How to block input to the system until released

The Windows API *BlockInput* function prevents all input to the system, making it appear locked up until released. Declare the function as:

```
function BlockInput(fBlockInput: Boolean): DWORD; stdcall;
  external 'user32.dll';
```

Usage: Set to True to "lock-up" and False to "unlock" input devices.

The following code locks up input for 2 seconds:

```
procedure TForm1.Button1Click(Sender: TObject);
begin
  BlockInput(True);
  Label1.Caption := 'Blocked';
  Application.ProcessMessages;
  Sleep(2000);
  BlockInput(False);
  Label1.Caption := 'Unblocked';
end;
```

Example code added by Peter Johnson

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