



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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# MouGetNumQueEl

This call returns the current status for the mouse device driver event queue.

## Syntax

```
MouGetNumQueEl (QueDataRecord, DeviceHandle)
```

## Parameters

- QueDataRecord (PMOUQUEINFO) - output : Address of the mouse queue status structure:
  - numqelements (USHORT) : Current number of event queue elements, in the range 0 <> value <> maxnumqelements.
  - maxnumqelements (USHORT) : Maximum number of queue elements as specified in the QSIZE = NN parameter in DEVICE=MOUSExxx.SYS statement in CONFIG.SYS.
- DeviceHandle (HMOU) - input : Contains the handle of the mouse device obtained 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

The maxnumqelements returned by this function is established during mouse device driver configuration. See the mouse DEVICE=MOUSExxx.SYS statement in the IBM Operating System/2 Version 1.2 Command Reference for further details.

## Bindings

### C

```
typedef struct _MOUQUEUEINFO { /* mouqi */
    USHORT cEvents;           /* current number of event queue elements */
    USHORT cmaxEvents;       /* MaxNumQueueElements value */
} MOUQUEUEINFO;

#define INCL_MOU

USHORT rc = MouGetNumQueueEl(QueDataRecord, DeviceHandle);

PMOUQUEUEINFO ueDataRecord; /* Ptr to 2-word structure */
HMOU DeviceHandle; /* Mouse device handle */

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

### MASM

```
MOUQUEUEINFO struc
    mouqi_cEvents dw ? ;current number of event queue elements
    mouqi_cmaxEvents dw ? ;MaxNumQueueElements value
MOUQUEUEINFO ends

EXTRN MouGetNumQueueEl:FAR
INCL_MOU EQU 1

PUSH@ OTHER QueDataRecord ;Ptr to 2-word structure
PUSH WORD DeviceHandle ;Mouse device handle
CALL MouGetNumQueueEl

Returns WORD
```

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