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
```

From:
https://osfree.org/doku/ - **osFree wiki**

Permanent link:
https://osfree.org/doku/doku.php?id=en:ibm:prcp:mou:drawptr

Last update: **2016/09/15 03:35**