 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 · prokushev · 0 Comments
2021/08/20 03:18 · prokushev · 0 Comments

MouSetScaleFact

This call assigns to the current mouse device driver a new pair of 1-word scaling factors.

Syntax

```
MouSetScaleFact (ScaleStruct, DeviceHandle)
```

Parameters

- ScaleStruct (PSCALEFACT) - input : Address of the control block structure that contains the current row and column coordinate scaling factors.
- 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

MouSetScaleFact sets the mickey-to-pixel ratio for mouse motion. The row scale and column scale ratios specify a number of mickeys for each 8 pixels. The default value for the row scale is 16 mickeys for each 8 pixels. The default value for the column scale is 8 mickeys to 8 pixels.

The number of pixels moved does not have to correspond 1-to-1 with the number of mickeys the mouse moves. The scaling factor defines a sensitivity for the mouse that is a ratio of the number of

mickeys required to move the cursor 8 pixels on the screen. The sensitivity determines at what rate the cursor moves on the screen.

Bindings

C

```
typedef struct _SCALEFACT { /* mousc */
  USHORT rowScale;          /* row scaling factor */
  USHORT colScale;          /* column coordinate scaling factor */
} SCALEFACT;

#define INCL_MOU

USHORT  rc = MouSetScaleFact(ScaleStruct, DeviceHandle);

PSCALEFACT ScaleStruct;   /* 2-word structure */
HMOU       DeviceHandle;  /* Mouse device handle */

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

MASM

```
SCALEFACT struc
  mousc_rowScale  dw  ? ;row scaling factor
  mousc_colScale  dw  ? ;column coordinate scaling factor
SCALEFACT ends

EXTRN  MouSetScaleFact:FAR
INCL_MOU            EQU 1

PUSH@  OTHER   ScaleStruct   ;2-word structure
PUSH   WORD    DeviceHandle  ;Mouse device handle
CALL   MouSetScaleFact

Returns WORD
```

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Last update: **2021/10/15 07:02**