Subject: Changing mouse shape
Posted by koldo on Fri, 22 Oct 2010 20:20:01 GMT
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Hello Mirek

I wanted to change mouse shape using existing OS one, not supported now by U++ like Image::Arrow().

In this case the final code would be:

```
INTERLOCKED {
#ifdef PLATFORM_WIN32
 static Image img = Win32Cursor(IDC_SIZEALL);
#else
 static Image img = X11Cursor(XC_fleur);
#endif
 mouseImg = Ctrl::OverrideCursor(img);
   }
```

As probably you do not want to include more mouse shapes, the code above would serve. The problem is that Win32Cursor() is public but X11Cursor() (some similar function) is not.

My proposal is:

- Rename actual function sX11Cursor__() to X11Cursor(). It is more clear and similar to its Windows counterpart

- Set X11Cursor accesible including it in Image.h, for example, here:

```
...
Image Win32Cursor(int id);
HICON IconWin32(const Image& img, bool cursor = false);
Image Win32DllIcon(const char *dll, int ii, bool large);

#endif
#endif

#ifdef PLATFORM_X11
void *X11Cursor(const Image& img);
Image X11Cursor(int c);              // NEW
#endif
```

Subject: Re: Changing mouse shape
Posted by mirek on Sat, 23 Oct 2010 08:03:44 GMT
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Done. I have only changed the name of second "system" function to "CursorX11" (not the new one...).

Mirek

Subject: Re: Changing mouse shape
Posted by koldo on Sat, 23 Oct 2010 20:13:23 GMT
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Thank you