MouGetEventMask

Bindings: C, MASM

This call returns the current value of the mouse event queue mask.

MouGetEventMask (EventMask, DeviceHandle)

EventMask (**PUSHORT**) - output Address in application storage where the current mouse device driver's event mask is returned to the caller by the mouse device driver.

The *EventMask* is set by MouSetEventMask, and has the following definition:

Bit	Description
15-7	Reserved, set to zero.
6	Set to report button 3 press/release events, without mouse motion.
5	Set to report button 3 press/release events, with mouse motion.
4	Set to report button 2 press/release events, without mouse motion.
3	Set to report button 2 press/release events, with mouse motion.
2	Set to report button 1 press/release events, without mouse motion.
1	Set to report button 1 press/release events, with mouse motion.
0	Set to report mouse motion events with no button press/release events.

DeviceHandle (**HMOU**) - input Handle of the mouse device from a previous MouOpen.

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

Remarks

Buttons are logically numbered from left to right.

C bindings

```
#define INCL_MOU

USHORT  rc = MouGetEventMask(EventMask, DeviceHandle);

PUSHORT          EventMask;     /* Event Mask word */
HMOU             DeviceHandle;  /* Mouse device handle */

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

MASM bindings

```
EXTRN  MouGetEventMask:FAR
INCL_MOU            EQU 1

PUSH@  WORD     EventMask     ;Event Mask word
PUSH   WORD     DeviceHandle  ;Mouse device handle
CALL   MouGetEventMask

Return WORD
```

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