GetOSEvent Low-level read event and remove event from event queue

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

```
Boolean      GetOSEvent(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?
```

GetOSEvent is identical to **OSEventAvail** except that removes the event from the event queue. Unlike **GetNextEvent** or **WaitNextEvent**, **GetOSEvent** doesn't call the **Desk Manager** to see if the system wants to intercept and respond to the event, nor does it perform **GetNextEvent**'s or **WaitNextEvent**'s processing of the alarm and Command-Shift-number combinations.

eventMask is a 16-bit binary mask describing which events to include/exclude. Use *eventMask* =everyEvent (defined as -1) to include all events. See **GetNextEvent** 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** or **WaitNextEvent**.

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: The **Event Manager** usually keeps only 20 events, scrapping the oldest unread events to make room for new ones.