Mouse Cursor.p3d.39 LINK

fansim toggle the display of users of the fansim (federation of air navigator simulators) network. in partly active state only the fansim users themselves are displayed and in full active state additionally some textual information about the user next to it. hovering with the mouse cursor over this button will show the time of the last update. it would also be nice if we could select what mouse cursor we want to use, rather than having to change it from one to the other every time we want to use it.. just like we have multiple battle set up profiles in the simulator where we can switch between different ones. also, in the future, i would like to see our mouse cursors become more like the ones in the sims 2, where they are with the 'grabber' feature of the mouse. so, when you move the mouse cursor around, it grabs an item from the screen and puts it into your inventory. in the same way, we could have a click where the cursor grabs something. so, when you move your mouse cursor around the screen, it finds the item and clicks it on. this is a very small feature to add, but when combined with the user-selected mouse cursor, it would be a huge improvement to the user experience in the simulator. not all changes in this update are that good. for example, it's still impossible to change the mouse cursor position from where it was at the time of the last pause state. also, the flight model and graphics on both the g1000 and the hud are not as good as they were in the previous version. there was also a new option added in the latest update to apply the mouse cursor to the pov of the scene. it's the first iteration of what i mentioned above, where the mouse cursor grabs an object and puts it into the players inventory. the problem with that option is that you have to click on the object, which is what you are trying to avoid in a flight simulator. so, i would prefer that this option be disabled for the time being. in my humble opinion, it will become useless once we move on to the next update and have our mouse cursor become more like a 'grabber' cursor with a click feature.

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target radar toggle the display of the target radar. in partly active state only the target radar users themselves are displayed and in full active state additionally some textual information about the user next to it. hovering with the mouse cursor over this button will show the time of the last update. target radar list toggle the display of the list of all possible targets. in partly active state only the targets themselves are displayed and in full active state additionally some textual information about the user next to it. hovering with the mouse cursor over this button will show the time of the last update. target user toggle the display of the target user. in partly active state only the target user themselves are displayed and in full active state additionally some textual information about the user next to it. hovering with the mouse cursor over this button will show the time of the last update. that's exactly my problem. for some reason, my mouse cursor seems to be pinned to the bottom left of the screen. if i grab the mouse, i can move the cursor around as if the mouse is still plugged in, but i cannot use it to interact with the game. i can only click in the game world, but when i try to click on the display or windows they don't respond. oddly, the mouse cursor still shows up as normal when i hover over the game's main menu screen and am forced to click on my "ready to play" button in order to get the game going. i'm using a razer naga mouse, and while i have tried reinstalling the drivers and moving the mouse to another usb port, i'm still having the same issue. it is extremely frustrating as i find myself distracted from my game when i come back to it in an attempt to solve the problem. any ideas? 5ec8ef588b

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