

# MouGetPtrPos

**Bindings:** C, MASM

This call queries the mouse driver to determine the current row and column coordinate position of the mouse pointer.

*MouGetPtrPos* (PtrPos, DeviceHandle)

*PtrPos* (**PPTRLOC**) - output Address of the mouse pointer position structure:

*pointerrow* (**USHORT**) Current pointer row coordinate (pels or characters).

*pointercol* (**USHORT**) Current pointer column coordinate (pels or characters).

*DeviceHandle* (**HMOU**) - input Contains the handle of the mouse device obtained 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

For a text window (VIO) application, the text window is a view on the larger logical video buffer (LVB). The mouse pointer can be outside that view and still be within the extent of the LVB. [MouGetPtrPos](#) then returns the coordinates of the cell under the mouse pointer. If the pointer is outside the LVB image extent, the coordinates of the nearest LVB cell are returned. In either case, the LVB is scrolled until the reported LVB cell appears within the view window.

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Last update: **2016/02/04 05:08**

