

[RepFunc=\[\[MouSetEventMask\]\] |Remarks=This page list the older version of the function for reference.](#) This call assigns a new event mask to the current mouse device driver.

## Syntax

MouSetEventMask (EventMask, DeviceHandle)

## Parameters

;EventMask (USHORT) - input : Address of a value in application storage used to indicate what mouse events are to be placed on the event queue (see MouReadEventQue) and which events are to be ignored. :The EventMask bit values are described below: '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 mouse motion events with no button press/release events. :A bit clear setting (set to zero) in an EventMask bit position indicates that the associated type of event is not reported to the application. Note also that the mouse buttons are always numbered from left to right. When the mouse is properly positioned for use, the left-hand button is button 1. ;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

Setting a bit in the event mask means that the associated event is reported on the mouse FIFO event queue. See MouReadEventQue for examples of event mask use.

## Bindings

## C

```
<PRE> #define INCL_MOU
```

```
USHORT rc = MouSetEventMask(EventMask, DeviceHandle);
```

```
PUSHORT EventMask; /* Mouse device event mask ptr */ HMOU DeviceHandle; /* Mouse device handle */
```

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

## MASM

```
<PRE> EXTRN MouSetEventMask:FAR INCL_MOU EQU 1
```

PUSH@ WORD EventMask ;Mouse device event mask ptr PUSH WORD DeviceHandle ;Mouse device handle CALL MouSetEventMask

Returns WORD </PRE>

Mou

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