

Doomsday Engine - Bug #2106

[OS X 10.11 El Capitan] Mouse cursor does not stay hidden

2015-08-03 09:41 - skyjake

Status:	Closed	Start date:	2015-08-03
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	1.15.3		
Description			
The new "cursor wiggle zoom" feature of El Capitan causes the mouse cursor to keep popping up while playing the game.			
Backport 0c871f83 to the stable branch where the problem is fixed by using native APIs to control mouse visibility. (Conceivably a future version of Qt will also address this.)			

Associated revisions

Revision c6921709 - 2015-08-27 13:59 - skyjake

Fixed|OS X: Mouse cursor does not stay hidden in OS X 10.11

Backported from the master branch.

IssueID #2106

History

#1 - 2015-08-27 14:01 - skyjake

- % Done changed from 0 to 90

#2 - 2015-08-27 14:55 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 90 to 100

#3 - 2015-10-24 14:20 - skyjake

- Status changed from Resolved to Closed