KbdGetFocus

Bindings:

C:

```
#define INCL_KBD

USHORT  rc = KbdGetFocus(IOWait, KbdHandle);

USHORT           IOWait;        /* Indicate if wait */
HKBD             KbdHandle;     /* Keyboard handle */

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

MASM:

```
EXTRN  KbdGetFocus:FAR
INCL_KBD            EQU 1

PUSH   WORD    IOWait        ;Indicate if wait
PUSH   WORD    KbdHandle     ;Keyboard handle
CALL   KbdGetFocus

Returns WORD
```

This call binds the logical keyboard to the physical keyboard.

KbdGetFocus (IOWait, KbdHandle)

IOWait (**USHORT**) - input Wait if the physical keyboard is already in use by a logical keyboard.

Value	Definition
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.

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_KDB_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.