

VioGetState

Bindings: C, MASM

This call returns the current settings of the palette registers, overscan (border) color, blink/background intensity switch, color registers, underline location, or target [VioSetMode](#) display configuration.

VioGetState (RequestBlock, VioHandle)

RequestBlock (**PVOID**) - input/output Address of the video state structures consisting of six different structures depending on the request type:

| Type | Definition |
|------|--|
| 0 | Get palette registers |
| 1 | Get overscan (border) color |
| 2 | Get blink/background intensity switch |
| 3 | Get color registers |
| 4 | Reserved |
| 5 | Get the scan line for underlining |
| 6 | Get target VioSetMode display configuration. |
| 7 | Reserved The six structures, depending on request type, are: |

VIOPALSTATE Applies to EGA, VGA, or IBM Personal System/2 Display Adapter.

length (**USHORT**) - input Length of structure, including length.

| | |
|----|----------------------|
| 38 | Maximum valid value. |
|----|----------------------|

type (**USHORT**) - input Request type 0 for palette registers.

palette (**USHORT**) - input First palette register in the palette register sequence; must be specified in the range 0 through 15. The palette registers are returned in sequential order. The number returned is based upon length.

color (**USHORT** *(length-6)/2) - output Color value for each palette register. The maximum number of entries in the color value array is 16.

VIOOVERSCAN Applies to CGA, VGA, or IBM Personal System/2 Display Adapter.

length (**USHORT**) - input Length of structure, including length.

| | |
|---|-------------------|
| 6 | Only valid value. |
|---|-------------------|

type (**USHORT**) - input Request type 1 for overscan (border) color.

color (**USHORT**) - input Color value.

VIOINTENSITY Applies to CGA, EGA, MCGA, VGA, or IBM Personal System/2 Display Adapter.

length (**USHORT**) - input Length of structure, including length.

6 Only valid value.

type (**USHORT**) - input Request type 2 for blink/background intensity switch.

switch (**USHORT**) - output **Switch set as:**

| Value | Definition |
|-------|---|
| 0 | Blinking foreground colors enabled. |
| 1 | High intensity background colors enabled. |

VIOCOLORREG Applies to VGA, or IBM Personal System/2 Display Adapter.

length (**USHORT**) - input Length of structure, including length.

12 Length in bytes.

type (**USHORT**) - input Request type 3 for color registers.

first color (**USHORT**) - input First color register to get in the color register sequence; must be specified in the range 0 through 255. The color registers are returned in sequential order.

number color (**USHORT**) - input Number of color registers to get; must be specified in the range 1 through 256.

dataarea (**PCH**) - input Far address of a data area where the color registers are returned. The size of the data area must be three bytes times the number of color registers to get. The format of each entry returned is as follows:

| | |
|--------|-------------|
| Byte 1 | Red value |
| Byte 2 | Green value |
| Byte 3 | Blue value |

VIOSETULINELOC Applies to EGA, VGA, or IBM Personal System/2 Display Adapter.

length (**USHORT**) - input Length of structure, including length.

6 Length in bytes.

type (**USHORT**) - input Request type 5 to get the scan line for underlining. Underlining is enabled only when the foreground color is 1 or 9.

scanline (**USHORT**) - output The value returned is in the range 0 through 31 and is the scan line minus 1. A value of 32 means underlining is disabled.

VIOSETTARGET

length (**USHORT**) - input Length of structure, including length.

6 Length in bytes.

type (**USHORT**) - input Request type 6 to get display configuration selected to be the target of the next [VioSetMode](#).

`select` (**USHORT**) - output **Configuration**:

| Value | Definition |
|-------|--|
| 0 | Default selection algorithm. See <code>VioSetMode</code> . |
| 1 | Primary |
| 2 | Secondary. |

`VioHandle` (**HVIO**) - input Reserved word of 0s.

