



This is part of **Win16 API** which allow to create versions of program from one source code to run under OS/2 and Win16. Under OS/2 program can be running under Win-OS/2 if program is Windows NE executable, and with help on Windows Libraries for OS/2, if it is OS/2 NE executable. [Here](#) is a WLO to OS/2 API mapping draft

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Ordinal	Name	Description	Status	Version
1	<a href="#">SetBkColor</a>	Sets the current background color		
2	<a href="#">SetBkMode</a>	Sets the background mix mode		
3	<a href="#">SetMapMode</a>	Sets the mapping mode		
4	<a href="#">SetROP2</a>	Sets the foreground mix mode		
6	<a href="#">SetPolyFillMode</a>	Sets the polygon filling mode		
7	<a href="#">SetStretchBltMode</a>	Sets the bitmap stretching mode		
8	<a href="#">SetTextCharacterExtra</a>	Sets intercharacter spacing		
9	<a href="#">SetTextColor</a>	Sets the text color		
10	<a href="#">SetTextJustification</a>	Sets text justification parameters		
11	<a href="#">SetWindowOrg</a>	Sets the window origin		
12	<a href="#">SetWindowExt</a>	Sets the window extents		
13	<a href="#">SetViewPortOrg</a>	Sets the viewport origin		
14	<a href="#">SetViewPortExt</a>	Sets the viewport extents		
15	<a href="#">OFFSETWINDOWORG</a>	Moves the window origin		
16	<a href="#">SCALEWINDOWEXT</a>	Scales the window extents		
17	<a href="#">OFFSETVIEWPORTORG</a>	Moves the viewport origin		
18	<a href="#">SCALEVIEWPORTEXT</a>	Scales the viewport extents		
19	<a href="#">LINETO</a>	Draws a line from current position to specified point		
20	<a href="#">MOVETO</a>	Moves the current position		
21	<a href="#">EXCLUDECLIPRECT</a>	Excludes a rectangle from the clipping region		
22	<a href="#">INTERSECTCLIPRECT</a>	Intersects a rectangle with the clipping region		
23	<a href="#">ARC</a>	Draws an elliptical arc		
24	<a href="#">ELLIPSE</a>	Draws an ellipse		
25	<a href="#">FLOODFILL</a>	Fills an area with the current brush		
26	<a href="#">PIE</a>	Draws a pie-shaped wedge		
27	<a href="#">RECTANGLE</a>	Draws a rectangle		
28	<a href="#">ROUNDRECT</a>	Draws a rectangle with rounded corners		
29	<a href="#">PATBLT</a>	Performs a pattern bit-block transfer		
30	<a href="#">SAVEDC</a>	Saves the device context state		
31	<a href="#">SETPIXEL</a>	Sets a pixel to the specified color		
32	<a href="#">OFFSETCLIPRGN</a>	Moves the clipping region		
33	<a href="#">TEXTOUT</a>	Outputs a character string		
34	<a href="#">BITBLT</a>	Performs a bit-block transfer		
35	<a href="#">STRETCHBLT</a>	Performs a stretched bit-block transfer		
36	<a href="#">POLYGON</a>	Draws a polygon		
37	<a href="#">POLYLINE</a>	Draws a series of line segments		

