

MouRemovePtr

Bindings: [C](#), [MASM](#)

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.

MouRemovePtr (PtrArea, DeviceHandle)

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](#).

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.

C bindings

```
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 bindings

```

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

```

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Last update: 2016/09/15 04:22

