

mouse_x(3alleg4)

Allegro manual

mouse_x(3alleg4)

NAME

mouse_x, mouse_y, mouse_z, mouse_w, mouse_b, mouse_pos – Global variable with the mouse position/button state. Allegro game programming library.

SYNOPSIS

```
#include <allegro.h>
```

```
extern volatile int mouse_x;
```

```
extern volatile int mouse_y;
```

```
extern volatile int mouse_z;
```

```
extern volatile int mouse_w;
```

```
extern volatile int mouse_b;
```

```
extern volatile int mouse_pos;
```

DESCRIPTION

Global variables containing the current mouse position and button state. Wherever possible these values will be updated asynchronously, but if `mouse_needs_poll()` returns TRUE, you must manually call `poll_mouse()` to update them with the current input state. The ‘mouse_x’ and ‘mouse_y’ positions are integers ranging from zero to the bottom right corner of the screen. The ‘mouse_z’ and ‘mouse_w’ variables hold the current vertical and horizontal wheel position, when using an input driver that supports wheel mice. The ‘mouse_b’ variable is a bitfield indicating the state of each button: bit 0 is the left button, bit 1 the right, and bit 2 the middle button. Additional non standard mouse buttons might be available as higher bits in this variable. Usage example:

```
if (mouse_b & 1)
    printf("Left button is pressed\n");

if (!(mouse_b & 2))
    printf("Right button is not pressed\n");
```

The ‘mouse_pos’ variable has the current X coordinate in the upper 16 bits and the Y in the lower 16 bits. This may be useful in tight polling loops where a mouse interrupt could occur between your reading of the two separate variables, since you can copy this value into a local variable with a single instruction and then split it up at your leisure. Example:

```
int pos, x, y;

pos = mouse_pos;
x = pos >> 16;
y = pos & 0x0000ffff;
```

SEE ALSO

install_mouse(3alleg4), **poll_mouse**(3alleg4), **mouse_needs_poll**(3alleg4), **exalpha**(3alleg4), **exlights**(3alleg4), **exmouse**(3alleg4), **exshade**(3alleg4), **exspline**(3alleg4), **extrans**(3alleg4)

