

## Doomsday Engine - Bug #926

### [Windows] Mouse conflicts with cursor hotspot utilities

2010-07-11 16:24 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2010-07-11
<b>Priority:</b> Lowest	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b>	
<p>When using utilities such as WinFlip and DExposE2, if the mouse cursor happens to move to the hotspots defined by these applications while playing Doomsday, there may be graphical glitches e.g. the Doomsday window turning all white and staying that way until shut down.</p> <p>We should check whether this issue persists in the current (Beta6.9) release (bug reported for Beta5.1).</p> <p>Doomsday should be eating all the mouse events so that the Windows cursor will remain stationary while the game is running.</p>	
<b>Labels:</b> User Interface	

#### History

##### #1 - 2011-02-13 14:26 - danij

Solving this the right way essentially requires replacing DirectX based input with something better. This is something we need to do anyway for Beta7...

We do not get to decide if the mouse events are eaten or not when using DX for input and running in Windowed mode, due to the way DirectInput is wrapped in Win7/Vista. Its the same reason that we don't receive up events for held keys when our main window loses focus.