KbdGetHWId

Bindings: C, MASM

Returns the attached keyboard's hardware-generated Identification value.

KbdGetHWId (KeyboardID, KbdHandle)

KeyboardID (**PKBDHWID**) - input Pointer to the caller's data area where the following structure and data values are:

length (**USHORT**) - input/output On input, this field should contain the length of the *KeyboardID* structure. The minimum input length value allowed is 2. On output, this field contains the actual number of bytes returned.

keybdid (**USHORT**) - output OS/2 supported keyboards and their hardware generated IDs are as follows:

ID	Keyboard
0000H	Undetermined keyboard type
0001H	PC-AT Standard Keyboard
AB41H	101 Key Enhanced Keyboard
AB41H	102 Key Enhanced Keyboard
AB54H	88 and 89 Key Enhanced Keyboards
AB85H	122 Key Enhanced Keyboard

reserved (**USHORT**) Reserved and returned set to zero.

reserved (**USHORT**) Reserved and returned set to zero.

KbdHandle (**HKBD**) - input Word identifying the logical keyboard.

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

0	NO_ERROR
373	ERROR_KBD_PARAMETER
447	ERROR_KBD_KEYBOARD_BUSY
464	ERROR_KBD_DETACHED
504	ERROR_KBD_EXTENDED_SG

Remarks

In past OS/2 releases, all keyboards could be supported by knowing the hardware family information available with keyboard IOCTL 77H. However, with the addition of the 122-key keyboard, recognition was not containable by hardware family information alone. The 122-key keyboard has a number of differences from other keyboards. Therefore, applications performing keystroke specific functions may need to determine specifically which keyboard is attached.

This function is of particular usefulness for applications providing Custom Translate Tables and mapping keyboard layouts.

C bindings

```
typedef struct _KBDHWID {
  USHORT length;              /* length in bytes of this structure */
  USHORT kbd_id;              /* attached keyboard's hardware ID
                                 (returned) */
  USHORT reserved1;           /* reserved (set to zero) */
  USHORT reserved2;           /* reserved (set to zero) */
}KBDHWID;

#define INCL_KBD

USHORT  rc = KbdGetHWId(KeyboardID, KbdHandle);

PKBDHWID         KeyboardID;    /* Keyboard ID structure (returned) */
HKBD             KbdHandle;     /* Keyboard handle  */

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

MASM

```
KBDHWID struc
  length;             dw  ? ;length in bytes of this structure
  kbd_id;             dw  ? ;attached keyboard's hardware ID (returned)
  reserved1;          dw  ? ;reserved (set to zero)
  reserved2;          dw  ? ;reserved (set to zero)
KBDHWID ends

EXTRN KbdGetHWId:FAR
INCL_KBD            EQU 1

PUSH@ OTHER  KeyboardID      ;Keyboard ID structure (returned)
PUSH  WORD   KbdHandle       ;Keyboard handle
CALL  KbdGetHWId

Returns WORD
```