
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 Win32DIcon(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
