
Subject: Set mouse position

Posted by [raylan](#) on Thu, 25 Jun 2020 22:22:56 GMT

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How to set the mouse position inside the window using u++?

Subject: Re: Set mouse position

Posted by [Xemuth](#) on Fri, 26 Jun 2020 16:15:08 GMT

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Hello Raylan,

From my knowledge,

if you want to set the cursor / mouse position you must use the OS api :

for windows :

<https://docs.microsoft.com/en-us/windows/win32/api/winuser/nf-winuser-setcursorpos>

Here you have one exemple (I use it to center mouse cursor on middle of my windows at every draw loop)

```
SetCursorPos(topWindow->GetPos().x.GetA() + (GetSize().cx/2)
+1,topWindow->GetPos().y.GetA() + (GetSize().cy/2)+1 );
```

Don't forget to include <Winuser.h>

For linux : I have no idea, maybe a quick google search will awnser your question

Subject: Re: Set mouse position

Posted by [koldo](#) on Fri, 26 Jun 2020 21:40:25 GMT

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Hello Raylan

You can also check in package Bazaar/SysInfo, function Mouse_SetPos().
It works in Windows and Linux.
