



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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# MouSetScaleFact

This call assigns to the current mouse device driver a new pair of 1-word scaling factors.

## Syntax

```
MouSetScaleFact (ScaleStruct, DeviceHandle)
```

## Parameters

- ScaleStruct ([PSCALEFACT](#)) - input : Address of the control block structure that contains the current row and column coordinate scaling factors.
- 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

MouSetScaleFact sets the mickey-to-pixel ratio for mouse motion. The row scale and column scale ratios specify a number of mickeys for each 8 pixels. The default value for the row scale is 16 mickeys for each 8 pixels. The default value for the column scale is 8 mickeys to 8 pixels.

The number of pixels moved does not have to correspond 1-to-1 with the number of mickeys the mouse moves. The scaling factor defines a sensitivity for the mouse that is a ratio of the number of

mickeys required to move the cursor 8 pixels on the screen. The sensitivity determines at what rate the cursor moves on the screen.

## Bindings

### C

```
typedef struct _SCALEFACT { /* mousc */
    USHORT rowScale;      /* row scaling factor */
    USHORT colScale;     /* column coordinate scaling factor */
} SCALEFACT;

#define INCL_MOU

USHORT rc = MouSetScaleFact(ScaleStruct, DeviceHandle);

PSCALEFACT ScaleStruct; /* 2-word structure */
HMOU DeviceHandle; /* Mouse device handle */

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

### MASM

```
SCALEFACT struc
    mousc_rowScale dw ? ;row scaling factor
    mousc_colScale dw ? ;column coordinate scaling factor
SCALEFACT ends

EXTRN MouSetScaleFact:FAR
INCL_MOU EQU 1

PUSH@ OTHER ScaleStruct ;2-word structure
PUSH WORD DeviceHandle ;Mouse device handle
CALL MouSetScaleFact

Returns WORD
```

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