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Subject: Re: Ctrl::OverrideCursor

Posted by Tom1 on Sat, 23 Feb 2008 16:21:10 GMT

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OK, here's the testcase. Today I'm on Linux and therefore I have no idea what happens when this is taken on Windows.

Anyway, on Linux none of the context menu callbacks work. The WaitCursor works neither on the context menu callback nor directly in MiddleUp. OverrideCursor works on LeftUp, but fails on context menu callback.

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

using namespace Upp;

class Testcase : public TopWindow{

public:
    typedef Testcase CLASSNAME;

    Testcase(){

    }

    virtual void ContextMenu(Bar &bar){
        bar.Add(t_("Lengthy process with OverrideCursor..."),THISBACK(LengthyProcess1));
        bar.Add(t_("Lengthy process with WaitCursor..."),THISBACK(LengthyProcess2));
    }

    virtual void LengthyProcess1(){
        // Not working on Linux:
        Image cursor=OverrideCursor(Image::Wait());
        Sleep(1000);
        OverrideCursor(cursor);
    }

    virtual void LengthyProcess2(){
        // Not working on Linux:
        WaitCursor waitcursor;
        Sleep(1000);
    }

    virtual void RightUp(Point p, dword keyflags){
        MenuBar::Execute(THISBACK(ContextMenu));
    }

    virtual void LeftUp(Point p, dword keyflags){
```

```
// Working OK on Linux:
Image cursor=OverrideCursor(Image::Wait());
Sleep(1000);
OverrideCursor(cursor);
}

virtual void MiddleUp(Point p, dword keyflags){
// Not working on Linux:
WaitCursor waitcursor;
Sleep(1000);
}

};

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

I think mouseCtrl might be null even though it should have a value. At least I can see the cursor on top of the Testcase window but still have no control over it using the above methods.

Just out of curiosity, which of the four cases work for you in XP? (When I get back to work on monday, I can test it on Vista.)

// Tom

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