



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

2021/09/17 04:47 · prokushev · [0 Comments](#)

2021/08/20 03:18 · prokushev · [0 Comments](#)

VioSavRedrawWait

This call notifies a graphics mode application when it must save or redraw its screen image.

Syntax

```
VioSavRedrawWait (SavRedrawIndic, NotifyType, VioHandle)
```

Parameters

- SavRedrawIndic ([USHORT](#)) - input : Indicates which events the application is waiting for:
 - 0 - The session manager notifies the application for both save and redraw operations.
 - 1 - The session manager notifies the application for redraw operations only.
- NotifyType ([PUSHORT](#)) - output : Address that specifies the operation to be performed by the application upon return from VioSavRedrawWait:
 - 0 - Save screen image
 - 1 - Restore screen image.
- VioHandle ([HVIO](#)) - 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
- 430 ERROR_VIO_ILLEGAL_DURING_POPUP
- 436 ERROR_VIO_INVALID_HANDLE
- 465 ERROR_VIO_DETACHED
- 494 ERROR_VIO_EXTENDED_SG

Remarks

OS/2 uses `VioSavRedrawWait` to notify a graphics mode application to save or restore its screen image at screen switch time. The application in the outgoing foreground session is notified to perform a save. The application in the incoming foreground session is notified to perform a restore. The application must perform the action requested and immediately re-issue `VioSavRedrawWait`. When an application performs a save, it saves its physical display buffer, video mode, and any other information the application needs to completely redraw its screen at restore time.

Only one process per session can issue `VioSavRedrawWait`. The process that first issues `VioSavRedrawWait` becomes the owner of the function.

A text mode application must issue `VioSavRedrawWait` only if the application writes directly to the registers on the display adapter. Assuming `VioSavRedrawWait` is not issued by a text mode application, OS/2 performs the required saves and restores.

An application that issues `VioSavRedrawWait` may also need to issue `VioModeWait`. This would allow the application to be notified when it must restore its mode at the completion of an application or hard error pop-up. Refer to `VioModeWait` for more information. Two application threads would be required to perform these operations in this case.

At the time a `VioSavRedrawWait` thread is notified, the session is in transition to/from the background. Although the session's official status is background, any selector to the physical display buffer previously obtained by the `VioSavRedrawWait` process (through `VioGetPhysBuf`) is valid at this time. The physical display buffer must be accessed without issuing `VioScrLock`. Since the session's official status is background, any thread waits if it issues `VioScrLock` with the "wait if unsuccessful" option.

An application containing a `VioSavRedrawWait` thread should be designed so that the process does not cause any hard errors while the `VioSavRedrawWait` thread is running, otherwise a system lockout may occur.

An application's `VioSavRedrawWait` thread may be notified to perform a restore before it is notified to perform a save. This happens if the application was running in the background the first time it issued `VioSavRedrawWait`. The return from this function call provides the notification. The thread that issues the call performs the save or redraw and then reissues `VioSavRedrawWait` to wait until its screen image must be saved or redrawn again.

Bindings

C

```
#define INCL_VIO

USHORT rc = VioSavRedrawWait(SavRedrawIndic, NotifyType, VioHandle);

USHORT SavRedrawIndic; /* Save/redraw indicator */
PUSHORT NotifyType; /* Notify type (returned) */
HVIO VioHandle; /* Video handle */
```

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

MASM

```
EXTRN VioSavRedrawWait:FAR
INCL_VIO EQU 1

PUSH WORD SavRedrawIndic ;Save/redraw indicator
PUSH@ WORD NotifyType ;Notify type (returned)
PUSH WORD VioHandle ;Video handle
CALL VioSavRedrawWait
```

Returns **WORD**

[http://www.edm2.com/index.php/VioSavRedrawWait_\(OS/2_1.x\)](http://www.edm2.com/index.php/VioSavRedrawWait_(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 DosDevIOCtl DosDevIOCtl2
	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 KBDCALLS.DLL MSG.DLL	
Libraries	API.LIB OS2386.LIB FAPI.LIB DOSCALLS.LIB SUBCALLS.LIB	

2018/08/25 15:05 · prokushev · 0 Comments

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