
Subject: Re: Help needed.

Posted by [mrjt](#) on Tue, 13 Jul 2010 12:48:31 GMT

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That's not the best solution IMO. You should override CursorImage on your drawing ctrl instead:

```
virtual Image CursorImage(Point p, dword keyflags) {  
    if (drawing)  
        return Image::Cross();  
    else  
        return Image::Arrow();  
}
```