

This call binds the logical keyboard to the physical keyboard.

Syntax

KbdGetFocus (IOWait, KbdHandle)

Parameters

;IOWait (USHORT) - input : Wait if the physical keyboard is already in use by a logical keyboard. ::0 - Indicates that the caller wants to wait for the bond. ::1 - Indicates that the caller does not want to wait for the bond. ;KbdHandle (**HKBD**) - input : Default keyboard or the logical keyboard.

Return Code

;rc (USHORT) - return:Return code descriptions are: * 0 NO_ERROR * 439
 ERROR_KBD_INVALID_HANDLE * 446 ERROR_KBD_FOCUS_ALREADY_ACTIVE * 447
 ERROR_KBD_KEYBOARD_BUSY * 464 ERROR_KBD_DETACHED * 504 ERROR_KBD_EXTENDED_SG The keyboard handle identifies which logical keyboard to bind to. If the physical keyboard is not bound to a logical or default keyboard, then the bind proceeds immediately. The logical keyboard, identified by the handle, receives all further key strokes from the physical keyboard. If the physical keyboard is already in use by a logical keyboard, then the thread issuing KbdGetFocus waits until the bond can be made. Waiting threads do not execute in any definable order.

Bindings

C

```
<PRE> #define INCL_KBD
USHORT rc = KbdGetFocus(IOWait, KbdHandle);
USHORT IOWait; /* Indicate if wait */ HKBD KbdHandle; /* Keyboard handle */
USHORT rc; /* return code */ </PRE>
```

MASM

```
<PRE> EXTRN KbdGetFocus:FAR INCL_KBD EQU 1
PUSH WORD IOWait ;Indicate if wait PUSH WORD KbdHandle ;Keyboard handle CALL KbdGetFocus
Returns WORD </PRE>
```

Kbd

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