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Subject: Re: Changing mouse icon with MouseEvent  
Posted by [mirek](#) on Thu, 17 Sep 2020 09:57:13 GMT  
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koldo wrote on Thu, 17 September 2020 11:22 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();  
}
```

This works.

Note that you have not said in the previous post what you really want to achieve...

Simpler solution:

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