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Apple IIGS: Use FakeMouse To Move Cursor

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If you are programming for the Apple IIGS, and want to write a demo program that moves the mouse automatically across the screen, you have probably discovered that when you can use the POSMOUSE command to move the cursor position, but that when it moves to the new position it disappears. The only way to get the cursor to reappear is to move the mouse.

Rather than using PosMouse, you should use FakeMouse as described on pages 7-34 of the Apple IIGS ToolBox Reference Manual, Volume 1 (ISBN #0-201-17746-3).

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