

NSDPSServerContext

Inherits From:	NSDPSContext : NSObject
Conforms To:	NSCoding NSObject
Declared In:	dpsclient/NSDPSContext.h

Managing the Wait Cursor

- (BOOL) isWaitCurorEnabled	Returns YES if the wait cursor mechanism is enabled; otherwise, returns NO.
- (void) setWaitCurorEnabled:(BOOL)<i>flag</i>	If <i>flag</i> 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