

This call sets the characteristics of the keyboard.

## Syntax

KbdSetStatus (StatData, KbdHandle)

## Parameters

;StatData (PKBDINFO) - input : Address of the keyboard status structure: :length (USHORT) : Length, in bytes, of this data structure, including length. ::10 - Only valid value. :sysstate (USHORT) : The system state altered by this call. If bits 0 and 1 are off, the echo state of the system is not altered. If bits 2 and 3 are off, the binary and ASCII state of the system is not altered. If bits 0 and 1 are on, or if bits 2 and 3 are on, the function returns an error. If binary mode is set, echo is ignored. '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: 'Bit Description' 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. 'Bit Description' 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 \* 377 ERROR\_KBD\_INVALID\_ECHO\_MASK \* 378 ERROR\_KBD\_INVALID\_INPUT\_MASK \* 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

Shift return (bit 8 in sysstate) must be disabled in ASCII mode.

KbdSetStatus is ignored for a Vio-windowed application.

## Family API Considerations

Some options operate differently in the DOS mode than in the OS/2 mode. Therefore, the following restrictions apply to KbdSetStatus when coding in the DOS mode: \* KbdSetStatus does not accept a

bit mask of 10 (ASCII on, Echo Off). \* Raw (binary) Mode and Echo On are not supported and return an error if requested. \* KbdHandle is ignored. \* Interim character is not supported. \* Turnaround character is not supported.

### Example Code

## C Binding

```
<PRE> 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 = KbdSetStatus(Structure, KbdHandle);
```

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

```
USHORT rc; /* return code */ </PRE>
```

## MASM Binding

```
<PRE> 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 KbdSetStatus:FAR INCL_KBD EQU 1
```

```
PUSH@ OTHER Structure ;Data structure PUSH WORD KbdHandle ;Keyboard Handle CALL  
KbdSetStatus
```

```
Returns WORD </PRE>
```

# Note

Text based on [http://www.edm2.com/index.php/KbdSetStatus\\_\(FAPi\)](http://www.edm2.com/index.php/KbdSetStatus_(FAPi))

Family API		
DOS	Process Manager	<a href="#">DosBeep</a> <a href="#">DosExit</a> <a href="#">DosSleep</a> <a href="#">DosExecPgm</a>
	File Manager	<a href="#">DosChDir</a> <a href="#">DosChgFilePtr</a> <a href="#">DosClose</a> <a href="#">DosDelete</a> <a href="#">DosDupHandle</a> <a href="#">DosMkDir</a> <a href="#">DosMove</a> <a href="#">DosQCurDir</a> <a href="#">DosQCurDisk</a> <a href="#">DosSetFileMode</a> <a href="#">DosOpen</a> <a href="#">DosQFileInfo</a> <a href="#">DosRead</a> <a href="#">DosQFileMode</a> <a href="#">DosQFSInfo</a> <a href="#">DosQVerify</a> <a href="#">DosRmDir</a> <a href="#">DosSelectDisk</a> <a href="#">DosFindClose</a> <a href="#">DosFindFirst</a> <a href="#">DosFindNext</a> <a href="#">DosSetFileInfo</a> <a href="#">DosSetVerify</a> <a href="#">DosWrite</a> <a href="#">DosFileLocks</a> <a href="#">DosSetFHandState</a> <a href="#">DosNewSize</a> <a href="#">DosBufReset</a> <a href="#">DosQFHandState</a> <a href="#">DosSetFSinfo</a> <a href="#">DosShutdown</a>
	Memory Manager	<a href="#">DosFreeSeg</a> <a href="#">DosSubAlloc</a> <a href="#">DosSubFree</a> <a href="#">DosSubSet</a> <a href="#">DosAllocHuge</a> <a href="#">DosAllocSeg</a> <a href="#">DosReallocHuge</a> <a href="#">DosReallocSeg</a> <a href="#">DosGetHugeShift</a> <a href="#">DosCreateCSAlias</a>
	NLS	<a href="#">DosCaseMap</a> <a href="#">DosGetCtryInfo</a> <a href="#">DosGetDBCSEv</a> <a href="#">DosSetCtryCode</a> <a href="#">DosGetCollate</a> <a href="#">DosGetMessage</a> <a href="#">DosInsMessage</a> <a href="#">DosPutMessage</a>
	Date and Time	<a href="#">DosSetDateTime</a> <a href="#">DosGetDateTime</a>
	Devices	<a href="#">DosDevConfig</a> <a href="#">DosDevIOCtl</a> <a href="#">DosDevIOCtl2</a>
	Signals	<a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
	Misc	<a href="#">BadDynLink</a> <a href="#">DosGetEnv</a> <a href="#">DosGetMachineMode</a> <a href="#">DosGetVersion</a> <a href="#">DosError</a> <a href="#">DosErrClass</a> <a href="#">DosSetVec</a>
KBD		<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>
VIO		<a href="#">VioGetBuf</a> <a href="#">VioGetConfig</a> <a href="#">VioGetCurPos</a> <a href="#">VioGetCurType</a> <a href="#">VioGetPhysBuf</a> <a href="#">VioReadCellStr</a> <a href="#">VioReadCharStr</a> <a href="#">VioScrollUp</a> <a href="#">VioScrollDn</a> <a href="#">VioScrollLf</a> <a href="#">VioScrollRt</a> <a href="#">VioScrUnLock</a> <a href="#">VioSetCurPos</a> <a href="#">VioSetCurType</a> <a href="#">VioSetMode</a> <a href="#">VioGetMode</a> <a href="#">VioShowBuf</a> <a href="#">VioWrtCellStr</a> <a href="#">VioWrtCharStr</a> <a href="#">VioWrtCharStrAtt</a> <a href="#">VioWrtNAttr</a> <a href="#">VioWrtNCell</a> <a href="#">VioWrtNChar</a> <a href="#">VioWrtTTY</a> <a href="#">VioScrLock</a> <a href="#">VioPopUp</a>
Tools		<a href="#">BIND</a>
Modules		<a href="#">DOSCALLS.DLL</a> <a href="#">VIOCALLS.DLL</a> <a href="#">KBDCALLS.DLL</a> <a href="#">MSG.DLL</a>
Libraries		<a href="#">API.LIB</a> <a href="#">OS2386.LIB</a> <a href="#">FAP.LIB</a> <a href="#">DOSCALLS.LIB</a> <a href="#">SUBCALLS.LIB</a>

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