
Subject: Re: Changing mouse icon with MouseEvent
Posted by [koldo](#) on Thu, 17 Sep 2020 09:22:03 GMT
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Thank you Mirek

Unfortunately the code always shows a hand.
Next option works, although it probably could be improved:
`#include <CtrlLib/CtrlLib.h>`

`using namespace Upp;`

```
struct App : TopWindow {  
    bool showHand = false;  
  
    virtual void LeftDown(Point, dword) {showHand = true;}  
  
    virtual void LeftUp(Point, dword) {showHand = false;}  
  
    virtual Image CursorImage(Point, dword) {  
        if (showHand)  
            return Image::Hand();  
        else  
            return Image::Arrow();  
    }  
};
```

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