

Additional Information:

- SS.Mouse returns information on the current mouse and its fire button. The following list defines the 32-byte data packet that SS.Mouse creates:

0	Pt.Valid	rmb 1	Is returned info valid? (0 = no, 1 = yes)
1	Pt.Actv	rmb 1	Active side (0 = off, 1 = right, 2 = left)
2	Pt.ToTm	rmb 1	Timeout initial value
3	Pt.TTTo	rmb 2	RESERVED <i>rmb 2 reserved</i>
5	Pt.TTTo	rmb 1	Time until timeout
	Pt.TTTo	rmb 2	RESERVED
6	Pt.TSSst	rmb 2	Time since counter start
8	Pt.CBSA	rmb 1	Current button state (Button A)
9	Pt.CBSB	rmb 1	Current button state (Button B)
A	Pt.CCtA	rmb 1	Click count (Button A)
B	Pt.CCtB	rmb 1	Click count (Button B)
C	Pt.TTSA	rmb 1	Time this state counter (Button A)
D	Pt.TTSB	rmb 1	Time this state counter (Button B)
E	Pt.TLSA	rmb 1	Time last state counter (Button A)
F	Pt.TLSB	rmb 1	Time last state counter (Button B)
10		rmb 2	RESERVED
12	Pt.BDX	rmb 2	Button down frozen Actual X
14	Pt.BDY	rmb 2	Button down frozen Actual Y
16	Pt.Stat	rmb 1	Window pointer type location
17	Pt.Res	rmb 1	Resolution (0-640 by 0=10/1=1)
18	Pt.AcX	rmb 2	Actual X value
1A	Pt.AcY	rmb 2	Actual Y value
1C	Pt.WRX	rmb 2	Window relative X
1E	Pt.WRY	rmb 2	Window relative Y
	Pt.Siz	equ .	Packet size 32 bytes

- Button Information:

Pt.Valid. The valid byte gives the caller an indication of whether the information contained in the returned packet is accurate. The information returned by this call is only valid if the process is running on the current interactive window. If the process is on a non-interactive window, the byte is zero and the process can ignore the information returned.