

This call returns the current value of the mouse event queue mask.

### Syntax

MouGetEventMask (EventMask, DeviceHandle)

### Parameters

;EventMask (USHORT) - output : Address in application storage where the current mouse device driver's event mask is returned to the caller by the mouse device driver. :The EventMask is set by MouSetEventMask, and has the following definition: ::{|class="wikitable" !Bit|!Description

15-7
6
5
4
3
2
1
0

;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 \*466 ERROR\_MOU\_DETACHED \*501 ERROR\_MOUSE\_NO\_CONSOLE \*505 ERROR\_MOU\_EXTENDED\_SG

### Remarks

Buttons are logically numbered from left to right.

### Bindings

### C

```
<PRE> #define INCL_MOU
```

```
USHORT rc = MouGetEventMask(EventMask, DeviceHandle);
```

```
PUSHORT EventMask; /* Event Mask word */ HMOU DeviceHandle; /* Mouse device handle */
```

```
USHORT rc; /* return code */ </PRE>
```

## MASM

```
<PRE> EXTRN MouGetEventMask:FAR INCL_MOU EQU 1
```

```
PUSH@ WORD EventMask ;Event Mask word PUSH WORD DeviceHandle ;Mouse device handle CALL  
MouGetEventMask
```

```
Returns WORD </PRE>
```

[Mou](#)

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