

Re: ShowCursor(FALSE) should hide cursor!

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2005-12/msg01052.html>

- *From:* "Robby" <Robby@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 28 Dec 2005 10:19:03 -0800
-

Gee... A little bit of history goes along way!

So could of I have better said:

(In plain english, it loads a cursor type for the current application!) Right!

And now I understand the use of WM_SETCURSOR !

Thanks alot guys.. your time is much appreciated!

—
Best regards
Robert

"Doug Harrison [MVP]" wrote:

> On Tue, 27 Dec 2005 22:26:02 -0800, "Robby"
> <Robby@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:
>
>> Although, I fully appreciate your post and I would like to confirm to myself
>> that I am not absorbing this in a misleading way.
>>
>> The way I am understanding this, is that LoadCursor loads the specified
>> cursor resource from the executable (.EXE) file associated with an
>> application instance.
>
> If it's a predefined cursor, e.g. IDC_ARROW, then it comes from the OS.
>
>> (In plain english, it loads a cursor type for the
>> current window!) Right!
>
> The function LoadCursor does not have an HWND parameter, so that tells you
> the cursor it loads is not associated with a window. The same can be said
> for SetCursor. So, in what sense is a cursor associated with a window? A
> window sets the cursor for the process that created it in response to
> WM_SETCURSOR, and the cursor remains in effect for the process until
> another window belonging to the process changes it.

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>
>>SetCursor, sets the cursor shape. The cursor must have been created by the
>>CreateCursor function or loaded by the LoadCursor or LoadImage function.
>>
>>So, so far, load the cursor with LoadCursor and then set its shape! Right!
>>
>>ShowCursor, shows the cursor. If I say, ShowCursor(True) the internal
>>display counter increments. If I say, ShowCursor(FALSE) the internal display
>>counter decrements. And any time the counter is negative, the cursor is
>>hidden.(I have experimented with this and I am surprised in that why Windows
>>chose this mechanism. (Why not simply say, ShowCursor(True) shows the cursor
>>and ShowCursor(FALSE) hides the cursor. Why must we add this "internal
>>counter and hide if negative stuff!")
>>
>>Anyways, I am sure there is a reason, but right now it is beyond me!
>
> It was really important back in the day when video cards didn't support the
> cursor in hardware. A software cursor must be hidden before drawing over
> the area where it resides, else you can get an effect known as "mouse
> droppings":
>
> <http://catb.org/~esr/jargon/html/M/mouse-droppings.html>
>
> Suppose you had two drawing functions, one which renders the background and
> the other the foreground. For safety reasons, each hides the cursor and
> restores it when done. Now suppose you wrote this function:
>
> void draw_everything()
> {
> draw_bk();
> draw_fg();
> }
>
> This would cause the cursor to flicker. You could fix it by bracketing the
> contents with hide/show cursor calls, but for that to work, the visibility
> state needs to be reference-counted. (I believe Windows always did the
> hiding/showing for you in BeginPaint/EndPaint, but other OS's did not.)
>
> --
> Doug Harrison
> Visual C++ MVP
>
>

• *References:*

- ◆ ***ShowCursor(FALSE) should hide cursor!***
 ◇ From: Robby
- ◆ ***Re: ShowCursor(FALSE) should hide cursor!***
 ◇ From: Doug Harrison [MVP]

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◇ From: Robby

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◇ From: Doug Harrison [MVP]

- Prev by Date: **Re: where is a copy of atlst.h ??**
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