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Subject: Re: Conceptual Query: widget functions access

Posted by [mrjt](#) on Sun, 18 Jul 2010 07:54:57 GMT

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Two methods immediately suggest themselves:

- Overload ChildMouseEvent on the TopWindow to pick up MouseEnter and MouseLeave events on it's children. You can then use OverrideCursor to set the mouse cursor.

- USe a template:

```
template <class T>
class WithCursorImage : public T
{
    Image cursorimage;
public:
    WithCursor() { cursorimage = Image::Arrow(); }
    T& SetCursorImage(Image img) { cursorimage = img; return *this; }
    virtual void CursorImage(Point p) {
        Image img = T::CursorImage(p);
        if (img == Image::Arrow())
            img = cursorimage;
        return img;
    }
};
```

(from memory, so there may be some small errors though the logic is correct)

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