Subject: CursorImage() not called
Posted by awksed on Wed, 21 Dec 2016 15:56:55 GMT

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I'm trying to ensure an arrow cursor is shown in a messagebox of my creation (whatever the underlying window cursor is):

```
class CMsgBoxW : public TopWindow
{
 virtual Image CursorImage(Point p, dword keyflags)
  {
   return Image::Arrow();
  }
...
```

CursorImage() is never called in this or my app main window which has a similar class member.

I need to implement my own cursor selection system as the WaitCursor class and my own similar ArrowCursor class result in restoring an obsolete cursor shape when instantiated before a cursor change (using OverrideCursor()) and goes out of scope after (in multi-threaded app).

Why is CursorImage() is never called?

Thanks,

Jan