

# CONSOLE\_READCONSOLE\_CONTROL structure

Contains information for a console read operation.

## Syntax

C++

```
typedef struct _CONSOLE_READCONSOLE_CONTROL {
    ULONG nLength;
    ULONG nInitialChars;
    ULONG dwCtrlWakeupMask;
    ULONG dwControlKeyState;
} CONSOLE_READCONSOLE_CONTROL, *PCONSOLE_READCONSOLE_CONTROL;
```

## Members

### nLength

The size of the structure. Set this member to `sizeof(CONSOLE_READCONSOLE_CONTROL)`.

### nInitialChars

The number of characters to skip (and thus preserve) before writing newly read input in the buffer passed to the **ReadConsole** function. This value must be less than the *nNumberOfCharsToRead* parameter of the **ReadConsole** function.

### dwCtrlWakeupMask

A user-defined control character used to signal that the read is complete.

### dwControlKeyState

The state of the control keys. This member can be one or more of the following values.

Value	Meaning
<b>CAPSLOCK_ON</b> 0x0080	The CAPS LOCK light is on.
<b>ENHANCED_KEY</b> 0x0100	The key is enhanced.

<b>LEFT_ALT_PRESSED</b> 0x0002	The left ALT key is pressed.
<b>LEFT_CTRL_PRESSED</b> 0x0008	The left CTRL key is pressed.
<b>NUMLOCK_ON</b> 0x0020	The NUM LOCK light is on.
<b>RIGHT_ALT_PRESSED</b> 0x0001	The right ALT key is pressed.
<b>RIGHT_CTRL_PRESSED</b> 0x0004	The right CTRL key is pressed.
<b>SCROLLLOCK_ON</b> 0x0040	The SCROLL LOCK light is on.
<b>SHIFT_PRESSED</b> 0x0010	The SHIFT key is pressed.

## Requirements

<b>Minimum supported client</b>	Windows Vista [desktop apps only]
<b>Minimum supported server</b>	Windows Server 2008 [desktop apps only]
<b>Header</b>	Wincon.h

## See also

[ReadConsole](#)

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