SetEventMask   Set the system event mask

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

void   **SetEventMask(***eventMask***)**;
short   *eventMask* ;   mask to be used to include/exclude events

  SetEventMask sets the low-level mask used by the system to determine
  which events it should post to the event queue.

    eventMask is a 16-bit binary mask describing which events to include or
               exclude. The normal value is 0xFFEF (which excludes only keyUp
               events). Use *eventMask*=everyEvent (defined in Events.h as 0xFFFF)
               to include all events. See **Event Mask** for named constants you can
               use in this value.

    Returns: none

Notes: The preferred way to access the system event mask is by reading or storing
         the global variable SysEvtMask (at 0x0144).

         Indiscriminately changing this mask can cause problems. The only
         legitimate use is to allow enqueuing of keyUp events, i.e.:

             SetEventMask(everyEvent **)**;   // or SysEvtMask |= keyUpMask

         Applications making this call during initialization must save the event
         mask prior to calling **SetEventMask** and restore the event mask when
         quitting.

         If, under **Finder**, an application fails to restore the event mask before
         quitting and it was set to mask out mouseUp events, all mouseUp events
         would continue to be masked out. The user would then notice that the **Finder**
         no longer recognizes double clicks. There are other anomalies associated
         with **MultiFinder**; to get a summary of these see the entry
         About MultiFinder.