
Subject: Re: How to make a point follow the mouse through windows 7

Posted by [Sender Ghost](#) on Sat, 02 Jun 2012 00:29:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello, Frederic.

mohrphium wrote on Thu, 31 May 2012 13:36I want to write a small program, that creates a point which follows my mouse all the time. I need this, because I want to stream my desktop to another pc, but it won't show my mouse movements.

I think, there are other methods, but I accomplished this with following source code:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class App : public TopWindow {
```

```
private:
```

```
    Size sz;
```

```
    Image img;
```

```
public:
```

```
    typedef App CLASSNAME;
```

```
    App();
```

```
    TrayIcon tray;
```

```
    virtual void Paint(Draw& w);
```

```
    void ChangePos();
```

```
    void DoChangePos();
```

```
    void TrayMenu(Bar& bar);
```

```
};
```

```
void App::Paint(Draw& w)
```

```
{
```

```
    w.DrawImage(sz, img);
```

```
}
```

```
void App::ChangePos()
```

```
{
```

```
    static Point prev(0, 0);
```

```
    Point p = GetMousePos();
```

```
    if (prev != p) {
```

```
        SetRectX(p.x - sz.cx, sz.cx);
```

```
        SetRectY(p.y - sz.cy, sz.cy);
```

```
        prev = p;
```

```
    }
```

```
}
```

```
void App::DoChangePos()
```

```

{
    static bool running = false;

    if (!running)
        SetTimeCallback(-10, THISBACK(ChangePos), 1);
    else
        KillTimeCallback(1);

    Show(running = !running);
}

void App::TrayMenu(Bar& bar)
{
    bar.Add(IsShown() ? t_("Hide") : t_("Show"), THISBACK(DoChangePos)).Key(K_CTRL_W);
    bar.Separator();
    bar.Add(t_("Exit"), THISBACK1(Break, (int)IDEXIT)).Key(K_CTRL_Q);
}

App::App()
{
    const String title(t_("Moving image for mouse pointer"));
    Title(title);
    FrameLess().ToolWindow().TopMost();
    NoInitFocus().NoWantFocus();
    sz = Size(5, 5);
    SetMinSize(sz); SetRect(sz);
    // Drawing image for pointer
    ImageDraw iw(sz);
    iw.DrawRect(sz, Black());
    iw.DrawEllipse(sz + 1, White());
    img = iw;

    Image icon = Image::Arrow();
    Icon(icon);
    tray.Icon(icon);
    tray.Tip(title);
    tray.WhenBar = THISBACK(TrayMenu);
    tray.WhenLeftDouble = THISBACK(DoChangePos);

    DoChangePos();
}

GUI_APP_MAIN
{
    App app;
    app.Run();
}

```

Basically, it creates the frameless tool window with some image, which moves to current mouse position periodically. Also possible to show or hide such window from tray icon.
