
Subject: Re: Ctrl::OverrideCursor

Posted by [Tom1](#) on Fri, 22 Feb 2008 13:14:37 GMT

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Hi,

Ctrl::OverrideCursor() does not seem to react immediately (at least on Vista) but instead requires control to be returned to the system. I added SetMouseCursor(m) call to the CtrlMouse.cpp as follows and got immediate response:

```
Image Ctrl::OverrideCursor(const Image& m)
{
    Image om = CursorOverride();
    CursorOverride() = m;
    DoCursorShape();
    SetMouseCursor(m); // Added by tom
    return om;
}
```

If you think it does not mess up anything else in UPP, please add it to the source. (The reason for immediate response requirement is that I need to show a wait cursor when processing some lengthy user mouse input requests.

// Tom
