



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](#)

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MouGetNumButtons

This call returns the number of buttons supported on the installed mouse driver.

Syntax

```
MouGetNumButtons (NumberOfButtons, DeviceHandle)
```

Parameters

- NumberOfButtons (USHORT) - output : Address of the number of physical buttons. The return values for the number of buttons supported are:
 - 1 - One mouse button
 - 2 - Two mouse buttons
 - 3 - Three mouse buttons.
- DeviceHandle (HMOU) - input : Handle of the mouse device from a previous MouOpen.

Return Code

rc (USHORT) - return:Return code descriptions are:

- 385 ERROR_MOUSE_NO_DEVICE
- 466 ERROR_MOU_DETACHED
- 501 ERROR_MOUSE_NO_CONSOLE
- 505 ERROR_MOU_EXTENDED_SG

Bindings

C

```
#define INCL_MOU
```

```
USHORT rc = MouGetNumButtons(NumberOfButtons, DeviceHandle);

PUSHORT NumberOfButtons; /* Number of mouse buttons */
HMOU DeviceHandle; /* Mouse device handle */

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

MASM

```
EXTRN MouGetNumButtons:FAR
INCL_MOU EQU 1

PUSH@ WORD NumberOfButtons ;Number of mouse buttons
PUSH WORD DeviceHandle ;Mouse device handle
CALL MouGetNumButtons

Returns WORD
```

Example

```
HMOU DeviceHandle;
...
MouOpen(0L, &DeviceHandle);
MouGetNumButtons(&NumberOfButtons, DeviceHandle);
```

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