

## MouOpen

**Bindings:** C, MASM

This call opens the mouse device for the current session.

*MouOpen* (**DriverName**, **DeviceHandle**)

*DriverName* (**PSZ**) - input *DriverName* is a far pointer to an **ASCIIZ** string in application storage containing the name of the pointer draw device driver to be used as the pointer-image drawing routine for this session.

The name of the device driver must be included in the **CONFIG.SYS** file at system start-up time. Applications that use the default pointer draw device driver supplied by the system must push a double-word of 0s in place of an address.

*DriverName* has a different definition when the caller is the Base Video Subsystem (**BVS**). In this case the selector portion of the far address is zero. The offset portion is non-zero and contains a display configuration number (sequentially numbered where 1 is the first display configuration). The [MouOpen](#) call issued by **BVS** is executed on the [VioSetMode](#) path. Using the display configuration number passed on the [MouOpen](#) call, the Base Mouse Subsystem can detect a change in display configurations. This form of the [MouOpen](#) call is not recommended for applications. Applications should either push the far address of an **ASCIIZ** pointer draw device driver name or push two words of zeros.

*DeviceHandle* (**PHMOU**) - output Address of a 1-word value that represents the mouse handle returned to the application.

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

0	NO_ERROR
385	ERROR_MOUSE_NO_DEVICE
390	ERROR_MOUSE_INV_MODULE_PT
466	ERROR_MOU_DETACHED
501	ERROR_MOUSE_NO_CONSOLE
505	ERROR_MOU_EXTENDED_SG

### Remarks

[MouOpen](#) initializes the Mouse functions to a known state. The application may have to issue additional mouse functions to establish the environment it desires. For example, after the [MouOpen](#), the collision area is defined to be the size of the entire display. Therefore, to get the pointer to be displayed, the application must issue a [MouDrawPtr](#) to remove the collision area.

The state of the mouse after the first [MouOpen](#) is:

- Row/Col scale factors set to 16/8. (See [MouSetScaleFact](#).)
- All events reported. (See [MouSetEventMask](#).)
- Empty event queue. (See [MouReadEventQue](#) and [MouGetNumQueEl](#).)
- All user settable Device Status bits reset. (Set to zero. See [MouSetDevStatus](#).)
- Pointer set to center of screen if valid display mode is set. (See [MouSetPtrPos](#).)

- Pointer shape set to the default for the pointer device driver currently registered in the session. (See [MouSetPtrShape](#).)
- Collision area equal to full screen. (See [MouDrawPtr](#) and [MouRemovePtr](#).)

## C bindings

```
#define INCL_MOU

USHORT rc = MouOpen(DriverName, DeviceHandle);

PSZ      DriverName; /* Pointer draw driver name */
PHMOU    DeviceHandle; /* Mouse device handle */

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

## MASM bindings

```
EXTRN MouOpen:FAR
INCL_MOU EQU 1

PUSH@ ASCIIZ DriverName ;Pointer draw driver name
PUSH@ WORD DeviceHandle ;Mouse device handle
CALL MouOpen

Returns WORD
```

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