

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.

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