 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

2021/09/17 04:47 · prokushev · 0 Comments
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KbdGetFocus

This call binds the logical keyboard to the physical keyboard.

Syntax

```
KbdGetFocus (IOWait, KbdHandle)
```

Parameters

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

Return Code

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.

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
```