2025/11/06 12:35 1/4 MouGetPtrShape

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 2021/08/20 03:18 · prokushev · 0 Comments

MouGetPtrShape

This call allows a process to get (copy) the pointer shape for the session.

Syntax

MouGetPtrShape (PtrBuffer, PtrDefRec, DeviceHandle)

Parameters

- PtrBuffer (PBYTE) output: Address of an area in application storage where the pointer draw device driver returns the pointer bit image. See MouSetPtrShape for a further description of the resulting content of this buffer.
- PtrDefRec (PPTRSHAPE) input/output: Address of a structure in application storage where the application stores the data necessary for the pointer device driver to return information about the Row by Col image for each bit plane for the mode the display is currently running. See MouSetPtrShape for a further description of the contents of this structure.
 - TotLength (USHORT): Length of the pointer buffer available for the pointer device driver to build a Row by Col image for each bit plane for the mode the display is currently running. This value is supplied by the application. If the value is too small, pointer draw places the true length of the image in this field, and returns an error.

For all OS/2 system-supported modes, TotLength is specified in bytes and is equal to:

- · Mono & Text Modes
- *For text mode height and width must be 1, so length is always 4.

TotLength = (height in chars) * (width in chars) * 2 * 2

```
= 1 * 1 * 2 * 2
= 4
*Graphics Mode
**Width-in-pels must be a multiple of 8.
**TotLength = (height in pels)*(width in pels)*(bits per pel)*2/8
*Modes 4 and 5 (320 X 200)
**TotLength = (height) * (width) * 2 * 2 / 8
```

```
*Mode 6 (640 X 200)
**TotLength = (height) * (width) * 1 * 2 / 8
```

:Length calculations produce byte boundary buffer sizes.

:col (USHORT) ::Number of columns in the mouse shape. In graphics modes, this field contains the pel width (columns) of the mouse shape for the session and must be greater than or equal to 1. In text modes, col must equal 1. :row (USHORT) ::Number of rows in the mouse shape. In graphics modes, this field contains the pel height (rows) of the mouse shape for the session and must be greater than or equal to 1. In text modes, row must equal 1. :coloffset (USHORT) ::This value is returned by the mouse device driver to indicate the relative column offset within the pointer image. The value defines the center (hotspot) of the pointer image. This value is a signed number that represents either character or pel offset, depending on the display mode. :rowoffset (USHORT) ::This value is returned by the mouse device driver to indicate the relative row offset within the pointer image. The value defines the center (hotspot) of the pointer image. This value is a signed number that represents either character or pel offset, depending on the display mode. ;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
- 387 ERROR MOUSE INV PARMS
- 466 ERROR MOU DETACHED
- 501 ERROR MOUSE NO CONSOLE
- 505 ERROR MOU EXTENDED SG

Remarks

The application passes a parameter list with the same meaning as defined for MouSetPtrShape to the mouse device driver. The mouse device driver copies the parameters that describe the pointer shape and attributes into the pointer definition control block pointed to by the PtrDefRec parameter. The word 0 (buffer length = TotLength) pointer definition record parameter field must contain the size in bytes of the application buffer where the device driver is to insert the sessions pointer image. All other words in the parameter list are returned to the application by MouGetPtrShape.

If the buffer size is insufficient, the TotLength field contains the actual size in bytes of the returned pointer image.

The pointer shape may be set by the application with MouSetPtrShape or may be the default image provided by the installed Pointer Device Driver.

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2025/11/06 12:35 3/4 MouGetPtrShape

Bindings

C

```
typedef struct _PTRSHAPE { /* moups */
 USHORT cb;
                          /* total length necessary to build image */
                          /* # of columns in mouse shape */
 USHORT col;
 USHORT row;
                          /* number of rows in mouse shape */
                          /* column coordinate of pointer image hotspot */
 USHORT colHot:
 USHORT rowHot:
                          /* row coordinate of pointer image hotspot */
} PTRSHAPE;
#define INCL MOU
USHORT rc = MouGetPtrShape(PtrBuffer, PtrDefRec, DeviceHandle);
           PtrBuffer:
                          /* Pointer shape buffer */
PBYTE
PPTRSHAPE
           PtrDefRec:
                          /* Pointer definition struct */
HMOU
            DeviceHandle:
                          /* Mouse device handle */
USHORT
           rc:
                          /* return code */
```

MASM

```
PTRSHAPE struc
 moups cb
               dw ? ; total length necessary to build image
               dw ? ;# of columns in mouse shape
 moups col
 moups row
               dw ? ;number of rows in mouse shape
 moups colHot dw ?; column coordinate of pointer image hotspot
 moups rowHot dw ? ; row coordinate of pointer image hotspot
PTRSHAPE ends
EXTRN MouGetPtrShape:FAR
                   EQU 1
INCL MOU
PUSH@ OTHER
              PtrBuffer
                            ; Pointer shape buffer
              PtrDefRec
                            ;Pointer definition struct
PUSH@ OTHER
PUSH
      WORD
              DeviceHandle ; Mouse device handle
CALL
      MouGetPtrShape
Returns WORD
```

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