
Subject: Re: [BUG] DnD Cursor flicker

Posted by [mirek](#) on Mon, 03 Mar 2008 18:36:18 GMT

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Fix:

```
void Ctrl::DoCursorShape() {
    Image m = CursorOverride();
    if(IsNull(m))
        if(mouseCtrl)
            SetMouseCursor(mouseCtrl->MEvent0(CURSORMOUSE, mousepos, 0));
        else
            SetMouseCursor(Image::Arrow());
    else
        SetMouseCursor(m);
}
```
