

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/msg00136.html>

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Thu, 4 Dec 2008 08:19:13 -0700
-

If the cursor is not visible, your display driver is not drawing it. We can't tell you why, because we aren't using the same display driver. You'll have to read the code and discover why. Maybe it was never designed to draw cursors, for example. That's certainly a reasonable decision for a custom display driver written for a device that was never expected to have a mouse connected.

Paul T.

"venkatyv" <venkatyv@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message <news:4036DC9C-3385-418E-A3D6-034FBE5FEA54@xxxxxxxxxxxxxxxxxxxx>

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 patrierno" 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

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

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.

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

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

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

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

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

cursor....

Help !!

Thanks

"paolo
patierno"
wrote:

Thank
you
very
much
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

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

cursor
here'
function.
Nor
is
there
a
right
answer
about
what
you
actually
need
to
do.
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

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

money!

Paul
T.

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

Ah...and
what
is
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

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

the
cursor
count
for
services.exe
well
below
zero,
but
that
won't
cause
the
cursor
to
be
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

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

ShowCursor...it
works
??

"Paul
G.
Tobey
[eMVP]"
wrote:

Well,
since
I
need
it
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

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

starting
with
the
PS/2
mouse,
so
I'm
not
100%
sure
about
that
for
the
USB
case.

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

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

and
setting
its
IClass
=
GUID
instead
of
call
AdvertiseInt
in
the
mouse
driver
?

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
system
that
a
mou

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

was
attac
(Adv
Here
the
class
I
used
for
that:

```
#def  
DEV  
TEX  
#def  
DEV  
{  
0xF1  
0x87  
0x45  
{  
0xB  
0x67  
0xC  
0xB  
0x6E  
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
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on
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off,
whic
is
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func
of
the
disp
drive
I
mod
my
disp
drive
to
use
Req

GUI
devg
=
DEV

//
Ask
for
devi
notif
to
be
sent.
Note
that
we
set
the
//
last
para
to
true
to

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

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that
we
wan
notifi
//
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TRU
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and
so
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Of
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it
asks
for
all
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even
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for
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that
were
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the
disp
drive
was
exec
sinc
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the
mou

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

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

Paul
T.

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

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