

---

Subject: Cursor problems, MAC and PC

Posted by [Ted Cary](#) on Thu, 09 May 2002 15:03:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have been porting some of my lab's IDL 5.4 Macintosh programs to a Windows 2000 PC running 5.5. Programs that change the cursor image have been having problems, both in direct graphics and object graphics.

1.) On the Mac, just setting the cursor without setting a mask appears to cause the cursor image to be XOR-ed with the window contents, so it is always visible against the background. On the PC, unmasked custom cursors disappear against black backgrounds, as described in the online help, but the standard cursors set with the `CURSOR_STANDARD` keyword to `DEVICE` do exhibit the XOR-like behavior. Can the XOR behavior be achieved with custom cursors on a Windows machine?

2.) In Windows, calls to `DEVICE` with the `CURSOR_IMAGE` keyword cause a new direct graphics window to pop up if one is not already open. This did not happen in the Mac programs. Is there a way to turn this off?

3.) In Macintosh object graphics windows, setting the cursor with `IDLgrWindow::SetCurrentCursor` causes some problems. While dragging the mouse across the viewport, the cursor constantly cycles between the object window cursor and the direct graphics cursor. This was easily solved by setting the direct graphics cursor to the same thing as the object window cursor. On Windows this cursor cycling does not occur; instead new direct graphics windows keep popping up whenever the cursor is changed (see #2).

I can fix these problems in Windows by drawing and setting masks for each cursor and taking out all the extra calls to `DEVICE`, but I was hoping for a less time consuming, cross-platform solution. The Macintosh object graphics cursor cycling is particularly troublesome, although the workaround is simple enough. Is this a known bug or a common programming mistake? Has anyone experienced or solved any of these problems?

Thanks for any help,

Ted Cary

---