Subject: Re: Ctrl::OverrideCursor
Posted by mirek on Sat, 23 Feb 2008 09:00:17 GMT
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Tom1 wrote on Fri, 22 February 2008 08:14Hi,

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

Well, this is really weird, as DoCursorShape calls SetMouseCursor too...

I have tested with this code, without proposed patch:


```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : TopWindow {
 virtual void LeftDown(Point, dword) {
  Image m = OverrideCursor(CtrlImg::exclamation());
  Sleep(1000);
  OverrideCursor(m);
  Sleep(1000);
 }
};

GUI_APP_MAIN
{
 App().Run();
}
```

and everything seems to work OK (WinXP).

Mirek