

MouGetScaleFact

Bindings: C, MASM

This call returns a pair of 1-word scaling factors for the current mouse device.

MouGetScaleFact (ScaleStruct, DeviceHandle)

ScaleStruct (**PSCALEFACT**) - output Address of the control block structure that contains the current row and column coordinate scaling factors. The scaling factors must be greater than or equal to 1 and less than or equal to (32K - 1).

rowscale (**USHORT**) Row scaling factor.

colscale (**USHORT**) Column scaling factor.

See [MouSetScaleFact](#) for more information.

DeviceHandle (**HMOU**) - input Contains the handle of the mouse device obtained from a previous [MouOpen](#).

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

0	NO_ERROR
385	ERROR_MOUSE_NO_DEVICE
466	ERROR_MOU_DETACHED
501	ERROR_MOUSE_NO_CONSOLE
505	ERROR_MOU_EXTENDED_SG

Remarks

The units of the scale factor depend on the mode of the display screen for the session. If the screen is operating in text mode, the scaling units are relative to characters. If the screen is operating in graphics mode, the scaling units are relative to pels.

C bindings

```
typedef struct _SCALEFACT { /* mousc */
    USHORT rowScale; /* row scaling factor */
    USHORT colScale; /* column coordinate scaling factor */
} SCALEFACT;

#define INCL_MOU

USHORT rc = MouGetScaleFact(ScaleStruct, DeviceHandle);

PSCALEFACT ScaleStruct; /* 2-word structure */
HMOU DeviceHandle; /* Mouse device handle */
```

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

MASM bindings

```
SCALEFACT struc  
    mousc_rowScale dw ? ;row scaling factor  
    mousc_colScale dw ? ;column coordinate scaling factor  
SCALEFACT ends
```

```
EXTRN  MouGetScaleFact:FAR  
INCL_MOU          EQU 1
```

```
PUSH@  OTHER    ScaleStruct    ;2-word structure  
PUSH   WORD     DeviceHandle    ;Mouse device handle  
CALL   MouGetScaleFact
```

Returns **WORD**

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