



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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MouRemovePtr

This call allows a process to notify the mouse device driver that the area defined by the passed parameters is for the exclusive use of the application. This area is defined as the collision area and is not available to the mouse device driver when drawing pointer images.

Syntax

```
MouRemovePtr (PtrArea, DeviceHandle)
```

Parameters

- PtrArea (PNOPTRRECT) - input : Address of the pointer shape collision area structure:
 - leftrow (USHORT) : Upper left row coordinate (pels or characters).
 - leftcol (USHORT) : Upper left column coordinate (pels or characters).
 - rightrow (USHORT) : Lower right row coordinate (pels or characters).
 - rightcol (USHORT) : Lower right column coordinate (pels or characters).
- 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
- 466 ERROR_MOU_DETACHED
- 501 ERROR_MOUSE_NO_CONSOLE
- 505 ERROR_MOU_EXTENDED_SG

Remarks

MouRemovePtr may be issued by any process in the session. However, only one collision area is

active at a time. Each MouRemovePtr command has the effect of resetting the collision area to the location and area specified by the current command.

If the logical pointer position is outside of the collision area specified by the latest MouRemovePtr command, the pointer image is drawn.

The MouDrawPtr command effectively cancels the MouRemovePtr command and allows the pointer to be drawn anywhere on the screen, until a new MouRemovePtr command is issued.

Bindings

C

```
typedef struct _NOPTRRECT { /* mourt */
    USHORT row;           /* upper left row coordinates */
    USHORT col;           /* upper left column coordinates */
    USHORT cRow;
    USHORT cCol;
} NOPTRRECT;

#define INCL_MOU

USHORT rc = MouRemovePtr(PtrArea, DeviceHandle);

PNOPTRRECT PtrArea; /* Address of pointer data block */
HMOU DeviceHandle; /* Mouse device handle */

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

MASM

```
NOPTRRECT struc
    mourt_row dw ? ;upper left row coordinates
    mourt_col dw ? ;upper left column coordinates
    mourt_cRow dw ?
    mourt_cCol dw ?
NOPTRRECT ends

EXTRN MouRemovePtr:FAR
INCL_MOU EQU 1

PUSH@ OTHER PtrArea ;Address of pointer data block
PUSH WORD DeviceHandle ;Mouse device handle
CALL MouRemovePtr

Returns WORD
```

Family API		
DOS	Process Manager	DosBeep DosExit DosSleep DosExecPgm
	File Manager	DosChDir DosChgFilePtr DosClose DosDelete DosDupHandle DosMkDir DosMove DosQCurDir DosQCurDisk DosSetFileMode DosOpen DosQFileInfo DosRead DosQFileMode DosQFSInfo DosQVerify DosRmdir DosSelectDisk DosFindClose DosFindFirst DosFindNext DosSetFileInfo DosSetVerify DosWrite DosFileLocks DosSetFHandState DosNewSize DosBufReset DosQFHandState DosSetFSinfo
	Memory Manager	DosFreeSeg DosSubAlloc DosSubFree DosSubSet DosAllocHuge DosAllocSeg DosReallocHuge DosReallocSeg DosGetHugeShift DosCreateCSAlias
	NLS	DosCaseMap DosGetCtryInfo DosGetDBCSEv DosSetCtryCode DosGetCollate DosGetMessage DosInsMessage DosPutMessage
	Date and Time	DosSetDateTime DosGetDateTime
	Devices	DosDevConfig DosDevIOct1 DosDevIOct2
	Signals	DosHoldSignal DosSetSigHandler
	Misc	BadDynLink DosGetEnv DosGetMachineMode DosGetVersion DosError DosErrClass DosSetVec
KBD		KbdCharIn KbdFlushBuffer KbdGetStatus KbdSetStatus KbdStringIn KbdPeek
VIO		VioGetBuf VioGetConfig VioGetCurPos VioGetCurType VioGetPhysBuf VioReadCellStr VioReadCharStr VioScrollUp VioScrollDn VioScrollLf VioScrollRt VioScrUnLock VioSetCurPos VioSetCurType VioSetMode VioGetMode VioShowBuf VioWrtCellStr VioWrtCharStr VioWrtCharStrAtt VioWrtNAttr VioWrtNCell VioWrtNChar VioWrtTTY VioScrLock VioPopUp
Tools		BIND
Modules		DOSCALLS.DLL VIOCALLS.DLL KBDCALLS.DLL MSG.DLL
Libraries		API.LIB OS2386.LIB FAPI.LIB DOSCALLS.LIB SUBCALLS.LIB

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