
Subject: The 'MAC' device and the 'CURSOR_IMAGE' keyword

Posted by [David Theil](#) on Mon, 23 Sep 1996 07:00:00 GMT

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Does anyone know how to manipulate the cursor under the mac version of IDL? When I try to set the cursor_image keyword in a device call I get an error 'Keyword CURSOR_IMAGE not allowed in call to: DEVICE'.

I have done this successfully under UNIX IDL, so what gives? None of the documentation suggests this might be a problem.

I have some other Mac IDL specific questions:
xloadct does not work properly on my mac. Changing the color table does not update the currently displayed graphics. Why?

I reinstalled IDL to try to fix the above problem. Now when I type '?' at the prompt, IDL fails to open the online help application. I get no error and this worked fine before. Anybody got any ideas?

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No guts, no glory.
