



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

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# MouGetEventMask

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

## Syntax

```
MouGetEventMask (EventMask, DeviceHandle)
```

## Parameters

- EventMask (USHORT) - 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.

## 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

Buttons are logically numbered from left to right.

## Bindings

### C

```
#define INCL_MOU

USHORT rc = MouGetEventMask(EventMask, DeviceHandle);

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

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

### MASM

```
EXTRN MouGetEventMask:FAR
INCL_MOU EQU 1

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

Returns WORD
```

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