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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MouGetEventMask

This call returns the current value of the mouse event queue mask.

Syntax

```
MouGetEventMask (EventMask, DeviceHandle)
```

Parameters

- EventMask (PUSHORT) - output : Address in application storage where the current mouse device driver's event mask is returned to the caller by the mouse device driver.

The EventMask is set by MouSetEventMask, and has the following definition:

Bit	Description
15-7	Reserved, set to zero.
6	Set to report button 3 press/release events, without mouse motion.
5	Set to report button 3 press/release events, with mouse motion.
4	Set to report button 2 press/release events, without mouse motion.
3	Set to report button 2 press/release events, with mouse motion.
2	Set to report button 1 press/release events, without mouse motion.
1	Set to report button 1 press/release events, with mouse motion.
0	Set to report mouse motion events with no button press/release events.

- DeviceHandle (HMOU) - input: Handle of the mouse device from a previous MouOpen.

Return Code

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

Buttons are logically numbered from left to right.

Bindings

C

```
#define INCL_MOU

USHORT  rc = MouGetEventMask(EventMask, DeviceHandle);

PUSHORT EventMask;      /* Event Mask word */
HMOU    DeviceHandle;   /* Mouse device handle */

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

MASM

```
EXTRN   MouGetEventMask:FAR
INCL_MOU              EQU 1

PUSH@  WORD    EventMask      ;Event Mask word
PUSH   WORD    DeviceHandle   ;Mouse device handle
CALL   MouGetEventMask

Returns WORD
```