



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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# MouSetPtrPos

This call directs the mouse driver to set a new row and column coordinate position for the mouse pointer.

## Syntax

```
MouSetPtrPos (PtrPos, DeviceHandle)
```

## Parameters

- PtrPos (PPTRLOC) - input : Address of the mouse pointer position structure:
  - pointerrow (USHORT) : New pointer row coordinate (pels or characters).
  - pointercol (USHORT) : New pointer 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

The application must ensure that the coordinate position specified conforms to the current display mode orientation for the session. Pel values must be used for graphics modes and character values

for text modes.

This function has no effect on the display's current collision area definition as specified by the MouDrawPtr call. If the mouse pointer image is directed into a defined collision area, the pointer image is not drawn until either the pointer is moved outside the collision area or the collision area is released by the MouDrawPtr call.

## Bindings

### C

```
typedef struct _PTRLOC { /* moupl */
    USHORT row;          /* pointer row coordinate screen position */
    USHORT col;          /* pointer column coordinate screen position */
} PTRLOC;

#define INCL_MOU

USHORT rc = MouSetPtrPos(PtrPos, DeviceHandle);

PTRLOC      PtrPos;      /* Double word structure */
HMOU        DeviceHandle; /* Mouse device handle */

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

### MASM

```
PTRLOC struc
    moupl_row dw ? ;pointer row coordinate screen position
    moupl_col dw ? ;pointer column coordinate screen position
PTRLOC ends

EXTRN MouSetPtrPos:FAR
INCL_MOU EQU 1

PUSH@ OTHER PtrPos ;Double word structure
PUSH WORD DeviceHandle ;Mouse device handle
CALL MouSetPtrPos
```

Returns **WORD**

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 DosDevIOct1 DosDevIOct2
	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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