KbdGetStatus

Bindings: C, MASM

This call gets the current state of the keyboard.

KbdGetStatus (StatData, KbdHandle)

StatData (**PKBDINFO**) - output Address of the keyboard status structure:

length (**USHORT**) Length, in bytes, of this data structure, including length.

10	Only valid value.

sysstate (**USHORT**) State as follows:

Bit	Description
15-9	Reserved, set to zero.
8	Shift return is on.
7	Length of the turn-around character (meaningful only if bit 6 is on).
6	Turn-around character is modified.
5	Interim character flags are modified.
4	Shift state is modified.
3	ASCII mode is on.
2	Binary mode is on.
1	Echo off.
0	Echo on.

turnchardef (**USHORT**) Definition of the turn-around character. In ASCII and extended-ASCII format, the turn-around character is defined as the carriage return. In ASCII format only, the turn-around character is defined in the low-order byte.

intcharflag (**USHORT**) Interim character flags:

Bit	Description
15-8	NLS shift state.
7	Interim character flag is on.
6	Reserved, set to zero.
5	Application requested immediate conversion.
4-0	Reserved, set to zero.

shiftstate (**USHORT**) Shift state as follows:

Bit	Description
15	SysReq key down
14	CapsLock key down
13	NumLock key down
12	ScrollLock key down
11	Right Alt key down

Bit	Description
10	Right Ctrl key down
9	Left Alt key down
8	Left Ctrl key down
7	Insert on
6	CapsLock on
5	NumLock on
4	ScrollLock on
3	Either Alt key down
2	Either Ctrl key down
1	Left Shift key down
0	Right Shift key down.

KbdHandle (**HKBD**) - input Default keyboard or the logical keyboard.

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

0	NO_ERROR
376	ERROR_KBD_INVALID_LENGTH
439	ERROR_KBD_INVALID_HANDLE
445	ERROR_KBD_FOCUS_REQUIRED
447	ERROR_KBD_KEYBOARD_BUSY
464	ERROR_KBD_DETACHED
504	ERROR_KBD_EXTENDED_SG

Remarks

The initial state of the keyboard is established by the system at application load time. Some default states may be modified by the application through *KbdSetStatus*. *KbdGetStatus* returns only those keyboard parameters initially set by *KbdSetStatus*. The returned parameters are:

- Input Mode
- Interim Character Flags
- Shift State
- Echo State
- Turnaround Character

KbdGetStatus completes only when the handle has access to the physical keyboard (focus) or the handle is 0 and no other handle has the focus.

Family API Considerations

Some options operate differently in the DOS mode than in the OS/2 mode. Therefore, the following restrictions apply to *KbdGetStatus* when coding in the DOS mode:

- Interim character is not supported
- TurnAround character is not supported
- NLS_SHIFT_STATE is always NULL.
- *KbdHandle* is ignored.

C bindings

```
typedef struct _KBDINFO {      /* kbst */
  USHORT cb;                   /* length in bytes of this structure */
  USHORT fsMask;               /* bit mask of functions to be altered */
  USHORT chTurnAround;         /* define TurnAround character */
  USHORT fsInterim;            /* interim character flags */
  USHORT fsState;              /* shift states */
}KBDINFO;

#define INCL_KBD

USHORT  rc = KbdGetStatus(Structure, KbdHandle);

PKBDINFO         Structure;     /* Data structure */
HKBD             KbdHandle;     /* Keyboard handle */

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

MASM bindings

```
KBDINFO struc
  kbst_cb           dw  ? ;length in bytes of this structure
  kbst_fsMask       dw  ? ;bit mask of functions to be altered
  kbst_chTurnAround dw  ? ;define TurnAround character
  kbst_fsInterim    dw  ? ;interim character flags
  kbst_fsState      dw  ? ;shift states
KBDINFO ends

EXTRN  KbdGetStatus:FAR
INCL_KBD            EQU 1

PUSH@  OTHER   Structure     ;Data structure
PUSH   WORD    KbdHandle     ;Keyboard handle
CALL   KbdGetStatus

Returns WORD
```

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Last update: **2016/09/15 02:41**