
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

Made some more experiments, and found that they specially did that 1 pixel transparent cursor. As they write before in comment, that is trick "Showing the SDL 1 pixel transparent cursor allows us to get absolute mouse coordinates, this means we can use tablet in fullscreen mode."

Then, their code looks like:

```
SDL_FreeCursor(cur);
cur = SDL_CreateCursor(&cursorData, &cursorData, 1,1,0,0);

if (cur != NULL)
{
    SDL_SetCursor(cur);
    SDL_ShowCursor(SDL_ENABLE); // show the SDL 1 pixel transparent cursor
}
else
{
    failed to create the 1 pixel transparent cursor
    SDL_ShowCursor(SDL_DISABLE); // Hide the SDL mouse cursor, we use our own internal one
}
}
```

Once i comment out part with `SDL_SetCursor(cur);` and `SDL_ShowCursor(SDL_ENABLE);` , and keep `SDL_ShowCursor(SDL_DISABLE);` (so to hide sdl mouse cursor , and user internal one), then all start to works as should, no distortion, all is fine.

What mean, imho, that something can be wrong with our `SDL_SetCursor()` and or `SDL_ShowCursor()` when it come to 1 pixel transparent one..