

**ObscureCursor**

Hide cursor until mouse moves

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

This function temporarily hides the mouse cursor. It reappears when the mouse moves or upon a subsequent call to **ShowCursor**.

**Returns:** none

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Notes: This is useful for text editors - when you want to hide the I Beam cursor while the user is typing.

The cursor is revealed automatically when the mouse moves. This does not affect the "cursor level" and there is no requirement to match it with a subsequent call to **ShowCursor**. However, you may force the cursor to become visible by calling **ShowCursor**.