

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

Syntax

```
MouGetPtrPos(PtrPos, DeviceHandle);
```

Parameters

;PtrPos (**PTRLOC**) - output: Address of the mouse pointer position structure. ;DeviceHandle (HMOU) - input: Contains the handle of the mouse device obtained from a previous MouOpen.

Return Code

;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

Sample

```
<PRE> #define INCL_MOU #include <os2.h>
```

```
PPTRLOC PtrPos; /* Pointer to the mouse pointer data structure. */ HMOU DeviceHandle; /* Reserved.
Must be 0. */ APIRET rc; /* Return code. */
```

```
rc = MouGetPtrPos(PtrPos, DeviceHandle); </PRE>
```

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.

Bindings

C

```
<PRE> typedef struct _PTRLOC { /* moupl */
```

```
    USHORT row;           /* pointer row coordinate screen position */
    USHORT col;           /* pointer column coordinate screen position */
```

```
} PTRLOC;
```

```
#define INCL_MOU
```

```
USHORT rc = MouGetPtrPos(PtrPos, DeviceHandle);
```

```
PPTRLOC PtrPos; /* Double word structure */ HMOU DeviceHandle; /* Mouse device handle */
```

```
USHORT rc; /* return code */ </PRE>
```

MASM

<PRE> PTRLOC struc

```
moupl_row   dw   ? ;pointer row coordinate screen position  
moupl_col   dw   ? ;pointer column coordinate screen position
```

PTRLOC ends

EXTRN MouGetPtrPos:FAR INCL_MOU EQU 1

PUSH@ OTHER PtrPos ;Double word structure PUSH WORD DeviceHandle ;Mouse device handle CALL
MouGetPtrPos

Returns WORD </PRE>

[Mou](#)

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Last update: **2021/10/07 13:46**

