

## Doomsday Engine - Bug #2106

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

2015-08-03 09:41 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2015-08-03
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	1.15.3		
<b>Description</b>			
The new "cursor wiggle zoom" feature of El Capitan causes the mouse cursor to keep popping up while playing the game.			
Backport <a href="#">0c871f83</a> 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

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##### 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

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##### #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