

NAME

mouse_update – updates the mouse state

SYNOPSIS

```
#include <vgamouse.h>
```

```
int mouse_update(void);
```

DESCRIPTION

This reads in mouse events from the mouse buffer and updates the internal svgalib variables which store the current mouse position and button states. If there are no events to be read this routine returns immediately.

The function returns 0 if there was no event and a non-zero value otherwise.

SEE ALSO

svgalib(7), **vgagl(7)**, **libvga.config(5)**, **eventtest(6)**, **mouse_close(3)**, **mouse_init(3)**, **mouse_getposition_6d(3)**, **mouse_setposition(3)**, **mouse_setscale(3)**, **mouse_setwrap(3)**, **mouse_setxrange(3)**, **mouse_getx(3)**, **mouse_waitforupdate(3)**, **vga_setmousesupport(3)**, **mouse_seteventhandler(3)**, **vga_waitevent(3)**

AUTHOR

This manual page was edited by Michael Weller <eowmob AT exp-math DOT uni-essen DOT de>. The exact source of the referenced function as well as of the original documentation is unknown.

It is very likely that both are at least to some extent are due to Harm Hanemaayer <H DOT Hane-maayer AT inter DOT nl DOT net>.

Occasionally this might be wrong. I hereby asked to be excused by the original author and will happily accept any additions or corrections to this first version of the svgalib manual.

