
Subject: image of cursor

Posted by [andrei-catalin](#) on Sat, 10 Jun 2006 08:41:17 GMT

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I'd like to change the image of cursor when the mouse is over a distinct control (a Picture, in my case).

What would be a way to make this?

Subject: Re: image of cursor

Posted by [fudadmin](#) on Sat, 10 Jun 2006 10:12:54 GMT

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Something like this:

```
Image MyCtrl::CursorImage(Point p, dword keyflags)
{
    Point p1=Point(0,50);
    Point p2=Point(200,60);
    /// if (p.x>p1.x && p.x<p2.x && p.y>p1.y && p.y<p2.y)
    /// return CtrlImg::vertpos1();
    // SetMouseCursor(CtrlImg::vertpos1());
    // PromptOK("inside");

    /// else return Image::Arrow();
    return Image::Arrow();
}
```

Subject: Re: image of cursor

Posted by [andrei-catalin](#) on Sat, 10 Jun 2006 12:33:29 GMT

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The code goes well.

Thank you very much!

Andrei

Subject: Re: image of cursor

Posted by [mirek](#) on Sun, 11 Jun 2006 18:53:50 GMT

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fudadmin wrote on Sat, 10 June 2006 06:12Something like this:

```
Image MyCtrl::CursorImage(Point p, dword keyflags)
```

```
{
    Point p1=Point(0,50);
    Point p2=Point(200,60);
    /// if (p.x>p1.x && p.x<p2.x && p.y>p1.y && p.y<p2.y)
    /// return CtrlImg::vertpos1();
    // SetMouseCursor(CtrlImg::vertpos1());
    // PromptOK("inside");

    /// else return Image::Arrow();
    return Image::Arrow();
}
```

Well, with those commented out lines, not quite a representative example...

To original poster: Just return the Image you want from the CursorImage overload..

Mirek

Subject: Re: image of cursor
Posted by [James Thomas](#) on Tue, 31 Oct 2006 15:34:42 GMT
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I'm also having a problem with setting my cursor image and I thought I'd post here to save a thread.

I have overridden Ctrl::CursorImage to return my own custom image (loaded from a .GIF) and it replaces the cursor. The problem is that it doesn't get drawn at the position of the cursor but some distance below it. It appears to me as if it is drawn at the bottom of where the default Image::Arrow() cursor is normally drawn.

Any ideas to fix this?

Note: fudadmin's code above no longer works (I assume it did when he posted it) as Ctrl::SetMouseCursor is now a private member of Ctrl and cannot be called directly.

Subject: Re: image of cursor
Posted by [mirek](#) on Tue, 31 Oct 2006 16:09:42 GMT
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Looks like some hotspot problem.

Hotspot is a reference point in Image which defines the "mouse position". For regular arrow, it is [0, 0], but can be generally any point in the image.

Default value is [0, 0]. You can define hotspot position in Image designer (actually, dev versions of u++ have TWO hotspots now, HotSpot and "2ndSpot", but second hotspot is no used here

Mirek

Subject: Re: image of cursor

Posted by [James Thomas](#) on Wed, 01 Nov 2006 12:07:39 GMT

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Thanks, that was the problem. For some reason all my Images have been loaded with hotspots at (0,-cy), but I have no idea why.

I think I missed this because the Image class doesn't have a SetHotSpot member (presumably because it's held in ImageBuffer and data->buffer could be NULL), and the only way I can find of setting a new hotspot is:

```
ImageBuffer ib;
```

```
Image img;
```

```
// Load an image here
```

```
ib = img;
```

```
ib.SetHotSpot(Point(0,0));
```

```
img = ib;
```

As far as I can tell this won't actually do any deep copying, but is it really the best way?
