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MouSetEventMask

Bindings: C, MASM

This call assigns a new event mask to the current mouse device driver.

MouSetEventMask (EventMask, DeviceHandle)

EventMask (**PUSHORT**) - input Address of a value in application storage used to indicate what mouse events are to be placed on the event queue (see MouReadEventQue) and which events are to be ignored.

The EventMask bit values are described below:

Bit	Description
15-7	Reserved, set to zero.
6	Set to report button 3 press/release events, without mouse motion
5	Set to report button 3 press/release events, with mouse motion
4	Set to report button 2 press/release events, without mouse motion
3	Set to report button 2 press/release events, with mouse motion
2	Set to report button 1 press/release events, without mouse motion
1	Set to report button 1 press/release events, with mouse motion
0	Set to mouse motion events with no button press/release events

A bit clear setting (set to zero) in an *EventMask* bit position indicates that the associated type of event is not reported to the application. Note also that the mouse buttons are always numbered from left to right. When the mouse is properly positioned for use, the left-hand button is button 1.

DeviceHandle (HMOU) - input Handle of the mouse device 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

Setting a bit in the event mask means that the associated event is reported on the mouse FIFO event queue. See MouReadEventQue for examples of event mask use.

C bindings

```
#define INCL_MOU

USHORT rc = MouSetEventMask(EventMask, DeviceHandle);
```

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PUSHORT EventMask; /* Mouse device event mask ptr */

HMOU DeviceHandle; /* Mouse device handle */

USHORT rc; /* return code */

MASM bindings

EXTRN MouSetEventMask:FAR INCL MOU EQU 1

PUSH@ WORD EventMask ; Mouse device event mask ptr

PUSH WORD DeviceHandle ; Mouse device handle

CALL MouSetEventMask

Returns WORD

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Last update: 2016/09/15 04:29

