

## Ryzom - Bug # 1043

<b>Status:</b>	Rejected	<b>Priority:</b>	Normal
<b>Author:</b>	newborn	<b>Category:</b>	OS: GNU/Linux
<b>Created:</b>	07/29/2010	<b>Assignee:</b>	
<b>Updated:</b>	08/01/2010	<b>Due date:</b>	
<b>Subject:</b>	Cursor appearance		
<b>Description</b>			
Cursor doesn't change its appearance from Gnome to Ryzom. It doesn't either change when resizing a window, stuck at its original appearance.			
Ubuntu 10.04 (lucid) 64bits			

### History

#### #1 - 07/30/2010 08:29 am - vl

Do you see the linux cursor (white) or the ryzom one (yellow)?

If it's the linux cursor, it's because you are in hardware cursor.

You can switch in Software/Hardware cursor with SHIFT+F9 or in game configuration panel (U) then Input -> Mouse -> Hardware.

#### #2 - 07/30/2010 08:56 am - kervalala

If, as suggested vl, you are talking about cursor not using a custom bitmap for Ryzom, it's a duplicate of #1034

#### #3 - 07/30/2010 02:34 pm - newborn

Oops my bad. I didn't check this option.

If I tick off "Hardware" option, I get custom bitmap cursor back.

Thx.

#### #4 - 08/01/2010 09:55 am - kervalala

- Status changed from New to Rejected