

# MouDrawPtr

**Bindings:** C, MASM

This call allows a process to notify the mouse device driver that an area previously restricted to the pointer image is now available to the mouse device driver.

*MouDrawPtr* (**DeviceHandle**)

*DeviceHandle* (**HMOU**) - input Mouse device handle from a previous [MouOpen](#).

*rc* (**USHORT**) - return Return code descriptions are:

<b>0</b>	<b>NO_ERROR</b>
385	ERROR_MOUSE_NO_DEVICE
466	ERROR_MOU_DETACHED
501	ERROR_MOUSE_NO_CONSOLE
505	ERROR_MOU_EXTENDED_SG

## Remarks

The collision area (the pointer image restricted area) is established by [MouOpen](#) and by [MouRemovePtr](#). [MouDrawPtr](#) nullifies the effect of the [MouRemovePtr](#) command. If there was no previous [MouDrawPtr](#) command or if a previous [MouDrawPtr](#) command has already nullified the collision area, the [MouRemovePtr](#) command is effectively a null operation.

This call is required to begin session pointer image drawing. Immediately after [MouOpen](#) is issued, the collision area is defined as the size of the display. A [MouDrawPtr](#) is issued to begin pointer drawing after the [MouOpen](#).

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