OSEventAvail Low-level read event without dequeuing it

#include <OSEvents.h> **Event Manager**

```
Boolean     OSEventAvail(eventMask, theEvent);
short       eventMask;      bit flags for events; 0xFFFF is all events
EventRecord *theEvent;      receives the 16-byte event record
            returns         Is theEvent a null event?
```

OSEventAvail is identical to **GetOSEvent** except that it does not remove the event from the event queue. This lets you check for the occurrence of a specific event (or any event) but leave it in the queue for later processing.

eventMask is a 16-bit binary mask describing which events to include/exclude. Use *eventMask* =everyEvent (defined as -1) to include all events. See Event Mask for the layout.

Some events (e.g., keyUp events) may never make it into the event queue. See **SetEventMask**.

theEvent is the address of a 16-byte EventRecord. Upon return, it is filled with an event description. See **GetNextEvent**.

Returns: a Boolean value; it identifies whether a requested event was found. It will be one of:

FALSE This is a null event or one you did not request. Ignore it.

TRUE This event is intended for you. Examine and respond.

Notes: In a busy system, it is possible that an event read via this call will be discarded before it can be processed. The **Event Manager** usually keeps only 20 events, scrapping the oldest unread events to make room for new ones.