

# MouGetScaleFact

**Bindings:** C, MASM

This call returns a pair of 1-word scaling factors for the current mouse device.

*MouGetScaleFact* (ScaleStruct, DeviceHandle)

*ScaleStruct* (**PSCALEFACT**) - output 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.

See [MouSetScaleFact](#) for more information.

*DeviceHandle* (**HMOU**) - input Contains the handle of the mouse device obtained from a previous [MouOpen](#).

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

|     |                        |
|-----|------------------------|
| 0   | NO_ERROR               |
| 385 | ERROR_MOUSE_NO_DEVICE  |
| 466 | ERROR_MOU_DETACHED     |
| 501 | ERROR_MOUSE_NO_CONSOLE |
| 505 | ERROR_MOU_EXTENDED_SG  |

## Remarks

The units of the scale factor depend on the mode of the display screen for the session. If the screen is operating in text mode, the scaling units are relative to characters. If the screen is operating in graphics mode, the scaling units are relative to pels.

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