



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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## MouReadEventQue

This call reads an event from the mouse device FIFO event queue, and places it in a structure provided by the application.

### Syntax

```
MouReadEventQue (Buffer, ReadType, DeviceHandle)
```

### Parameters

- Buffer ([PMOUEVENTINFO](#)) - output: Address of the status of the mouse event queue.
- 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
- 387 ERROR\_MOUSE\_INV\_PARMS
- 393 ERROR\_MOUSE\_NO\_DATA
- 466 ERROR\_MOU\_DETACHED
- 501 ERROR\_MOUSE\_NO\_CONSOLE
- 505 ERROR\_MOU\_EXTENDED\_SG

### Remarks

The types of queued events are directly affected by the current value of the Mouse EventMask. MouSetEventMask is used to indicate the types of events desired, and MouGetEventMask is used to query the current value of the mask. Refer to these functions for further explanation of the masking of events.

Recognition of the mouse transition depends on the use of MouState returned in the event record. The application should focus on bit transitions that occur in this word. It is important to properly set the event mask with MouSetEventMask for reporting the state transitions.

MouState reports the state of the mouse that resulted from the action that caused the event. The action can be pressing or releasing a button, and/or moving the mouse. All status is given, regardless of the EventMask that was used to determine whether or not to report the event.

For example, assume the EventMask indicates that the application wishes only button 1 event. The EventMask has only bits 1 and 2 set in this case. Also assume the current state of the mouse is no buttons down, and mouse is not moving. At this point, button 1 is pressed causing an event; the status shows button 1 down (bit 2 set). Next the mouse is moved, thereby causing more events; status shows bit 1 set. Finally, mouse is stopped and button 1 is released. The event shows status with no bits set.

Next, button 2 is pressed. No event occurs. Mouse is then moved; again, no event. Then, while mouse is still in motion, button 1 is pressed; an event is generated with bits 1 and 3 set in the state word. While mouse is still in motion, both buttons are released. Because button 1 changes states, an event occurs. The state word has bit 0 set. Finally, mouse is stopped. No event occurs, again because no button 1 transition has taken place.

The Row and Column fields in the Buffer Parameter may contain either absolute display coordinates or relative mouse motion in mickeys. See [MouSetDevStatus](#) for additional information.

## Bindings

### C

```
typedef struct _MOUEVENTINFO { /* mouev */
    USHORT fs;                /* State of mouse at time event was reported */
    /*
    ULONG time;                /* Time since boot in milliseconds */
    USHORT row;                /* Absolute/relative row position */
    USHORT col;                /* Absolute/relative column position */
}MOUEVENTINFO;

#define INCL_MOU

USHORT rc = MouReadEventQue(Buffer, ReadType, DeviceHandle);

PMOUEVENTINFO Buffer;        /* 10 byte Structure address */
PUSHORT ReadType;          /* Read type */
HMOU DeviceHandle;         /* Mouse device handle */

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

## MASM

```
MOUEVENTINFO struc
    mouev_fs    dw    ?    ;State of mouse at time event was reported
    mouev_time  dd    ?    ;time since boot in milliseconds
    mouev_row   dw    ?    ;absolute/relative row position
    mouev_col   dw    ?    ;absolute/relative column position
MOUEVENTINFO ends
```

```
EXTRN  MouReadEventQue:FAR
INCL_MOU      EQU 1
```

```
PUSH@  OTHER    Buffer           ;10 byte Structure address
PUSH@  WORD     ReadType        ;Read type
PUSH   WORD     DeviceHandle    ;Mouse device handle
CALL   MouReadEventQue
```

Returns **WORD**

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