



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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# KbdFlushBuffer

## Description

This call clears the keystroke buffer.

## Syntax

KbdFlushBuffer (KbdHandle)

## Parameters

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

## Return Code

rc (USHORT) - return

Return code descriptions are: \* 0 NO\_ERROR \* 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

KbdFlushBuffer completes when the handle has access to the physical keyboard (focus), or is equal to zero and no other handle has the focus.

## Family API Considerations

Some options operate differently in the DOS mode than in the OS/2 mode. The KbdHandle is ignored when coding in the DOS mode.

## Example Code

### C Binding

```
<PRE> #define INCL_KBD  
  
USHORT rc = KbdFlushBuffer(KbdHandle);  
  
HKBD KbdHandle; /* Keyboard handle */ USHORT rc; /* return code */ </PRE>
```

### MASM Binding

```
<PRE> EXTRN KbdFlushBuffer:FAR INCL_KBD EQU 1  
  
PUSH WORD KbdHandle ;Keyboard handle CALL KbdFlushBuffer  
  
Returns WORD </PRE>
```

## Note

Text based on [http://www.edm2.com/index.php/KbdFlushBuffer\\_\(FAPI\)](http://www.edm2.com/index.php/KbdFlushBuffer_(FAPI))

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	File Manager	<a href="#">DosChDir</a> <a href="#">DosChgFilePtr</a> <a href="#">DosClose</a> <a href="#">DosDelete</a> <a href="#">DosDupHandle</a> <a href="#">DosMkDir</a> <a href="#">DosMove</a> <a href="#">DosQCurDir</a> <a href="#">DosQCurDisk</a> <a href="#">DosSetFileMode</a> <a href="#">DosOpen</a> <a href="#">DosQFileInfo</a> <a href="#">DosRead</a> <a href="#">DosQFileMode</a> <a href="#">DosQFSInfo</a> <a href="#">DosQVerify</a> <a href="#">DosRmDir</a> <a href="#">DosSelectDisk</a> <a href="#">DosFindClose</a> <a href="#">DosFindFirst</a> <a href="#">DosFindNext</a> <a href="#">DosSetFileInfo</a> <a href="#">DosSetVerify</a> <a href="#">DosWrite</a> <a href="#">DosFileLocks</a> <a href="#">DosSetFHandState</a> <a href="#">DosNewSize</a> <a href="#">DosBufReset</a> <a href="#">DosQFHandState</a> <a href="#">DosSetFSinfo</a> <a href="#">DosShutdown</a>
	Memory Manager	<a href="#">DosFreeSeg</a> <a href="#">DosSubAlloc</a> <a href="#">DosSubFree</a> <a href="#">DosSubSet</a> <a href="#">DosAllocHuge</a> <a href="#">DosAllocSeg</a> <a href="#">DosReallocHuge</a> <a href="#">DosReallocSeg</a> <a href="#">DosGetHugeShift</a> <a href="#">DosCreateCSAlias</a>
	NLS	<a href="#">DosCaseMap</a> <a href="#">DosGetCtryInfo</a> <a href="#">DosGetDBCSEv</a> <a href="#">DosSetCtryCode</a> <a href="#">DosGetCollate</a> <a href="#">DosGetMessage</a> <a href="#">DosInsMessage</a> <a href="#">DosPutMessage</a>
	Date and Time	<a href="#">DosSetDateTime</a> <a href="#">DosGetDateTime</a>
	Devices	<a href="#">DosDevConfig</a> <a href="#">DosDevIOCtl</a> <a href="#">DosDevIOCtl2</a>
	Signals	<a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
	Misc	<a href="#">BadDynLink</a> <a href="#">DosGetEnv</a> <a href="#">DosGetMachineMode</a> <a href="#">DosGetVersion</a> <a href="#">DosError</a> <a href="#">DosErrClass</a> <a href="#">DosSetVec</a>
KBD		<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>

<b>Family API</b>	
VIO	VioGetBuf VioGetConfig VioGetCurPos VioGetCurType VioGetPhysBuf VioReadCellStr VioReadCharStr VioScrollUp VioScrollDn VioScrollLf VioScrollRt VioScrUnLock VioSetCurPos VioSetCurType VioSetMode VioGetMode VioShowBuf VioWrtCellStr VioWrtCharStr VioWrtCharStrAtt VioWrtNAttr VioWrtNCell VioWrtNChar VioWrtTTY VioScrLock VioPopUp
Tools	BIND
Modules	DOSCALLS.DLL VIOCALLS.DLL KBDCALLS.DLL MSG.DLL
Libraries	API.LIB OS2386.LIB FAPI.LIB DOSCALLS.LIB SUBCALLS.LIB

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