



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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MouRegister

This call registers a mouse subsystem within a session.

Syntax

```
MouRegister (ModuleName, EntryName, Mask)
```

Parameters

- ModuleName (PSZ) - input : Address of the dynamic link module name. The maximum length is 9 bytes (including ASCIIZ terminator).
- EntryName (PSZ) - input : Address of the dynamic link entry point name of a routine that receives control when any of the registered functions are called. The maximum length is 33 bytes (including ASCIIZ terminator).
- Mask (ULONG) - input : A mask of bits, where each bit set to 1 identifies a mouse function being registered.

Return Code

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

- 0 NO_ERROR
- 385 ERROR_MOUSE_NO_DEVICE
- 413 ERROR_MOUSE_INVALID_ASCII_Z
- 414 ERROR_MOUSE_INVALID_MASK
- 415 ERROR_MOUSE_REGISTER
- 466 ERROR_MOU_DETACHED
- 505 ERROR_MOU_EXTENDED_SG

Remarks

The Base Mouse Subsystem is the default mouse subsystem. There can be only one MouRegister

outstanding for each session without an intervening MouDeRegister. MouDeRegister must be issued by the same process that issued MouRegister.

When any registered function is called, control is routed to EntryName. When this routine is entered, four additional values are pushed onto the stack. The first is the index number (Word) of the function being called. The second is a near pointer (Word). The third is the caller's DS register (Word). The fourth is the return address (DWord) to the mouse router. For example, if MouGetNumMickeyes were called and control routed to EntryName, the stack would appear as if the following instructions were executed:

```
PUSH@ WORD    NumberOfMickeyes
PUSH  WORD    DeviceHandle
CALL  FAR     MouGetNumMickeyes
PUSH  WORD    Function Code
CALL  NEAR    Entry point in Mouse Router
PUSH  DS
CALL  FAR     EntryName.
```

When a registered function returns to the Mouse Router, AX is interpreted as follows:

- AX = 0 No error. Do not invoke the Base Mouse Subsystem routine. Return AX = 0.
- AX = -1 Invoke the BaseMouse Subsystem routine. Return AX = return code from the Base Mouse Subsystem.
- AX = error (if not 0 or -1) Do not invoke the Base Mouse Subsystem Routine. Return AX = error.

When the mouse router receives a mouse call, it routes it to the Base Mouse Subsystem unless an application or other mouse subsystem has previously issued MouRegister for that call. If the call was registered, the subsystem is entered at the EntryName specified, and provided with the applicable function code.

The registered function mask is used to determine whether a requested function is performed by the registered mouse subsystem or default to the Base Mouse Subsystem.

The following list shows the relationship of the mouse API calls and the Function Code passed to either the Base Mouse Subsystem or a registered mouse subsystem.

MOU API calls	Function Code	Function Mask	
MouGetNumButtons	00H	00000001H	
MouGetNumMickeyes		01H	00000002H
MouGetDevStatus		02H	00000004H
MouGetNumQueEI		03H	00000008H
MouReadEventQue	04H	00000010H	
MouGetScaleFact	05H	00000020H	
MouGetEventMask	06H	00000040H	
MouSetScaleFact	07H	00000080H	
MouSetEventMask	08H	00000100H	
MouGetHotKey	09H	00000200H	
MouSetHotKey	0AH	00000400H	
MouOpen	0BH	00000800H	
MouClose	0CH	00001000H	

MOU API calls	Function Code	Function Mask	
MouGetPtrShape	0DH	00002000H	
MouSetPtrShape	0EH	00004000H	
MouDrawPtr	0FH	00008000H	
MouRemovePtr	10H	00010000H	
MouGetPtrPos	11H	00020000H	
MouSetPtrPos	12H	00040000H	
MouInitReal	13H	00080000H	
MouFlushQue	14H	00100000H	
MouSetDevStatus	15H	00200000H	

A registered mouse subsystem must leave the stack, on exit, in the exact state it was received.

Bindings

C

```
#define INCL_MOUSE

USHORT rc = MouRegister(ModuleName, EntryName, Mask);

PSZ      ModuleName;    /* Module Name */
PSZ      EntryName;     /* Entry Name */
ULONG    Mask;          /* Function Mask */

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

MASM

```
EXTRN    MouRegister:FAR
INCL_MOUSE EQU 1

PUSH@    ASCIIZ    ModuleName    ;Module Name
PUSH@    ASCIIZ    EntryName     ;Entry Name
PUSH     DWORD     Mask          ;Function Mask
CALL     MouRegister

Returns  WORD
```

Related Functions

[MouDeRegister](#)

Family API		
DOS	Process Manager	DosBeep DosExit DosSleep DosExecPgm
	File Manager	DosChDir DosChgFilePtr DosClose DosDelete DosDupHandle DosMkDir DosMove DosQCurDir DosQCurDisk DosSetFileMode DosOpen DosQFileInfo DosRead DosQFileMode DosQFSInfo DosQVerify DosRmDir DosSelectDisk DosFindClose DosFindFirst DosFindNext DosSetFileInfo DosSetVerify DosWrite DosFileLocks DosSetFHandState DosNewSize DosBufReset DosQFHandState DosSetFSinfo DosShutdown
	Memory Manager	DosFreeSeg DosSubAlloc DosSubFree DosSubSet DosAllocHuge DosAllocSeg DosReallocHuge DosReallocSeg DosGetHugeShift DosCreateCSAlias
	NLS	DosCaseMap DosGetCtryInfo DosGetDBCSEv DosSetCtryCode DosGetCollate DosGetMessage DosInsMessage DosPutMessage
	Date and Time	DosSetDateTime DosGetDateTime
	Devices	DosDevConfig DosDevIOCtl DosDevIOCtl2
	Signals	DosHoldSignal DosSetSigHandler
	Misc	BadDynLink DosGetEnv DosGetMachineMode DosGetVersion DosError DosErrClass DosSetVec
KBD		KbdCharIn KbdFlushBuffer KbdGetStatus KbdSetStatus KbdStringIn KbdPeek
VIO		VioGetBuf VioGetConfig VioGetCurPos VioGetCurType VioGetPhysBuf VioReadCellStr VioReadCharStr VioScrollUp VioScrollDn VioScrollLf VioScrollRt VioScrUnLock VioSetCurPos VioSetCurType VioSetMode VioGetMode VioShowBuf VioWrtCellStr VioWrtCharStr VioWrtCharStrAtt VioWrtNAttr VioWrtNCell VioWrtNChar VioWrtTTY VioScrLock VioPopUp
Tools		BIND
Modules		DOSCALLS.DLL VIOCALLS.DLL KBDCALLS.DLL MSG.DLL
Libraries		API.LIB OS2386.LIB FAPI.LIB DOSCALLS.LIB SUBCALLS.LIB

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