

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

```
<PRE> 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 */ </PRE>
```

## MASM

```
<PRE> SCALEFACT struc
```

```
mou_sc_rowScale dw ? ;row scaling factor  
mou_sc_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 </PRE>
```

[Mou](#)

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