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38	<a href="#">ESCAPE</a>	Accesses device-specific functions		
39	<a href="#">RESTOREDC</a>	Restores the device context state		
40	<a href="#">FILLRGN</a>	Fills a region with a brush		
41	<a href="#">FRAMERGN</a>	Draws a border around a region		
42	<a href="#">INVERTRGN</a>	Inverts the colors in a region		
43	<a href="#">PAINTRGN</a>	Paints a region with a brush		
44	<a href="#">SELECTCLIPRGN</a>	Selects a region as the clipping region		
45	<a href="#">SELECTOBJECT</a>	Selects an object into the device context		
47	<a href="#">COMBINERGN</a>	Combines two regions		
48	<a href="#">CREATEBITMAP</a>	Creates a bitmap		
49	<a href="#">CREATEBITMAPINDIRECT</a>	Creates a bitmap from a structure		
50	<a href="#">CREATEBRUSHINDIRECT</a>	Creates a brush from a structure		
51	<a href="#">CREATECOMPATIBLEBITMAP</a>	Creates a compatible bitmap		
52	<a href="#">CREATECOMPATIBLEDC</a>	Creates a memory device context		
54	<a href="#">CREATEDC</a>	Creates a device context		
55	<a href="#">CREATEELLIPTICRGN</a>	Creates an elliptical region		
56	<a href="#">CREATEELLIPTICRGNINDIRECT</a>	Creates an elliptical region from a rectangle		
57	<a href="#">CREATEFONT</a>	Creates a logical font		
58	<a href="#">CREATEFONTINDIRECT</a>	Creates a font from a structure		
59	<a href="#">CREATEHATCHBRUSH</a>	Creates a hatched brush		
60	<a href="#">CREATEPATTERNBRUSH</a>	Creates a pattern brush		
61	<a href="#">CREATEPEN</a>	Creates a logical pen		
62	<a href="#">CREATEPENINDIRECT</a>	Creates a pen from a structure		
63	<a href="#">CREATEPOLYGONRGN</a>	Creates a polygonal region		
64	<a href="#">CREATERECTRGN</a>	Creates a rectangular region		
65	<a href="#">CREATERECTRGNINDIRECT</a>	Creates a rectangular region from a rectangle		
66	<a href="#">CREATESOLIDBRUSH</a>	Creates a solid brush		
67	<a href="#">DPTOLP</a>	Converts device points to logical points		
68	<a href="#">DELETEDC</a>	Deletes a device context		
69	<a href="#">DELETEOBJECT</a>	Deletes a GDI object		
70	<a href="#">ENUMFONTS</a>	Enumerates available fonts		
71	<a href="#">ENUMOBJECTS</a>	Enumerates GDI objects		
72	<a href="#">EQUALRGN</a>	Checks if two regions are equal		
74	<a href="#">GETBITMAPBITS</a>	Retrieves bitmap bits		
75	<a href="#">GETBKCOLOR</a>	Retrieves the background color		
76	<a href="#">GETBKMODE</a>	Retrieves the background mix mode		
77	<a href="#">GETCLIPBOX</a>	Retrieves the clipping bounding box		
78	<a href="#">GETCURRENTPOSITION</a>	Retrieves the current position		
79	<a href="#">GETDCORG</a>	Retrieves the device context origin		
80	<a href="#">GETDEVICECAPS</a>	Retrieves device capabilities		
81	<a href="#">GETMAPMODE</a>	Retrieves the mapping mode		
82	<a href="#">GETOBJECT</a>	Retrieves information about a GDI object		
83	<a href="#">GETPIXEL</a>	Retrieves the color of a pixel		

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84	GETPOLYFILLMODE	Retrieves the polygon filling mode		
85	GETROP2	Retrieves the foreground mix mode		
86	GETRELABS	Converts relative coordinates to absolute		
87	GETSTOCKOBJECT	Retrieves a stock GDI object		
88	GETSTRETCHBLTMODE	Retrieves the bitmap stretching mode		
89	GETTEXTCHARACTEREXTRA	Retrieves intercharacter spacing		
90	GETTEXTCOLOR	Retrieves the text color		
91	GETTEXTTEXTENT	Computes text dimensions		
92	GETTEXTFACE	Retrieves the typeface name		
93	GETTEXTMETRICS	Retrieves font metrics		
94	GETVIEWPORTEXT	Retrieves the viewport extents		
95	GETVIEWPORTORG	Retrieves the viewport origin		
96	GETWINDOWEXT	Retrieves the window extents		
97	GETWINDOWORG	Retrieves the window origin		
99	LPTODP	Converts logical points to device points		
100	LINEDDA	Line drawing with callback function		
101	OFFSETRGN	Moves a region		
103	PTVISIBLE	Checks if a point is visible		
104	RECTVISIBLE	Checks if a rectangle is visible		
106	SETBITMAPBITS	Sets bitmap bits		
119	ADDFONTRESOURCE	Adds a font resource		
123	PLAYMETAFILE	Plays a metafile		
124	GETMETAFILE	Retrieves a metafile		
125	CREATEMETAFILE	Creates a metafile		
126	CLOSEMETAFILE	Closes a metafile		
127	DELETETAFILE	Deletes a metafile		
128	MULDIV	Performs multiplication and division		
132	SETENVIRONMENT	Sets printer environment		
133	GETENVIRONMENT	Retrieves printer environment		
134	GETRGNBOX	Retrieves region bounding box		
136	REMOVEFONTRESOURCE	Removes a font resource		
148	SETBRUSHORG	Sets brush origin		
149	GETBRUSHORG	Retrieves brush origin		
150	UNREALIZEOBJECT	Unrealizes a GDI object		
151	COPYMETAFILE	Copies a metafile		
153	CREATEIC	Creates an information context		
154	GETNEARESTCOLOR	Retrieves nearest available color		
155	QUERYABORT	Queries print job abort status		
156	CREATEDISCARDABLEBITMAP	Creates a discardable bitmap		
159	GETMETAFILEBITS	Retrieves metafile bits		
160	SETMETAFILEBITS	Sets metafile bits		
161	PTINREGION	Checks if point is in region		
162	GETBITMAPDIMENSION	Retrieves bitmap dimensions		
163	SETBITMAPDIMENSION	Sets bitmap dimensions		

