



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](#)

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IOctl Fcn	Mouse Router function	MOU API Function	Function Performed	Status	
				OS/2	FAPI
IOMR_NB		<a href="#">MouGetNumButtons</a>	Get # of mouse buttons		1.20
IOMR_MC		<a href="#">MouGetNumMickey</a>	Get# of mickeys/centimeter		
IOMR_GS		<a href="#">MouGetDevStatus</a>	Get device status flags		
IOMW_DS		<a href="#">MouSetDevStatus</a>	Set device status flags		
IOMR_QS		<a href="#">MouGetNumQueEI</a>	Get event queue status		
IOMR_RD		<a href="#">MouReadEventQue</a>	Read event queue contents		
IOMR_GF		<a href="#">MouGetScaleFact</a>	Get current scaling factors		
IOMW_SS		<a href="#">MouSetScaleFact</a>	Set new scaling factors		1.20
IOMR_GM		<a href="#">MouGetEventMask</a>	Get current event mask		
IOMW_EM		<a href="#">MouSetEventMask</a>	Set new event mask		
N/A		<a href="#">MouOpen</a>	Open mouse support		
N/A		<a href="#">MouClose</a>	Close mouse support		
N/A		<a href="#">MouRegister</a>	Install a mouse subsystem		
N/A		<a href="#">MouDeRegister</a>	Deinstall a mouse subsystem		
N/A		<a href="#">MouInitReal</a>	Initialize DOS mode driver		
IOMW_SP		<a href="#">MouSetPtrShape</a>	Assign new pointer shape		
IOMW_GP		<a href="#">MouGetPtrShape</a>	Get pointer shape		
IOMW_DP		<a href="#">MouDrawPtr</a>	Unmark collision area		1.20
IOMW_RP		<a href="#">MouRemovePtr</a>	Mark collision area		1.20

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