

Re: How to show/hide cursor on attach/deattach usb mouse

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2008-12/msg00132.html>

- *From:* paolo patierno <paolopatierno@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Thu, 4 Dec 2008 07:55:03 -0800
-

Hi,

I havn't developed the display driver....I hide the cursor inside the CursorOn() e CursorOff() call.

Best regards

"venkatyv" wrote:

I too selected the same mouse component. i have USB mouse working but cursor is not visible. Can you please tell me what to be done in the display driver to get the mouse cursor.

Thanks,
Venkat

"paolo patierno" wrote:

Hi,
I use windows ce 5 and the catalog item for the mouse is under "Shell and user Interface" – "User Interface".

Paolo

"Venkat" wrote:

Hi paolo,

I am facing the same problem on my TI OMAP3 platform with Wince6. USB mouse is working perfectly but cursor is not visible. I don't find CursorOn(), CursorOff() functions in my BSP, can you tell me the functionality to be added to see the mouse pointer.

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Thanks,
Venkat

"paolo patrierno" wrote:

Thank you very much,
I have modified the display driver properly
and all works...

Thanks

"Paul G. Tobey [eMVP]" wrote:

There's not going to be some simple way to do this. If you're following my model and using `AdvertiseInterface()` and `RequestDeviceNotifications()`, you'll have to start a thread during display driver load to handle the notifications. What you do when one such notification occurs will depend on **exactly** how the display driver works, which we don't know; it's your hardware's driver (you have the board support package). Maybe calling `CursorOff()` or `CursorOn()` does the right thing, but the name of the function is insufficient for us to guess what the function **actually does**. You have to read, understand, and modify the code appropriately.

Paul T.

"paolo patrierno"
<paolopatrierno@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>
wrote in message
news:85F01198-89FA-4F4C-BC70-AE4D07B8B79E@xxxxxxxxxxxxxxxxxxxx

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Hi,
I have some
problems....
My target
platform
has iMX31
Freescale
processor
with a
internal
IPU...
I have
found in file
ddipu.h two
functions :

CursorOn()
CursorOff()

The display
drawing is
made by the
hw
controller.....
Can you
have any
idea where i
put
registration
notifications
for usb
mouse
attached
and to
hide/show
cursor....

Help !!

Thanks

"paolo
patierno"
wrote:

Thank
you
very
much

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for
your
help.
I
hope
that
i
will
be
usefull...thanks

"Paul
G.
Tobey
[eMVP]"
wrote:

It
should
be
obvious
that
the
answer
to
that
depends
on
the
display
driver.
There's
no
'enable/disable
cursor
here'
function.
Nor
is
there
a
right
answer
about
what
you
actually
need
to
do.

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If
your
driver
is
using
a
hardware
cursor
implemented
in
the
display
hardware,
you'd
do
one
thing.

If
it's
drawing
the
cursor
itself
in
software,
you'd
do
something
different.
This
is
where
you
earn
your
money!

Paul
T.

"paolo
patierno"
<paolopatierno@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
wrote
in
message
news:F4E9A6CE-12CC-4D46-880B-0063EBD675

Ah...and
what
is

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the
right
code
portion
to
modify
in
the
display
driver
to
receive
notifications
and
to
hide
cursor
?

Thanks..

"Paul
G.
Tobey
[eMVP]"
wrote:

No.
ShowCursor()
is
application-specific.
You
may
decrement
the
cursor
count
for
services.exe
well
below
zero,
but
that
won't
cause
the
cursor
to
be

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hidden
for
all
applications.

Paul
T.

"paolo
patierno"
<paolopatierno@xxxxxxxxxxxxxxxxxxxxxx
wrote
in
message
<news:21AE7736-11B8-43E5-90DA>

My
idea
wasn't
to
modify
display
driver
but
to
create
a
windows
ce
service
that
receive
notifications
and
use
ShowCursor....it
works
??

"Paul
G.
Tobey
[eMVP]"
wrote:

Well,
since
I
need
it

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in
both
mouhid
and
the
display
driver,
I
put
it
in
a
platform-specific
header
file,
devclassmouse.h,
in
case
you're
curious.
I
could
not
use
the
IClass
registry
entry
and
make
it
work,
because
I
was
starting
with
the
PS/2
mouse,
so
I'm
not
100%
sure
about
that
for
the
USB
case.

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Paul
T.

"paolo
patierno"
<paolopatierno@xxx>
wrote
in
message
<news:C35E55B8-75>

Can
you
give
me
other
information.
In
which
file
did
you
add
the
#define
?
Can
I
use
the
registry
key
HID
mouse
and
setting
its
IClass
=
GUID
instead
of
call
AdvertiseInt
in
the
mouse
driver
?

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Thanks
very
much....

"Paul
G.
Tobey
[eMVP]"
wrote:

I
did
this
mys
by,
as
you
seen
to
be
doin
clon
mou
and
arran
for
it
to
notifi
the
syste
that
a
mou
was
attac
(Adv
Here
the
class
I
used
for
that:

```
#def  
DEV  
TEX  
#def  
DEV
```

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```
{  
0xF1  
0x87  
0x45  
{  
0xB  
0x67  
0xC  
0xB  
0x6D  
0xA  
0xD  
0x98  
}  
}
```

This
parti
GUI
was
sugg
as
a
de
facto
stand
by
Stev
Mail
a
whil
back
so
I
used
it.

To
actu
turn
the
curs
on
and
off,
whic
is
a
func
of
the

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disp
drive
I
mod
my
disp
drive
to
use
Req
GUI
devg
=
DEV

//
Ask
for
devi
notifi
to
be
sent.
Note
that
we
set
the
//
last
para
to
true
to
indic
that
we
wan
notifi
//
for
devi
alrea
conn
notH
=
Req
&de
msg
TRU

);

and
so
on.
Of
cour
it
asks
for
all
devi
even
even
thos
for
devi
that
were
attac
befo
the
disp
drive
was
exec
sinc
you
don'
wan
to
depe
on
the
mou
to
be
adve
*aft
the
disp
drive
requ
notifi
In
the
hanc
for
a
notifi
of

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the
mou
I
do
the
right
thing
to
turn
curs
disp
in
the
drive
on/o

Paul
T.

"pac
patie
<pac
wrot
in
mess
new

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