



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 · prokushhev · [0 Comments](#)

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<b>IOCtl Fcn</b>	<b>Mouse Router function</b>	<b>MOU API Function</b>	<b>Function Performed</b>	<b>Status</b>	
				<b>OS/2</b>	<b>FAPI</b>
IOMR_NB	FC_MOUGETNUMBUTTONS	MouGetNumButtons	Get # of mouse buttons		1.20
IOMR_MC	FC_MOUGETNUMMICKEYS	MouGetNumMickeys	Get# of mickeys/centimeter		
IOMR_GS	FC_MOUGETDEVSTATUS	MouGetDevStatus	Get device status flags		
IOMW_DS	FC_MOUSESETDEVSTATUS	MouSetDevStatus	Set device status flags		
IOMR_QS	FC_MOUGETNUMQUEEL	MouGetNumQueEl	Get event queue status		
IOMR_RD	FC_MOUREADEVENTQUE	MouReadEventQue	Read event queue contents		
IOMR_GF	FC_MOUGETSCALEFACT	MouGetScaleFact	Get current scaling factors		
IOMW_SS	FC_MOUSESETSCALEFACT	MouSetScaleFact	Set new scaling factors		1.20
IOMR_GM	FC_MOUGETEVENTMASK	MouGetEventMask	Get current event mask		
IOMW_EM	FC_MOUSEEVENTMASK	MouSetEventMask	Set new event mask		
N/A	FC_MOUOPEN	MouOpen	Open mouse support		
N/A	FC_MOUCLOSE	MouClose	Close mouse support		
N/A	N/A	MouRegister	Install a mouse subsystem		
N/A	N/A	MouDeRegister	Deinstall a mouse subsystem		
N/A	FC_MOUINITREAL	MouInitReal	Initialize DOS mode driver		
IOMW_SP	FC_MOUSEPTRSHAPE	MouSetPtrShape	Assign new pointer shape		
IOMW_GP	FC_MOUGETPTRSHAPE	MouGetPtrShape	Get pointer shape		
IOMW_DP	FC_MOUDRAWPTR	MouDrawPtr	Unmark collision area		1.20
IOMW_RP	FC_MOUREMOVEPTR	MouRemovePtr	Mark collision area		1.20

Todo:

FC\_MOUGETHOTKEY EQU 09H FC\_MOUSEHOTKEY EQU 0AH FC\_MOUGETPTRPOS EQU 11H  
 FC\_MOUSEPTRPOS EQU 12H FC\_MOUFLUSHQUE EQU 14H

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