

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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