



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

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# KbdGetStatus

This call gets the current state of the keyboard.

## Syntax

```
KbdGetStatus (StatData, KbdHandle)
```

## Parameters

- StatData (PKBDINFO) - output : Address of the keyboard status structure:
  - length (USHORT) : Length, in bytes, of this data structure, including length.
    - 10 Only valid value.
  - sysstate (USHORT) : State as follows:

^ Bit ^ Description ^

15-9	Reserved, set to zero.		
8	Shift return is on.		
7	Length of the turn-around character (meaningful only if bit 6 is on).		
6	Turn-around character is modified.		
5	Interim character flags are modified.		
4	Shift state is modified.		
3	ASCII mode is on.		
2	Binary mode is on.		
1	Echo off.		

0	Echo on.	* turnchardef (USHORT) : Definition of the turn-around character. In ASCII and extended-ASCII format, the turn-around character is defined as the carriage return. In ASCII format only, the turn-around character is defined in the low-order byte. * intcharflag (USHORT) : Interim character flags:	<b>Bit</b>	<b>Description</b>
15-8	NLS shift state.			
7	Interim character flag is on.			
6	Reserved, set to zero.			
5	Application requested immediate conversion.			
4-0	Reserved, set to zero.	* shiftstate (USHORT) : Shift state as follows:	<b>Bit</b>	<b>Description</b>
15	SysReq key down			
14	CapsLock key down			
13	NumLock key down			
12	ScrollLock key down			
11	Right Alt key down			
10	Right Ctrl key down			
9	Left Alt key down			
8	Left Ctrl key down			
7	Insert on			
6	CapsLock on			
5	NumLock on			
4	ScrollLock on			
3	Either Alt key down			
2	Either Ctrl key down			
1	Left Shift key down			
0	Right Shift key down			

- KbdHandle (HKBD) - input : Default keyboard or the logical keyboard.

## Return Code

rc (USHORT) - return

Return code descriptions are:

- 0 NO\_ERROR
- 376 ERROR\_KBD\_INVALID\_LENGTH
- 439 ERROR\_KBD\_INVALID\_HANDLE
- 445 ERROR\_KBD\_FOCUS\_REQUIRED
- 447 ERROR\_KBD\_KEYBOARD\_BUSY

- 464 ERROR\_KBD\_DETACHED
- 504 ERROR\_KBD\_EXTENDED\_SG

## Remarks

The initial state of the keyboard is established by the system at application load time. Some default states may be modified by the application through KbdSetStatus. KbdGetStatus returns only those keyboard parameters initially set by KbdSetStatus. The returned parameters are:

- Input Mode
- Interim Character Flags
- Shift State
- Echo State
- Turnaround Character

KbdGetStatus completes only when the handle has access to the physical keyboard (focus) or the handle is 0 and no other handle has the focus.

## Family API Considerations

Some options operate differently in the DOS mode than in the OS/2 mode. Therefore, the following restrictions apply to KbdGetStatus when coding in the DOS mode:

- Interim character is not supported
- TurnAround character is not supported
- NLS\_SHIFT\_STATE is always NULL.
- KbdHandle is ignored.

## Bindings

### C Binding

```
typedef struct _KBDINFO {           /* kbst */
    USHORT cb;                       /* length in bytes of this structure */
    USHORT fsMask;                   /* bit mask of functions to be altered */
    USHORT chTurnAround;             /* define TurnAround character */
    USHORT fsInterim;                /* interim character flags */
    USHORT fsState;                  /* shift states */
}KBDINFO;

#define INCL_KBD

USHORT rc = KbdGetStatus(Structure, KbdHandle);

PKBDINFO      Structure;           /* Data structure */
HKBD          KbdHandle;          /* Keyboard handle */
```

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

## MASM Binding

```
KBDINFO struc
    kbst_cb          dw  ? ;length in bytes of this structure
    kbst_fsMask      dw  ? ;bit mask of functions to be altered
    kbst_chTurnAround dw  ? ;define TurnAround character
    kbst_fsInterim   dw  ? ;interim character flags
    kbst_fsState     dw  ? ;shift states
KBDINFO ends

EXTRN KbdGetStatus:FAR
INCL_KBD          EQU 1

PUSH@ OTHER Structure ;Data structure
PUSH WORD KbdHandle ;Keyboard handle
CALL KbdGetStatus

Returns WORD
```

## Note

This text based on [http://www.edm2.com/index.php/KbdGetStatus\\_\(FAPI\)](http://www.edm2.com/index.php/KbdGetStatus_(FAPI))

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 DosDevIOct1 DosDevIOct2
	Signals	DosHoldSignal DosSetSigHandler
	Misc	BadDynLink DosGetEnv DosGetMachineMode DosGetVersion DosError DosErrClass DosSetVec
KBD	KbdCharIn KbdFlushBuffer KbdGetStatus KbdSetStatus KbdStringIn KbdPeek	

<b>Family API</b>	
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

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