

## ShowCursor

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*Some text below is copied from the Microsoft Developers Network Library.*

For an eBook or printed book on using the API with Liberty BASIC, see:

[APIs for Liberty BASIC](#)

## Show or Hide the Cursor

The ShowCursor function is part of user32 DLL and it sets an internal display counter that determines whether the cursor should be displayed. The cursor is displayed only if the display count is greater than or equal to 0. If a mouse is installed, the initial display count is 0. If no mouse is installed, the display count is -1.

## Syntax

The syntax for the ShowCursor function is as follows.

```
call dll #user32, "ShowCursor", _  
bShow as long, _      '0 decrements count, 1 increments count  
displayCount as long  'returns new display count
```

The bShow parameter tells the function whether to increment or decrement the display count. The return from this function is the new display count. The display count must be greater than or equal to zero for the cursor to be displayed.

## Assuring Cursor Display

To assure that the cursor is displayed after a program hides the cursor, call the ShowCursor function until it returns a counter value of 0 or greater. The API ShowCursor function is wrapped in a Liberty BASIC function in the code below.

```
while count<0  
    count=ShowCursor(1)  
wend
```

```
wait
```

```
function ShowCursor( bShow )  
'bShow =0 decrements count, =1 increments count  
    callDll #user32, "ShowCursor",_  
    bShow as long, _  
    ShowCursor as long    'returns new display count  
end function
```

## Demo

Here is a sample program. The buttons allow the user to increment or decrement the cursor count. The count is displayed in the statictext control. When the program closes, the function is called to increment the display count until the cursor is displayed.

```
nomainwin  
button #1.show, "Show Cursor",[show],UL,10,10,100,30  
button #1.hide, "Hide Cursor",[hide],UL,10,50,100,30  
statictext #1.s, "Cursor Count",130, 10, 300, 100  
open "Cursor Display Demo" for window as #1  
#1 "trapclose [quit]"  
wait  
[quit]  
'assure that cursor is displayed  
'cursor count must be >=0  
while count<0  
    count=ShowCursor(1)  
wend  
close #1:end  
  
[show]  
count=ShowCursor(1)  
#1.s "Cursor Count is ";count  
wait  
  
[hide]  
count=ShowCursor(0)  
#1.s "Cursor Count is ";count  
wait  
  
function ShowCursor( bShow )  
'bShow =0 decrements count, =1 increments count  
    callDll #user32, "ShowCursor",_
```

```
bShow as long, _  
ShowCursor as long    'returns new display count  
end function
```