`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 |
| 494 | ERROR_VIO_EXTENDED_SG |

Family API Considerations

Request type = 6, Get Target `VioSetMode` Display Configuration, and request type = 5, Get Underline Location, are not supported in the family API.

C bindings

```
typedef struct _VIOPALSTATE {
    USHORT cb; /* Length of this structure in bytes */
    USHORT type; /* Request type=0 get palette registers */
    USHORT iFirst; /* First palette register to return */
    USHORT acolor[1]; /* Color value palette register */
}VIOPALSTATE;
typedef VIOPALSTATE far *PVIOPALSTATE;

typedef struct _VIOOVERSCAN {
    USHORT cb; /* Length of this structure */
    USHORT type; /* Request type=1 get overscan (border) color */
    USHORT color; /* Color value */
}VIOOVERSCAN;
typedef VIOOVERSCAN far *PVIOOVERSCAN;

typedef struct _VIOINTENSITY {
    USHORT cb; /* Length of this structure */
    USHORT type; /* Request type=2 get blink/background intensity switch */
    USHORT fs; /* Value of blink/background switch */
}VIOINTENSITY;
typedef VIOINTENSITY far *PVIOINTENSITY;
```

```

typedef struct _VIOCOLORREG { /* viocreg */
    USHORT cb;
    USHORT type;
    USHORT firstcolorreg;
    USHORT numcolorregs;
    PCH colorregaddr;
}VIOCOLORREG;
typedef VIOCOLORREG far *PVIOCOLORREG;

typedef struct _VIOSETLINELOC { /* viouline */
    USHORT cb;
    USHORT type;
    USHORT scanline;
}VIOSETLINELOC;
typedef VIOSETLINELOC far *PVIOSSETLINELOC;

typedef struct _VIOSETTARGET { /* viosestt */
    USHORT cb;
    USHORT type;
    USHORT defaultalgorithm;
}VIOSETTARGET;
typedef VIOSETTARGET far *PVIOSSETTARGET;

#define INCL_VIO

USHORT rc = VioGetState(RequestBlock, VioHandle);

PVOID RequestBlock; /* Request block */
HVIO VioHandle; /* Vio handle */

USHORT rc; /* return code */

```

MASM bindings:

```

VIOPALSTATE struc
    viopal_cb dw ? ;Length of this structure in bytes
    viopal_type dw ? ;Request type=0 get palette registers
    viopal_iFirst dw ? ;First palette register to return
    viopal_acolor dw 1 dup (?) ;Color value palette register
VIOPALSTATE ends

VIOOVERSCAN struc
    vioos_cb dw ? ;Length of this structure
    vioos_type dw ? ;Request type=1 get overscan (border) color
    vioos_color dw ? ;Color value
VIOOVERSCAN ends

VIOINTENSITY struc
    vioint_cb dw ? ;Length of this structure
    vioint_type dw ? ;Request type=2 get blink/background

```

```

                                ; intensity switch
    vioint_fs                      dw ? ;Value of blink/background switch
VIOINTENSITY ends

VIOCOLORREG struc
    viocreg_cb                     dw ? ;
    viocreg_type                   dw ? ;
    viocreg_firstcolorreg          dw ? ;
    viocreg_numcolorregs           dw ? ;
    viocreg_colorregaddr           dd ? ;
VIOCOLORREG ends

VIOSETLINELOC struc
    viouline_cb                    dw ? ;
    viouline_type                  dw ? ;
    viouline_scanline              dw ? ;
VIOSETLINELOC ends

VIOSETTARGET struc
    viosett_cb                     dw ? ;
    viosett_type                   dw ? ;
    viosett_defaultalgorithm        dw ? ;
VIOSETTARGET ends

EXTRN VioGetState:FAR
INCL_VIO EQU 1

PUSH@ OTHER RequestBlock ;Request block
PUSH WORD VioHandle ;Vio handle
CALL VioGetState

Returns WORD

```

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