

NSDPSServerContext

Inherits From: NSDPSServerContext : NSObject

Conforms To: NSCoder
NSObject

Declared In: dpsclient/NSDPSServerContext.h

Managing the Wait Cursor

- (BOOL)**isWaitCursorEnabled**

Returns YES if the wait cursor mechanism is enabled; otherwise, returns NO.

- (void)**setWaitCursorEnabled:(BOOL)flag**

If *flag* is YES, enables the wait cursor mechanism. By default, the wait cursor mechanism is enabled.

- (void)**startWaitCursorTimer**

Triggers the mechanism that displays a wait cursor when an application is busy and can't respond to user input. In most cases, wait cursor support is automatic: Invoke this method only if your application starts a time-consuming operation that's not initiated by a user-generated event