

## MouSetPtrPos

**Bindings:** C, MASM

This call directs the mouse driver to set a new row and column coordinate position for the mouse pointer.

*MouSetPtrPos* (PtrPos, DeviceHandle)

*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.

*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.

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