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172	<a href="#">SETRECTRGN</a>	Sets a rectangular region		
175	<a href="#">ENUMMETAFILE</a>	Enumerates metafile records		
176	<a href="#">PLAYMETAFILERECORD</a>	Plays a metafile record		
181	<a href="#">RECTINREGION</a>	Checks if rectangle is in region		
193	<a href="#">SETBOUNDSRECT</a>	Sets bounding rectangle		
194	<a href="#">GETBOUNDSRECT</a>	Retrieves bounding rectangle		
196	<a href="#">SETMETAFILEBITSBETTER</a>	Sets metafile bits with improved method		
201	<a href="#">DMBITBLT</a>	Device mode bit-block transfer		
202	<a href="#">DMCOLORINFO</a>	Device mode color information		
208	<a href="#">DMOUTPUT</a>	Device mode output		
209	<a href="#">DMPIXEL</a>	Device mode pixel operation		
210	<a href="#">DMREALIZEOBJECT</a>	Device mode object realization		
211	<a href="#">DMSTRBLT</a>	Device mode stretch block transfer		
212	<a href="#">DMSCANLR</a>	Device mode scanline operation		
240	<a href="#">OPENJOB</a>	Opens print job		
241	<a href="#">WRITESPOOL</a>	Writes to spooler		
243	<a href="#">CLOSEJOB</a>	Closes print job		
244	<a href="#">DELETEJOB</a>	Deletes print job		
246	<a href="#">STARTSPOOLPAGE</a>	Starts spooler page		
247	<a href="#">ENDSPOOLPAGE</a>	Ends spooler page		
254	<a href="#">SPOOLFILE</a>	Spools file		
300	<a href="#">ENGINEENUMERATEFONT</a>	Engine font enumeration		
301	<a href="#">ENGINEDELETEFONT</a>	Engine font deletion		
302	<a href="#">ENGINEREALIZEFONT</a>	Engine font realization		
303	<a href="#">ENGINEGETCHARWIDTH</a>	Engine character width retrieval		
304	<a href="#">ENGINESETFONTCONTEXT</a>	Engine font context setting		
305	<a href="#">ENGINEGETGLYPHBMP</a>	Engine glyph bitmap retrieval		
307	<a href="#">GETCHARABCWIDTHS</a>	Retrieves character ABC widths		
308	<a href="#">GETOUTLINETEXMETRICS</a>	Retrieves outline text metrics		
309	<a href="#">GETGLYPHOUTLINE</a>	Retrieves glyph outline		
310	<a href="#">CREATESCALABLEFONTRESOURCE</a>	Creates scalable font resource		
311	<a href="#">GETFONTDATA</a>	Retrieves font data		
313	<a href="#">GETRASTERIZERCAPS</a>	Retrieves rasterizer capabilities		
330	<a href="#">ENUMFONTFAMILIES</a>	Enumerates font families		
332	<a href="#">GETKERNINGPAIRS</a>	Retrieves kerning pairs		
345	<a href="#">GETTEXTALIGN</a>	Retrieves text alignment		
346	<a href="#">SETTEXTALIGN</a>	Sets text alignment		
348	<a href="#">CHORD</a>	Draws chord		
349	<a href="#">SETMAPPERFLAGS</a>	Sets font mapper flags		
350	<a href="#">GETCHARWIDTH</a>	Retrieves character widths		
351	<a href="#">EXTTEXTOUT</a>	Extended text output		
353	<a href="#">GETASPECTRATIOFILTER</a>	Retrieves aspect ratio filter		
360	<a href="#">CREATEPALETTE</a>	Creates palette		
363	<a href="#">GETPALETTEENTRIES</a>	Retrieves palette entries		
364	<a href="#">SETPALETTEENTRIES</a>	Sets palette entries		

