

**ShowCursor**

Display the mouse cursor

#include <Quickdraw.h>**Quickdraw**void           **ShowCursor**( );

This function increments the cursor level (but never higher than 0). If the cursor level gets to 0, the cursor is displayed and resumes tracking the mouse.

**Returns:** none

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Notes: Each call to **ShowCursor** should balance a previous call to **HideCursor** or **ShieldCursor**.

This call increments the cursor level. The cursor level is set to 0 when you call **InitCursor**; is decremented by each call to **HideCursor**; and incremented by each call to **ShowCursor**. The cursor is visible only when the cursor level is at 0. The system never increments the cursor level above 0, so additional call to **ShowCursor** have no effect.

An alternative to the **HideCursor**...**ShowCursor** sequence is **ShieldCursor** ... **ShowCursor**, which hides the cursor only if it is currently positioned within a specified rectangle.