MouSetScaleFact

Bindings: C, MASM

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

MouSetScaleFact (ScaleStruct, DeviceHandle)

ScaleStruct (**PSCALEFACT**) - input Address of the control block structure that contains the current row and column coordinate scaling factors. The scaling factors must be greater than or equal to 1 and less than or equal to (32K - 1).

rowscale (**USHORT**) Row scaling factor.

colscale (**USHORT**) Column scaling factor.

DeviceHandle (**HMOU**) - input Handle of the mouse device from a previous MouOpen.

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.

C bindings

```
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 bindings

```
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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