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366	<a href="#">UPDATECOLORS</a>	Updates colors		
367	<a href="#">ANIMATEPALETTE</a>	Animates palette		
368	<a href="#">RESIZEPALETTE</a>	Resizes palette		
370	<a href="#">GETNEARESTPALETTEINDEX</a>	Retrieves nearest palette index		
372	<a href="#">EXTFLOODFILL</a>	Extended flood fill		
373	<a href="#">SETSYSTEMPALETTEUSE</a>	Sets system palette use		
374	<a href="#">GETSYSTEMPALETTEUSE</a>	Retrieves system palette use		
375	<a href="#">GETSYSTEMPALETTEENTRIES</a>	Retrieves system palette entries		
376	<a href="#">RESETDC</a>	Resets device context		
377	<a href="#">STARTDOC</a>	Starts print document		
378	<a href="#">ENDDOC</a>	Ends print document		
379	<a href="#">STARTPAGE</a>	Starts print page		
380	<a href="#">ENDPAGE</a>	Ends print page		
381	<a href="#">SETABORTPROC</a>	Sets abort procedure		
382	<a href="#">ABORTDOC</a>	Aborts print document		
400	<a href="#">FASTWINDOWFRAME</a>	Fast window frame drawing		
410	<a href="#">ISVALIDMETAFILE</a>	Checks metafile validity		
439	<a href="#">STRETCHDIBITS</a>	Stretches DIB bits		
440	<a href="#">SETDIBITS</a>	Sets DIB bits		
441	<a href="#">GETDIBITS</a>	Retrieves DIB bits		
442	<a href="#">CREATEDIBITMAP</a>	Creates DIB bitmap		
443	<a href="#">SETDIBITSTODEVICE</a>	Sets DIB bits to device		
444	<a href="#">CREATEROUNDTRECTRGN</a>	Creates rounded rectangle region		
445	<a href="#">CREATEDIBPATTERNBRUSH</a>	Creates DIB pattern brush		
450	<a href="#">POLYPOLYGON</a>	Draws multiple polygons		
451	<a href="#">CREATEPOLYPOLYGONRGN</a>	Creates multiple polygon region		
462	<a href="#">ISGDIOBJECT</a>	Checks if object is GDI object		
465	<a href="#">RECTVISIBLE_EHH</a>	Extended rectangle visibility check		
468	<a href="#">GETBITMAPDIMENSIONEX</a>	Extended bitmap dimension retrieval		
469	<a href="#">GETBRUSHORIGEX</a>	Extended brush origin retrieval		
470	<a href="#">GETCURRENTPOSITIONEX</a>	Extended current position retrieval		
471	<a href="#">GETTEXTENTPOINT</a>	Text extent point retrieval		
472	<a href="#">GETVIEWPORTEXTEX</a>	Extended viewport extents retrieval		
473	<a href="#">GETVIEWPORTORIGEX</a>	Extended viewport origin retrieval		
474	<a href="#">GETWINDOWEXTEX</a>	Extended window extents retrieval		
475	<a href="#">GETWINDOWORIGEX</a>	Extended window origin retrieval		
476	<a href="#">OFFSETVIEWPORTORIGEX</a>	Extended viewport origin offset		
477	<a href="#">OFFSETWINDOWORIGEX</a>	Extended window origin offset		
478	<a href="#">SETBITMAPDIMENSIONEX</a>	Extended bitmap dimension setting		
479	<a href="#">SETVIEWPORTEXTEX</a>	Extended viewport extents setting		
480	<a href="#">SETVIEWPORTORIGEX</a>	Extended viewport origin setting		
481	<a href="#">SETWINDOWEXTEX</a>	Extended window extents setting		
482	<a href="#">SETWINDOWORIGEX</a>	Extended window origin setting		
483	<a href="#">MOVETOEX</a>	Extended move to		
484	<a href="#">SCALEVIEWPORTEXTEX</a>	Extended viewport scaling		

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485	<a href="#">SCALEWINDOWEXTEX</a>	Extended window scaling		
486	<a href="#">GETASPECTRATIOFILTEREX</a>	Extended aspect ratio filter retrieval		

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