

Re: Ignoring Mouse Events During WaitCursor

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From: Dmitriy Lapshin [C# / .NET MVP] (*x-code_at_no-spam-please.hotpop.com*)

Date: 02/16/05

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Hi Karen,

Changing the shape of the mouse pointer has nothing to do with processing mouse messages. Even when the mouse pointer is set to the hourglass, the system still accumulates events received from the input devices (not only the mouse, but also the keyboard and whatever device you can imagine). You can probably forcibly clear the event queue with API calls upon the completion of the task, but I'd consider it a hack and definitely a bad programming style.

Why don't you use asynchronous delegates or multi-threading instead? This way, the application won't be blocked while working on the long-running task (that is, it will be able to repaint itself, the user will be able to minimize and restore the window etc.), and at the same time you can disable controls and menu items which shouldn't be available until the task completes.

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Sincerely,

Dmitriy Lapshin [C# / .NET MVP]

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"KarenP" <KarenP@discussions.microsoft.com> wrote in message news:07F8711A-D1F2-4BEB-B436-FCE8530BC212@microsoft.com...

> In my Windows Forms application, while executing a process that takes some
> time, I am changing the cursor to the hourglass by setting Cursor.Current

> =

> Cursors.WaitCursor.

>

> This is working just fine, except that any mouse events generated during
> this wait period (such as clicking on a button, etc.), get processed once
> the

> processing is complete. For example, while waiting for my task to
> complete,

> I click on a button (even though the cursor is an hourglass). When the
> task

> is complete, the button click event is executed.

>

> The documentation for the Cursor.Current property makes it sound like the
> application will stop listening for mouse events while the cursor is not
> set

> to Cursors.Default, but this does not seem to be the case in practice.

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>
> Any advice? Is this a bug or am I doing something incorrectly?
>
> Thanks!
>
> -Karen