
Subject: Changing mouse icon with MouseEvent
Posted by [koldo](#) on Wed, 16 Sep 2020 16:59:26 GMT
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Hi all

I wanted to change mouse icon when clicking, but I cannot.
Please tell me what I am doing wrong. Thank you!

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : TopWindow {
    virtual Image MouseEvent(int event, Point, int, dword) {
        if ((event & Ctrl::BUTTON) == Ctrl::LEFT && (event & Ctrl::ACTION) == Ctrl::DOWN)
            return Image::Hand();
        return Image::Arrow();
    }
};

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

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;

#include <CtrlLib/CtrlLib.h>

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();
}
```

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();
}
```

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();
    }
};
```

Subject: Re: Changing mouse icon with MouseEvent
Posted by [koldo](#) on Thu, 17 Sep 2020 10:47:01 GMT
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Solved. Thank you Mirek!
