

KbdSetStatus

Bindings:

C:

```
typedef struct _KBDINFO {           /* kbst */
    USHORT cb;                       /* length in bytes of this structure */
    USHORT fsMask;                   /* bit mask of functions to be altered */
    USHORT chTurnAround;             /* define TurnAround character */
    USHORT fsInterim;               /* interim character flags */
    USHORT fsState;                 /* shift states */
}KBDINFO;

#define INCL_KBD

USHORT rc = KbdSetStatus(Structure, KbdHandle);

PKBDINFO      Structure;           /* Data structure */
HKBD          KbdHandle;          /* Keyboard Handle */

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

MASM

```
KBDINFO struc
    kbst_cb          dw ? ;length in bytes of this structure
    kbst_fsMask     dw ? ;bit mask of functions to be altered
    kbst_chTurnAround dw ? ;define TurnAround character
    kbst_fsInterim  dw ? ;interim character flags
    kbst_fsState    dw ? ;shift states
KBDINFO ends

EXTRN KbdSetStatus:FAR
INCL_KBD EQU 1

PUSH@ OTHER Structure ;Data structure
PUSH WORD KbdHandle ;Keyboard Handle
CALL KbdSetStatus
```

This call sets the characteristics of the keyboard.

KbdSetStatus (StatData, KbdHandle)

StatData (**PKBDINFO**) - input Address of the keyboard status structure:

length (**USHORT**) Length, in bytes, of this data structure, including length.

10 Only valid value.

sysstate (**USHORT**) The system state altered by this call. If bits 0 and 1 are off, the echo state of the

system is not altered. If bits 2 and 3 are off, the binary and ASCII state of the system is not altered. If bits 0 and 1 are on, or if bits 2 and 3 are on, the function returns an error. If binary mode is set, echo is ignored.

Bit	Description
15-9	Reserved, set to zero
8	Shift return is on
7	Length of the turn-around character (meaningful only if bit 6 is on).
6	Turn-around character is modified
5	Interim character flags are modified
4	Shift state is modified
3	ASCII mode is on
2	Binary mode is on
1	Echo off
0	Echo on

turnchardef (**USHORT**) Definition of the turn-around character. In ASCII and extended-ASCII format, the turn-around character is defined as the carriage return. In ASCII format only, the turn-around character is defined in the low-order byte.

intcharflag (**USHORT**) Interim character flags:

Bit	Description
15-8	NLS shift state.
7	Interim character flag is on
6	Reserved, set to zero
5	Application requested immediate conversion
4-0	Reserved, set to zero

shiftstate (**USHORT**) Shift state.

Bit	Description
15	SysReq key down
14	CapsLock key down
13	NumLock key down
12	ScrollLock key down
11	Right Alt key down
10	Right Ctrl key down
9	Left Alt key down
8	Left Ctrl key down
7	Insert on
6	CapsLock on
5	NumLock on
4	ScrollLock on
3	Either Alt key down
2	Either Ctrl key down
1	Left Shift key down
0	Right Shift key down

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

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

0	NO_ERROR
376	ERROR_KBD_INVALID_LENGTH
377	ERROR_KBD_INVALID_ECHO_MASK
378	ERROR_KBD_INVALID_INPUT_MASK
439	ERROR_KBD_INVALID_HANDLE
445	ERROR_KBD_FOCUS_REQUIRED
447	ERROR_KBD_KEYBOARD_BUSY
464	ERROR_KBD_DETACHED
504	ERROR_KBD_EXTENDED_SG

Remarks

Shift return (bit 8 in *sysstate*) must be disabled in ASCII mode.

KbdSetStatus is ignored for a Vio-windowed application.

Family API Considerations

Some options operate differently in the DOS mode than in the OS/2 mode. Therefore, the following restrictions apply to *KbdSetStatus* when coding in the DOS mode:

- *KbdSetStatus* does not accept a bit mask of 10 (ASCII on, Echo Off).
- Raw (binary) Mode and Echo On are not supported and return an error if requested.
- *KbdHandle* is ignored.
- Interim character is not supported.
- Turnaround character is not supported.

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