

## Doomsday Engine - Bug #2199

### Mouse cursor not visible in UI (Windows, build 2229)

2017-02-08 05:28 - Drako

<b>Status:</b> Closed	<b>Start date:</b> 2017-02-08
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Regression	
<b>Target version:</b>	
<b>Description</b> Build <a href="#">#2229</a> (previous build is fine). I tested the newest build on two computers (Windows x64) and on both the mouse cursor was not visible in the UI.	

#### History

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**#1 - 2017-02-08 08:57 - skyjake**

- Category changed from Defect to Regression
- Assignee set to skyjake

**#2 - 2017-02-08 10:04 - skyjake**

- Status changed from New to In Progress
- % Done changed from 0 to 100

**#3 - 2017-02-08 10:06 - skyjake**

- Tags set to Windows, UI
- Status changed from In Progress to Closed

**#4 - 2017-02-08 10:46 - skyjake**

- Subject changed from Mouse cursor not visible in UI to Mouse cursor not visible in UI (Windows, build 2229)

**#5 - 2017-02-08 12:11 - skyjake**

Fixed for next build.

**#6 - 2017-02-25 12:02 - skyjake**

- Target version deleted (49)