Subject: X11 DnD cursor issue
Posted by mrjt on Mon, 27 Oct 2008 12:53:42 GMT

I have a problem on Ubuntu with the cursor image disappearing during drag-drop operations. I think what is happening is that the ctrl is refreshing and it clears the previously drawn cursor, but doesn't cause a DoCursorShape call.

This happens on every Upp app, and is a particular problem for me because I have ctrls which update frequently during DnD. I've tried adding CheckMouseCtrl & DoCursorShape calls in various places like DoPaint without any effect.

Any ideas?

Subject: Re: X11 DnD cursor issue
Posted by mirek on Fri, 31 Oct 2008 13:20:01 GMT

I have problems to reproduce it. I have simply tried with ArrayCtrlDnd reference example; there are updates going on in it too.

Maybe a testcase?

Mirek