MouRemovePtr

Bindings: C, MASM

This call allows a process to notify the mouse device driver that the area defined by the passed parameters is for the exclusive use of the application. This area is defined as the collision area and is not available to the mouse device driver when drawing pointer images.

MouRemovePtr (PtrArea, DeviceHandle)

PtrArea (**PNOPTRRECT**) - input Address of the pointer shape collision area structure:

leftrow (**USHORT**) Upper left row coordinate (pels or characters).

leftcol (**USHORT**) Upper left column coordinate (pels or characters).

rightrow (**USHORT**) Lower right row coordinate (pels or characters).

rightcol (**USHORT**) Lower right column coordinate (pels or characters).

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
387	ERROR_MOUSE_INV_PARMS
466	ERROR_MOU_DETACHED
501	ERROR_MOUSE_NO_CONSOLE
505	ERROR_MOU_EXTENDED_SG

Remarks

MouRemovePtr may be issued by any process in the session. However, only one collision area is active at a time. Each MouRemovePtr command has the effect of resetting the collision area to the location and area specified by the current command.

If the logical pointer position is outside of the collision area specified by the latest MouRemovePtr command, the pointer image is drawn.

The MouDrawPtr command effectively cancels the MouRemovePtr command and allows the pointer to be drawn anywhere on the screen, until a new MouRemovePtr command is issued.

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