

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:

0	NO_ERROR
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](#).

C bindings

```
#define INCL_MOU

USHORT rc = MouDrawPtr(DeviceHandle);

HMOU DeviceHandle; /* Mouse device handle */

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

MASM bindings

```
EXTRN MouDrawPtr:FAR
INCL_MOU EQU 1

PUSH WORD DeviceHandle ;Mouse device handle
CALL MouDrawPtr
```

Returns **WORD**

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