

**HideCursor**

Remove the mouse cursor from the screen

#include <Quickdraw.h>Quickdrawvoid           **HideCursor**( );

This erases the mouse cursor and redraws whatever was beneath it.

**Returns:** none

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Notes: Each use of **HideCursor** must be balanced with a subsequent call to **ShowCursor**.

This call decrements the cursor level: the cursor level is set to 0 when you call **InitCursor**, and is decremented by each call to **HideCursor** and incremented by each call to **ShowCursor**. It is visible only when the cursor level is at 0.

An alternative to this call, **ShieldCursor**, hides the cursor only if it is currently positioned within a specified rectangle.

A related function, **ObscureCursor**, hides the cursor until the mouse is moved.