
Subject: [BUG] DnD Cursor flicker
Posted by [mrjt](#) on Fri, 29 Feb 2008 10:42:47 GMT
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In the latest SVN revision (167) if you start a drag-drop operation then move the cursor out of the source window the cursor flickers horribly.

This happen on every ctrl I've tested on, including reference examples.

Tested on WinXP, MSVC.

Subject: Re: [BUG] DnD Cursor flicker
Posted by [mirek](#) on Mon, 03 Mar 2008 18:21:16 GMT
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Ha, the price for fixing OverrideCursor

Mirek

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);  
}
```
