structure containing the request.

;VioHandle ([HVIO](#)) - input: Reserved word of 0s.

Return Code

;rc (USHORT) - return:Return code descriptions are: *0 NO_ERROR *355 ERROR_VIO_MODE *421 ERROR_VIO_INVALID_PARMS *436 ERROR_VIO_INVALID_HANDLE *438 ERROR_VIO_INVALID_LENGTH *465 ERROR_VIO_DETACHED *467 ERROR_VIO_FONT *468 ERROR_VIO_USER_FONT *494 ERROR_VIO_EXTENDED_SG

Remarks

VioSetFont is applicable only for the enhanced graphics adapter, VGA or IBM Personal System/2 Display Adapter.

;Note: Although graphics mode support is provided in VioSetFont, this support is not provided by the Base Video Handlers provided with OS/2.

When VioSetFont is issued, the current code page is reset. If [VioGetCp](#) is subsequently issued, the error code ERROR_VIO_USER_FONT is returned. Return code, ERROR_VIO_USER_FONT represents a warning. It indicates that although the font could not be loaded into the adapter using the current mode, the font was saved as part of a special user font code page for use with a later [VioSetMode](#). Successfully setting a user font sets the special user font code page, just as if a code page of -1 was specified using [VioSetCp](#).

The user font code page consists of the most recent user font of each size that was set by VioSetFont. For example, if two 8×12 fonts and three 8×16 fonts had been set, only two fonts, the most recent of the 8×12 and 8×16 fonts, would be saved.

The special code page is used in the same way as those code pages specified on the CODEPAGE = statement in CONFIG.SYS.

Bindings

C

```
<PRE> typedef struct _VIOFONTINFO { /* viofi */
```

```
USHORT  cb;                /* length of this structure */
USHORT  type;              /* request type */
USHORT  cxCell;           /* pel columns in character cell */
USHORT  cyCell;           /* pel rows in character cell */
PVOID   pbData;           /* requested font table (returned) */
USHORT  cbData;           /* length of caller supplied data area (in bytes)
*/
```

```
} VIOFONTINFO;
```

```
#define INCL_VIO
```

```
USHORT rc = VioSetFont(RequestBlock, VioHandle);
```

```
PVIOFONTINFO RequestBlock; /* Request block */ HVIO VioHandle; /* Video handle */
```

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

MASM

```
<PRE> VIOFONTINFO struc
```

```
viofi_cb      dw  ? ;length of this structure
viofi_type    dw  ? ;request type
viofi_cxCell  dw  ? ;pel columns in character cell
viofi_cyCell  dw  ? ;pel rows in character cell
viofi_pbData  dd  ? ;requested font table (returned)
viofi_cbData  dw  ? ;length of caller supplied data area (in bytes)
```

```
VIOFONTINFO ends
```

```
EXTRN VioSetFont:FAR INCL_VIO EQU 1
```

```
PUSH@ OTHER RequestBlock ;Request block PUSH WORD VioHandle ;Video handle CALL VioSetFont
```

```
Returns WORD </PRE>
```

Related Functions

*[VioGetFont](#)

<http://www.edm2.com/index.php/VioSetFont>

From:

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

Permanent link:

<https://osfree.su/doku/doku.php?id=en:docs:fapi:viosetFont&rev=1630811662>



Last update: **2021/09/05 03:14**