

# Console.CursorVisible Property

Reference



## Definition

Namespace: [System](#)

Assembly: System.Console.dll

### In this article

[Definition](#)

[Examples](#)

[Applies to](#)

Gets or sets a value indicating whether the cursor is visible.

C#

```
public static bool CursorVisible {  
    [System.Runtime.Versioning.SupportedOSPlatform("windows")] get;  
    [System.Runtime.Versioning.UnsupportedOSPlatform("browser")]  
    [System.Runtime.Versioning.UnsupportedOSPlatform("android")]  
    [System.Runtime.Versioning.UnsupportedOSPlatform("ios")]  
    [System.Runtime.Versioning.UnsupportedOSPlatform("tvos")] set; }
```

## Property Value

[Boolean](#)

`true` if the cursor is visible; otherwise, `false`.

Attributes [SupportedOSPlatformAttribute](#), [UnsupportedOSPlatformAttribute](#)

## Exceptions

[SecurityException](#)

The user does not have permission to perform this action.

[IOException](#)

An I/O error occurred.

[PlatformNotSupportedException](#)

The get operation is invoked on an operating system other than Windows.

## Examples

This example demonstrates the [CursorVisible](#) property. The example makes the cursor visible if the first column of input is a '+' character or invisible if the input is a '-' character.

C#

```
// This example demonstrates the Console.CursorVisible property.

using System;

class Sample
{
    public static void Main()
    {
        string m1 = "\nThe cursor is {0}.\nType any text then press Enter. " +
                    "Type '+' in the first column to show \n" +
                    "the cursor, '-' to hide the cursor, " +
                    "or lowercase 'x' to quit:";

        string s;
        bool saveCursorVisibile;
        int  saveCursorSize;
//
        Console.CursorVisible = true; // Initialize the cursor to visible.
        saveCursorVisibile = Console.CursorVisible;
        saveCursorSize = Console.CursorSize;
        Console.CursorSize = 100;      // Emphasize the cursor.

        while(true)
        {
            Console.WriteLine(m1,
                              ((Console.CursorVisible == true) ?
                               "VISIBLE" : "HIDDEN"));
            s = Console.ReadLine();
            if (String.IsNullOrEmpty(s) == false)
                if (s[0] == '+')
                    Console.CursorVisible = true;
                else if (s[0] == '-')
                    Console.CursorVisible = false;
                else if (s[0] == 'x')
                    break;
        }
        Console.CursorVisible = saveCursorVisibile;
        Console.CursorSize = saveCursorSize;
    }
}
/*
```

This example produces the following results. Note that these results cannot depict cursor visibility. You must run the example to see the cursor behavior:

The cursor is VISIBLE.

Type any text then press Enter. Type '+' in the first column to show the cursor, '-' to hide the cursor, or lowercase 'x' to quit:

The quick brown fox

The cursor is VISIBLE.

Type any text then press Enter. Type '+' in the first column to show the cursor, '-' to hide the cursor, or lowercase 'x' to quit:

-

The cursor is HIDDEN.

Type any text then press Enter. Type '+' in the first column to show the cursor, '-' to hide the cursor, or lowercase 'x' to quit:

jumps over

The cursor is HIDDEN.

Type any text then press Enter. Type '+' in the first column to show the cursor, '-' to hide the cursor, or lowercase 'x' to quit:

+

The cursor is VISIBLE.

Type any text then press Enter. Type '+' in the first column to show the cursor, '-' to hide the cursor, or lowercase 'x' to quit:

the lazy dog.

The cursor is VISIBLE.

Type any text then press Enter. Type '+' in the first column to show the cursor, '-' to hide the cursor, or lowercase 'x' to quit:

x

\*/

## Applies to

Product	Versions
<b>.NET</b>	Core 1.0, Core 1.1, Core 2.0, Core 2.1, Core 2.2, Core 3.0, Core 3.1, 5, 6, 7 Preview 7
<b>.NET Framework</b>	2.0, 3.0, 3.5, 4.0, 4.5, 4.5.1, 4.5.2, 4.6, 4.6.1, 4.6.2, 4.7, 4.7.1, 4.7.2, 4.8
<b>.NET Standard</b>	1.3, 1.4, 1.6, 2.0, 2.1
<b>Xamarin.iOS</b>	10.8
<b>Xamarin.Mac</b>	3.0