
Subject: Changing mouse shape

Posted by [koldo](#) on Fri, 22 Oct 2010 20:20:01 GMT

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Hello Mirek

I wanted to change mouse shape using existing OS one, not supported now by U++ like `Image::Arrow()`.

In this case the final code would be:

```
INTERLOCKED {
#ifdef PLATFORM_WIN32
    static Image img = Win32Cursor(IDC_SIZEALL);
#else
    static Image img = X11Cursor(XC_fleur);
#endif
    mouseImg = Ctrl::OverrideCursor(img);
}
```

As probably you do not want to include more mouse shapes, the code above would serve. The problem is that `Win32Cursor()` is public but `X11Cursor()` (some similar function) is not.

My proposal is:

- Rename actual function `sX11Cursor__()` to `X11Cursor()`. It is more clear and similar to its Windows counterpart

- Set `X11Cursor` accesible including it in `Image.h`, for example, here:

```
...
Image Win32Cursor(int id);
HICON IconWin32(const Image& img, bool cursor = false);
Image Win32DIcon(const char *dll, int ii, bool large);
```

```
#endif
#endif
```

```
#ifdef PLATFORM_X11
void *X11Cursor(const Image& img);
Image X11Cursor(int c);          // NEW
#endif
```
