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

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MouGetNumButtons

This call returns the number of buttons supported on the installed mouse driver.

Syntax

```
MouGetNumButtons (NumberOfButtons, DeviceHandle)
```

Parameters

- NumberOfButtons (PUSHORT) - output : Address of the number of physical buttons. The return values for the number of buttons supported are:
  - 1 - One mouse button
  - 2 - Two mouse buttons
  - 3 - Three mouse buttons.
- DeviceHandle (HMOU) - input : Handle of the mouse device from a previous MouOpen.

Return Code

rc (USHORT) - return:Return code descriptions are:

- 385 ERROR_MOUSE_NO_DEVICE
- 466 ERROR_MOU_DETACHED
- 501 ERROR_MOUSE_NO_CONSOLE
- 505 ERROR_MOU_EXTENDED_SG

Bindings

C

```
#define INCL_MOU
```

```
USHORT  rc = MouGetNumButtons(NumberOfButtons, DeviceHandle);


PUSHORT NumberOfButtons;  /* Number of mouse buttons */
HMOU    DeviceHandle;     /* Mouse device handle */


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

MASM

```
EXTRN   MouGetNumButtons:FAR
INCL_MOU             EQU 1

PUSH@  WORD     NumberOfButtons ;Number of mouse buttons
PUSH   WORD     DeviceHandle    ;Mouse device handle
CALL   MouGetNumButtons

Returns WORD
```

Example

```
HMOU DeviceHandle;
...
MouOpen(0L, &DeviceHandle);
MouGetNumButtons(&NumberOfButtons, DeviceHandle);
```