
Subject: Re: Changing mouse icon with MouseEvent
Posted by [mirek](#) on Thu, 17 Sep 2020 07:09:51 GMT
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```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

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using namespace Upp;

struct App : TopWindow {
    virtual Image MouseEvent(int event, Point, int, dword) {
        if (event == CURSORIMAGE)
            return Image::Hand();
        return Image::Arrow();
    }
};

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