

**InitCursor**                      Initialize cursor to the standard arrow

#include <Quickdraw.h>

**Quickdraw**

void                      **InitCursor**( );

**InitCursor** sets the cursor shape to the standard arrow cursor and sets the cursor level to 0, making it visible. It is normally called once, in the early part of a program.

**Returns:** none

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Notes:    The 68-byte Cursor structure for the standard arrow cursor can be found in the Quickdraw data area. Its symbolic name is arrow.