KbdSetStatus

Bindings: C, MASM

This call sets the characteristics of the keyboard.

KbdSetStatus (StatData, KbdHandle)

StatData (**PKBDINFO**) - input Address of the keyboard status structure:

length (**USHORT**) Length, in bytes, of this data structure, including length.

10	Only valid value.

sysstate (**USHORT**) The system state altered by this call. If bits 0 and 1 are off, the echo state of the system is not altered. If bits 2 and 3 are off, the binary and ASCII state of the system is not altered. If bits 0 and 1 are on, or if bits 2 and 3 are on, the function returns an error. If binary mode is set, echo is ignored.

Bit	Description
15-9	Reserved, set to zero
8	Shift return is on
7	Length of the turn-around character (meaningful only if bit 6 is on).
6	Turn-around character is modified
5	Interim character flags are modified
4	Shift state is modified
3	ASCII mode is on
2	Binary mode is on
1	Echo off
0	Echo on

turnchardef (**USHORT**) Definition of the turn-around character. In ASCII and extended-ASCII format, the turn-around character is defined as the carriage return. In ASCII format only, the turn-around character is defined in the low-order byte.

intcharflag (**USHORT**) Interim character flags:

Bit	Description
15-8	NLS shift state.
7	Interim character flag is on
6	Reserved, set to zero
5	Application requested immediate conversion
4-0	Reserved, set to zero

shiftstate (**USHORT**) Shift state.

Bit	Description
15	SysReq key down
14	CapsLock key down
13	NumLock key down

Bit	Description
12	ScrollLock key down
11	Right Alt key down
10	Right Ctrl key down
9	Left Alt key down
8	Left Ctrl key down
7	Insert on
6	CapsLock on
5	NumLock on
4	ScrollLock on
3	Either Alt key down
2	Either Ctrl key down
1	Left Shift key down
0	Right Shift key down

KbdHandle (**HKBD**) - input Default keyboard or the logical keyboard.

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

0	NO_ERROR
376	ERROR_KBD_INVALID_LENGTH
377	ERROR_KBD_INVALID_ECHO_MASK
378	ERROR_KBD_INVALID_INPUT_MASK
439	ERROR_KBD_INVALID_HANDLE
445	ERROR_KBD_FOCUS_REQUIRED
447	ERROR_KBD_KEYBOARD_BUSY
464	ERROR_KBD_DETACHED
504	ERROR_KBD_EXTENDED_SG

Remarks

Shift return (bit 8 in sysstate) must be disabled in ASCII mode.

KbdSetStatus is ignored for a Vio-windowed application.

Family API Considerations

Some options operate differently in the DOS mode than in the OS/2 mode. Therefore, the following restrictions apply to *KbdSetStatus* when coding in the DOS mode:

- *KbdSetStatus* does not accept a bit mask of 10 (ASCII on, Echo Off).
- Raw (binary) Mode and Echo On are not supported and return an error if requested.
- *KbdHandle* is ignored.
- Interim character is not supported.
- Turnaround character is not supported.

C bindings

```
typedef struct _KBDINFO {     /* kbst */
```

```
  USHORT cb;                    /* length in bytes of this structure */
  USHORT fsMask;                /* bit mask of functions to be altered */
  USHORT chTurnAround;          /* define TurnAround character */
  USHORT fsInterim;             /* interim character flags */
  USHORT fsState;               /* shift states */
}KBDINFO;

#define INCL_KBD

USHORT  rc = KbdSetStatus(Structure, KbdHandle);

PKBDINFO         Structure;     /* Data structure */
HKBD             KbdHandle;     /* Keyboard Handle */

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

MASM bindings

```
KBDINFO struc
  kbst_cb           dw  ? ;length in bytes of this structure
  kbst_fsMask       dw  ? ;bit mask of functions to be altered
  kbst_chTurnAround dw  ? ;define TurnAround character
  kbst_fsInterim    dw  ? ;interim character flags
  kbst_fsState      dw  ? ;shift states
KBDINFO ends

EXTRN  KbdSetStatus:FAR
INCL_KBD            EQU 1

PUSH@  OTHER   Structure     ;Data structure
PUSH   WORD    KbdHandle     ;Keyboard Handle
CALL   KbdSetStatus
```

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