



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

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VioModeWait

This call allows a graphics mode application to be notified when it must restore its video mode, state, and modified display adapter registers. The return from this function call provides the notification.

Syntax

```
VioModeWait (RequestType, NotifyType, Reserved)
```

Parameters

- RequestType (USHORT) - input : Application request event. RequestType = 0 indicates the application wants to be notified at the end of a pop-up to restore its mode. RequestType = 0 is the only event supported by VioModeWait.
- NotifyType (PUSHORT) - output : Address of the operation to be performed by the application returning from VioModeWait. NotifyType = 0, indicating restore mode, is the only type of notification returned.
- Reserved (USHORT) - 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
- 424 ERROR_SCS_INVALID_FUNCTION
- 428 ERROR_VIO_NO_SAVE_RESTORE_THD
- 430 ERROR_VIO_ILLEGAL_DURING_POPUP
- 465 ERROR_VIO_DETACHED
- 494 ERROR_VIO_EXTENDED_SG

Remarks

At the completion of an application or hard error pop-up (reference VioPopUp), OS/2 notifies the session that was originally interrupted for the pop-up to restore its mode. The return from this function call provides that notification. The thread that issued the call must perform the restore and then immediately re-issue VioModeWait.

When an application's VioModeWait thread is notified, the thread must restore its video mode, state, and modified display adapter registers. An application's VioModeWait thread does not restore the physical display buffer. OS/2 saves/restores the physical display buffer over a pop-up.

Only one process for a session can issue VioModeWait. The first process that issues VioModeWait becomes the owner of this function. (Refer to VioModeUndo.)

An application must issue VioModeWait only if it writes directly to the registers on the display adapter. Otherwise, the application can allow OS/2 to perform the required restore by not issuing VioModeWait.

When an application issues VioModeWait, it is also required to issue VioSavRedrawWait to be notified at screen switch time to perform a full save or restore (reference VioSavRedrawWait). Two application threads must be dedicated to performing these operations.

Bindings

C

```
#define INCL_VIO

USHORT rc = VioModeWait(RequestType, NotifyType, Reserved);

USHORT RequestType; /* Request type */
USHORT NotifyType; /* Notify type (returned) */
USHORT Reserved; /* Reserved (must be zero) */

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

MASM

```
EXTRN VioModeWait:FAR
INCL_VIO EQU 1

PUSH WORD RequestType ;Request type
PUSH@ WORD NotifyType ;Notify type (returned)
PUSH WORD Reserved ;Reserved (must be zero)
CALL VioModeWait
```

Returns **WORD**

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

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 DosDevIOct1 DosDevIOct2
	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 KBDSCALLS.DLL MSG.DLL	
Libraries	API.LIB OS2386.LIB FAPI.LIB DOSCALLS.LIB SUBCALLS.LIB	

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