Subject: Hide Mouse Cursor?
Posted by snap2000 on Sun, 04 Feb 2007 06:50:22 GMT
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Is there an way to hide the mouse cursor within a window frame other than to make a transparent .iml and set it as the cursor?

Subject: Re: Hide Mouse Cursor?
Posted by mirek on Sun, 04 Feb 2007 08:10:56 GMT
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No. I could add something similar to mouse capture, what do you think?

The question is how wide the override should go. Whole app, top-level window or sub-widget tree? (Last is problematic as it would require to increase sizeof(Ctrl)).

Mirek

Subject: Re: Hide Mouse Cursor?
Posted by snap2000 on Sun, 11 Feb 2007 16:41:15 GMT
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To be honest, I don't know what work best, but it's probably not necessary. A 1x1 transparent image (which I actually changed to a white dot) is quite easy to do.

Of course, for the future, how would I change the cursor image when I hover over a button, for example? Would I need to have a pointer to the window and call its cursor function again?

Subject: Re: Hide Mouse Cursor?
Posted by mirek on Sun, 11 Feb 2007 22:26:26 GMT
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snap2000 wrote on Sun, 11 February 2007 11:41To be honest, I don't know what work best, but it's probably not necessary. A 1x1 transparent image (which I actually changed to a white dot) is quite easy to do.

Yes, but this way it will not work when cursor points to area of widgets (I thought this is the problem).

You do not have to return 1x1 transparent image, I think returning Null (or Image()) would work as well.

Quote:

Of course, for the future, how would I change the cursor image when I hover over a button, for example? Would I need to have a pointer to the window and call its cursor function again?

Override MouseCursor virtual method for button.

Mirek
