

This call returns either the font table of the size specified or the font in use.

## Syntax

```
VioGetFont (RequestBlock, VioHandle)
```

## Parameters

;RequestBlock ([PVIOFONTINFO](#)) - input/output: Address of the font structure that returns current RAM font or specified ROM or code page font depending on the request type. ;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 \*438 ERROR\_VIO\_INVALID\_LENGTH \*465 ERROR\_VIO\_DETACHED \*467 ERROR\_VIO\_FONT \*494 ERROR\_VIO\_EXTENDED\_SG

## Remarks

For reqtype = 1, return ROM font, the font size requested must be supported by the display adapter installed. The 8×8, 8×14, 9×14, 8×16, or 9×16 character font may be requested for the VGA or PS/2 Display Adapters. The 8×8, 8×14, or 9×14 font may be requested for the enhanced graphics adapter. The 8×8 font may be requested for the colour graphics adapter.

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

For reqtype = 1, return ROM font, the far address returned is a ROM pointer only for those fonts where the font table for the full 256-character set is actually contained in ROM. Otherwise, the far address returned is a RAM pointer. Note that for 8×8 on the CGA, the font table for the full 256-character set is returned. For 9×14 or 9×16 the font table for the full 256-character set is also returned. Partial fonts are not returned. The 9×14 and 9×16 fonts are derived from variations of the 8×14 and 8×16 fonts, respectively, where the definitions of fonts for those characters that are different, are replaced.

For VioGetFont specifying reqtype = 1, return ROM font, the font returned is derived from the fonts contained in the system, EGA, VGA, and PS/2 Display Adapter BIOS data areas as applicable. There is an exception for the EGA, VGA and PS/2 Display Adapter when [VioSetCp](#) or [VioSetFont](#) has been issued. In that case, the font of the size requested is returned from the active code page or the list of user fonts already set.

## Bindings

**C**

```

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 = VioGetFont(RequestBlock, VioHandle);

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

USHORT rc; /* return code */

```

**MASM**

```

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 VioGetFont:FAR
INCL_VIO EQU 1

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

Returns WORD

```

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

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