



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 (pixels or characters).
  - **pointercol (USHORT)** : New pointer column coordinate (pixels 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);

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

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

### MASM

```
PTRLOC  struct
    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
```

<b>Family API</b>		
DOS	Process Manager	DosBeep DosExit DosSleep DosExecPgm
	File Manager	DosChDir DosChgFilePtr DosClose DosDelete DosDupHandle DosMkDir DosMove DosQCurDir DosQCurDisk DosSet FileMode DosOpen DosQFileInfo DosRead DosQ FileMode DosQFSInfo DosQVerify DosRmDir DosSelectDisk DosFindClose DosFindFirst DosFindNext DosSet FileInfo DosSet Verify DosWrite DosFileLocks DosSet FHandState DosNewSize DosBufReset DosQFHandState DosSet FInfo
	Memory Manager	DosFreeSeg DosSubAlloc DosSubFree DosSubSet DosAlloc Huge DosAlloc Seg DosRealloc Huge DosRealloc Seg DosGet Huge Shift DosCreate CS Alias
	NLS	DosCaseMap DosGet Ctry Info DosGet DBCSEv DosSet Ctry Code DosGet Collate DosGet Message DosIns Message DosPut Message
	Date and Time	DosSet DateTime DosGet DateTime
	Devices	DosDevConfig DosDevIOCtl DosDevIOCtl2
	Signals	DosHoldSignal DosSet Sig Handler
	Misc	BadDynLink DosGet Env DosGet Machine Mode DosGet Version DosError DosErr Class DosSet Vec
KBD		KbdCharIn KbdFlushBuffer KbdGet Status KbdSet Status KbdStringIn KbdPeek
VIO		VioGet Buf VioGet Config VioGet Cur Pos VioGet Cur Type VioGet Phys Buf VioRead Cell Str VioRead Char Str VioScroll Up VioScroll Dn VioScroll If VioScroll Rt VioScr Un Lock VioSet Cur Pos VioSet Cur Type VioSet Mode VioGet Mode VioShow Buf VioWrt Cell Str VioWrt Char Str VioWrt Char Str Att VioWrt N Attr VioWrt N Cell VioWrt N Char VioWrt TTY VioScr Lock VioPop Up
Tools		BIND
Modules		DOSCALLS.DLL VIOCALS.DLL KBDCALS.DLL MSG.DLL
Libraries		API.LIB OS2386.LIB FAPI.LIB DOSCALLS.LIB SUBCALLS.LIB

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