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.

Syntax

MouRemovePtr (PtrArea, DeviceHandle)

Parameters

;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.

Return Code

;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.

Bindings

C

<PRE> typedef struct _NOPTRRECT { /* mourt */

```
USHORT row;                  /* upper left row coordinates */
USHORT col;                  /* upper left column coordinates */
USHORT cRow;
USHORT cCol;
```

} NOPTRRECT;

#define INCL_MOU

USHORT rc = MouRemovePtr(PtrArea, DeviceHandle);

PNOPTRRECT PtrArea; /* Address of pointer data block */ HMOU DeviceHandle; /* Mouse device handle */

USHORT rc; /* return code */ </PRE>

MASM

<PRE> NOPTRRECT struc mourt_row dw ? ;upper left row coordinates mourt_col dw ? ;upper left column coordinates mourt_cRow dw ? mourt_cCol dw ? NOPTRRECT ends

EXTRN MouRemovePtr:FAR INCL_MOU EQU 1

PUSH@ OTHER PtrArea ;Address of pointer data block PUSH WORD DeviceHandle ;Mouse device handle CALL MouRemovePtr

Returns WORD </PRE>

Mou

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