FlushEvents   Discard all or selected events from event queue

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

void   **FlushEvents(***eventMask*, *stopMask* **);**
short   *eventMask* ;   which events to discard; 0xFFFF=all
short   *stopMask* ;   flush until one of these is found; 0=flush all

   FlushEvents discards all (or selected) events chronologically, until it hits
   a specified event type. It is often used at the beginning of a program to empty
   the event queue of spurious keystrokes or clicks left over from the Finder.

      eventMask specifies which event(s) should be flushed. It is a 16-bit binary
                   mask where a 1 elects to flush an event and a 0 keeps the event. The
                   most common usage is to use *eventMask*=everyEvent, defined in
                   Events.h as 0xFFFF. See Event Mask for details.

       stopMask specifies which events (if any) should stop the flushing process.
                   For instance, if you want to discard all events up to the next
                   keystroke, use *stopMask* = keyDown. A value of 0 means to keep
                   flushing to the end of the queue.

         Returns: none
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 Notes: To purge all events from the queue, use:

          FlushEvents(everyEvent, O **);**

      Note: FlushEvents will *not* remove pending highLevelEvents.