



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

2021/09/17 04:47 · prokushev · [0 Comments](#)

2021/08/20 03:18 · prokushev · [0 Comments](#)

MouReadEventQue

This call reads an event from the mouse device FIFO event queue, and places it in a structure provided by the application.

Syntax

```
MouReadEventQue (Buffer, ReadType, DeviceHandle)
```

Parameters

- Buffer ([PMOUEVENTINFO](#)) - output: Address of the status of the mouse event queue.
- DeviceHandle ([HMOU](#)) - input : Handle of the mouse device from a previous MouOpen.

Return Code

rc ([USHORT](#)) - return:Return code descriptions are:

- 0 NO_ERROR
- 385 ERROR_MOUSE_NO_DEVICE
- 387 ERROR_MOUSE_INV_PARMS
- 393 ERROR_MOUSE_NO_DATA
- 466 ERROR_MOU_DETACHED
- 501 ERROR_MOUSE_NO_CONSOLE
- 505 ERROR_MOU_EXTENDED_SG

Remarks

The types of queued events are directly affected by the current value of the Mouse EventMask. MouSetEventMask is used to indicate the types of events desired, and MouGetEventMask is used to query the current value of the mask. Refer to these functions for further explanation of the masking of events.

Recognition of the mouse transition depends on the use of `MouState` returned in the event record. The application should focus on bit transitions that occur in this word. It is important to properly set the event mask with `MouSetEventMask` for reporting the state transitions.

`MouState` reports the state of the mouse that resulted from the action that caused the event. The action can be pressing or releasing a button, and/or moving the mouse. All status is given, regardless of the `EventMask` that was used to determine whether or not to report the event.

For example, assume the `EventMask` indicates that the application wishes only button 1 event. The `EventMask` has only bits 1 and 2 set in this case. Also assume the current state of the mouse is no buttons down, and mouse is not moving. At this point, button 1 is pressed causing an event; the status shows button 1 down (bit 2 set). Next the mouse is moved, thereby causing more events; status shows bit 1 set. Finally, mouse is stopped and button 1 is released. The event shows status with no bits set.

Next, button 2 is pressed. No event occurs. Mouse is then moved; again, no event. Then, while mouse is still in motion, button 1 is pressed; an event is generated with bits 1 and 3 set in the state word. While mouse is still in motion, both buttons are released. Because button 1 changes states, an event occurs. The state word has bit 0 set. Finally, mouse is stopped. No event occurs, again because no button 1 transition has taken place.

The `Row` and `Column` fields in the `Buffer` Parameter may contain either absolute display coordinates or relative mouse motion in mickeys. See [MouSetDevStatus](#) for additional information.

Bindings

C

```
typedef struct _MOUEVENTINFO { /* mouev */
    USHORT fs; /* State of mouse at time event was reported */
    /*
    ULONG time; /* Time since boot in milliseconds */
    USHORT row; /* Absolute/relative row position */
    USHORT col; /* Absolute/relative column position */
}MOUEVENTINFO;

#define INCL_MOU

USHORT rc = MouReadEventQue(Buffer, ReadType, DeviceHandle);

PMOUEVENTINFO Buffer; /* 10 byte Structure address */
PUSHORT ReadType; /* Read type */
HMOU DeviceHandle; /* Mouse device handle */

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

MASM

```
MOUEVENTINFO struct
    mouev_fs    dw ?    ;State of mouse at time event was reported
    mouev_time  dd ?    ;time since boot in milliseconds
    mouev_row   dw ?    ;absolute/relative row position
    mouev_col   dw ?    ;absolute/relative column position
MOUEVENTINFO ends
```

```
EXTRN  MouReadEventQue:FAR
INCL_MOU      EQU 1
```

```
PUSH@  OTHER    Buffer          ;10 byte Structure address
PUSH@  WORD     ReadType       ;Read type
PUSH   WORD     DeviceHandle   ;Mouse device handle
CALL   MouReadEventQue
```

Returns **WORD**

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

2018/08/25 15:05 · [prokushev](#) · [0 Comments](#)

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Last update: **2021/11/04 13:14**

