This call performs one of the following functions; set palette registers, sets the overscan (border) colour, set the blink/background intensity switch, set color registers, set the underline location, or set the target VioSetMode display configuration.

Syntax

VioSetState (RequestBlock, VioHandle)

Parameters

;RequestBlock (PVOID) - input : Address of the video state structures consisting of six different structures depending on the request type: ::0 - Set palette registers ::1 - Set overscan (border) color ::2 - Set blink/background intensity switch ::3 - Set color registers ::4 - Reserved ::5 - Set underline location ::6 - Set target VioSetMode display configuration ::7 - Reserved The six structures, depending on request type, are: {|class="wikitable" ! ||Applies to||length (USHORT) - input : Length of structure, including length.||reqtype (USHORT) - input||

VIOPALSTATE	EGA, VGA, or IBM Personal System/2 Display Adapter	38 - Maximum valid value.	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) - input : Color value for each palette register. The maximum number of entries in the color value array is 16.

VIOOVERSCAN	CGA, VGA, or IBM Personal System/2 Display Adapter	Only valid value.	Request type 1 for overscan (border) color.
VIOINTENSITY	CGA, EGA, MCGA, VGA, or IBM Personal System/2 Display Adapter	Only valid value.	Request type 2 for blink/background intensity switch.

:switch (USHORT) - input : Switch set as: ::0 - Blinking foreground colors enabled. ::1 - High intensity background colors enabled.

VIOCOLORREG	VGA, or IBM Personal System/2 Display Adapter	12 - Only valid value.	Request type 3 for color registers.

:first color (USHORT) - input : First color register to set in the color register sequence; must be specified in the range 0 through 255. The color registers are set in sequential order. :number color (USHORT) - input : Number of color registers to set; must be specified in the range 1 through 256. :datarea (PCH) - input : Far address of a data area containing one three-byte entry for each color register to be set. The format of each entry is as follows: ::Byte 1 - Red value ::Byte 2 - Green value ::Byte 3 - Blue value

			4
VIOSETULINELOC	EGA, VGA, or IBM Personal System/2 Display Adapter	Only valid value.	Request type 5 to set the scan line for underlining. Underlining is enabled only when the foreground color is 1 or 9.

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

:scanline (USHORT) - input : Scan line minus 1. Values of 0 through 31 are acceptable. A value of 32 means underlining is disabled.

VIOSETTARGET	Only valid value.	Request type 6: to set display configuration to be the target of the next VioSetMode.

:select (USHORT) - input : Configuration: ::0 - Default selection algorithm. See VioSetMode. ::1 - Primary ::2 - Secondary

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 *494 ERROR_VIO_EXTENDED_SG

Family API Considerations

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

Some options operate differently in the DOS mode than in the OS/2 mode. Therefore, the following considerations applies to VioSetMode when coding for the DOS mode: * VioSetMode clears the screen.

Bindings

C

<PRE> 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 _VIOSETULINELOC { /* viouline */

```
USHORT  cb;
USHORT  type;
USHORT  scanline;
}VIOSETULINELOC;
```

typedef VIOSETULINELOC far *PVIOSETULINELOC;

typedef struct _VIOSETTARGET { /* viosett */

```
USHORT  cb;
USHORT  type;
USHORT  defaultalgorithm;
}VIOSETTARGET;
```

typedef VIOSETTARGET far *PVIOSETTARGET;

#define INCL_VIO

USHORT rc = VioSetState(RequestBlock, VioHandle);

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

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

MASM

<PRE> 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

VIOSETULINELOC struc

```
viouline_cb             dw ? ;
viouline_type           dw ? ;
viouline_scanline       dw ? ;
```

VIOSETULINELOC ends

VIOSETTARGET struc

```
viosett_cb               dw ? ;
viosett_type             dw ? ;
viosett_defaultalgorithm dw ? ;
```

VIOSETTARGET ends

EXTRN VioSetState:FAR INCL_VIO EQU 1

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

Returns WORD </PRE>

http://www.edm2.com/index.php/VioSetState_(OS/2_1.x)