RepFunc=[[MouSetPtrPos]] |Remarks=This page list the older version of the function for reference.
This call directs the mouse driver to set a new row and column coordinate position for the mouse pointer.

Syntax

MouSetPtrPos (PtrPos, DeviceHandle)

Parameters

;PtrPos (PPTRLOC) - input : Address of the mouse pointer position structure: :pointerrow (USHORT) : New pointer row coordinate (pels or characters). :pointercol (USHORT) : New pointer column coordinate (pels or characters). ;DeviceHandle (HMOU) - input : Handle of the mouse device from a previous MouOpen.

Return Code

rc (USHORT) - return Return code descriptions are: * 0 NO_ERROR * 385 ERROR_MOUSE_NO_DEVICE * 387 ERROR_MOUSE_INV_PARMS * 466 ERROR_MOU_DETACHED * 501 ERROR_MOUSE_NO_CONSOLE * 505 ERROR_MOU_EXTENDED_SG

Remarks

The application must ensure that the coordinate position specified conforms to the current display mode orientation for the session. Pel values must be used for graphics modes and character values for text modes.

This function has no effect on the display's current collision area definition as specified by the MouDrawPtr call. If the mouse pointer image is directed into a defined collision area, the pointer image is not drawn until either the pointer is moved outside the collision area or the collision area is released by the MouDrawPtr call.

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 = MouSetPtrPos(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 MouSetPtrPos:FAR INCL_MOU EQU 1

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

Returns WORD </PRE>

Mou

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