## MouGetEventMask

**Bindings**: C, MASM

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

*MouGetEventMask* (EventMask, DeviceHandle)

*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.

*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.

### C bindings

```
#define INCL_MOU

USHORT  rc = MouGetEventMask(EventMask, DeviceHandle);

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

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

**MASM bindings**

```
EXTRN   MouGetEventMask:FAR
INCL_MOU            EQU 1

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

Return WORD
```

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