 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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MouGetPtrPos

This call queries the mouse driver to determine the current row and column coordinate position of the mouse pointer.

Syntax

```
MouGetPtrPos(PtrPos, DeviceHandle);
```

Parameters

- PtrPos (PPTRLOC) - output: Address of the mouse pointer position structure.
- DeviceHandle (HMOU) - input: Contains the handle of the mouse device obtained from a previous MouOpen.

Return Code

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

For a text window (VIO) application, the text window is a view on the larger logical video buffer (LVB). The mouse pointer can be outside that view and still be within the extent of the LVB. MouGetPtrPos then returns the coordinates of the cell under the mouse pointer. If the pointer is outside the LVB image extent, the coordinates of the nearest LVB cell are returned. In either case, the LVB is scrolled until the reported LVB cell appears within the view window.

Bindings

C

```
typedef struct _PTRLOC { /* moupl */
  USHORT row;            /* pointer row coordinate screen position */
  USHORT col;            /* pointer column coordinate screen position */
} PTRLOC;

#define INCL_MOU

USHORT  rc = MouGetPtrPos(PtrPos, DeviceHandle);

PPTRLOC          PtrPos;        /* Double word structure */
HMOU             DeviceHandle;  /* Mouse device handle */

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

MASM

```
PTRLOC  struc
  moupl_row  dw  ? ;pointer row coordinate screen position
  moupl_col  dw  ? ;pointer column coordinate screen position
PTRLOC  ends

EXTRN  MouGetPtrPos:FAR
INCL_MOU            EQU 1

PUSH@  OTHER   PtrPos        ;Double word structure
PUSH   WORD    DeviceHandle  ;Mouse device handle
CALL   MouGetPtrPos

Returns WORD
```

Example

```
#define INCL_MOU
#include <os2.h>

PPTRLOC    PtrPos;        /* Pointer to the mouse pointer data structure. */
HMOU       DeviceHandle;  /* Reserved.  Must be 0. */
APIRET     rc;            /* Return code. */

rc = MouGetPtrPos(PtrPos, DeviceHandle);
```

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