

KbdGetFocus

Bindings: C, MASM

This call binds the logical keyboard to the physical keyboard.

KbdGetFocus (IOWait, KbdHandle)

IOWait (**USHORT**) - input Wait if the physical keyboard is already in use by a logical keyboard.

| Value | Definition |
|-------|---|
| 0 | Indicates that the caller wants to wait for the bond. |
| 1 | Indicates that the caller does not want to wait for the bond. |

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

rc (**USHORT**) - return Return code descriptions are:

| | |
|-----|--------------------------------|
| 0 | NO_ERROR |
| 439 | ERROR_KBD_INVALID_HANDLE |
| 446 | ERROR_KBD_FOCUS_ALREADY_ACTIVE |
| 447 | ERROR_KBD_KEYBOARD_BUSY |
| 464 | ERROR_KBD_DETACHED |
| 504 | ERROR_KDB_EXTENDED_SG |

The keyboard handle identifies which logical keyboard to bind to. If the physical keyboard is not bound to a logical or default keyboard, then the bind proceeds immediately. The logical keyboard, identified by the handle, receives all further key strokes from the physical keyboard. If the physical keyboard is already in use by a logical keyboard, then the thread issuing *KbdGetFocus* waits until the bond can be made. Waiting threads do not execute in any definable order.

C bindings

```
#define INCL_KBD

USHORT rc = KbdGetFocus(IOWait, KbdHandle);

USHORT      IOWait;      /* Indicate if wait */
HKBD        KbdHandle;   /* Keyboard handle */

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

MASM bindings

```
EXTRN KbdGetFocus:FAR
INCL_KBD EQU 1

PUSH WORD IOWait ;Indicate if wait
```

PUSH **WORD** KbdHandle ;Keyboard handle
CALL KbdGetFocus

Returns **WORD**

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