MouSetEventMask

Bindings: C, MASM

This call assigns a new event mask to the current mouse device driver.

MouSetEventMask (EventMask, DeviceHandle)

EventMask (**PUSHORT**) - input Address of a value in application storage used to indicate what mouse events are to be placed on the event queue (see MouReadEventQue) and which events are to be ignored.

The EventMask bit values are described below:

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 mouse motion events with no button press/release events

A bit clear setting (set to zero) in an *EventMask* bit position indicates that the associated type of event is not reported to the application. Note also that the mouse buttons are always numbered from left to right. When the mouse is properly positioned for use, the left-hand button is button 1.

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

Setting a bit in the event mask means that the associated event is reported on the mouse FIFO event queue. See MouReadEventQue for examples of event mask use.

C bindings

```
#define INCL_MOU

USHORT  rc = MouSetEventMask(EventMask, DeviceHandle);
```

```
PUSHORT           EventMask;     /* Mouse device event mask ptr */
HMOU              DeviceHandle;  /* Mouse device handle */

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

MASM bindings

```
EXTRN  MouSetEventMask:FAR
INCL_MOU             EQU 1

PUSH@  WORD    EventMask     ;Mouse device event mask ptr
PUSH   WORD    DeviceHandle  ;Mouse device handle
CALL   MouSetEventMask

Returns WORD
```

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https://osfree.ru/doku/ - **osFree wiki**

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Last update: **2016/09/15 04:29**