
Subject: How to make a point follow the mouse through windows 7

Posted by [mohrphium](#) on Thu, 31 May 2012 11:36:24 GMT

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Hi there,

I want to write a small program, that creates a point which follows my mouse all the time. I need this, because I want to stream my desktop to another pc, but it won't show my mouse movements.

I tried drawing a circle in c++ (Visual Studio 2010 Express) but normally I use TheIDE for console apps and I would like to stick with U++ rather than switch to something else.

Anyway, I looked at the DragAndDrop examples, and what I need is exactly that blue dot following my mouse while dragging. But I need it not only inside the window, but everywhere.

I don't even know where to start this (first time graphical programming).

PS: Another streaming software is not an option... Unless you know something that does webcam, sound, desktop streaming + recording everything (I already tried VLC, not working!)

PPS: I tried to run ConsoleDraw example, but I don't see anything, except the console window...

Subject: Re: How to make a point follow the mouse through windows 7

Posted by [Sender Ghost](#) on Sat, 02 Jun 2012 00:29:33 GMT

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Hello, Frederic.

mohrphium wrote on Thu, 31 May 2012 13:36 I want to write a small program, that creates a point which follows my mouse all the time. I need this, because I want to stream my desktop to another pc, but it won't show my mouse movements.

I think, there are other methods, but I accomplished this with following source code:

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

```
using namespace Upp;
```

```
class App : public TopWindow {
```

```
private:
```

```
    Size sz;
```

```
    Image img;
```

```
public:
```

```
    typedef App CLASSNAME;
```

```
    App();
```

```
    TrayIcon tray;
```

```

virtual void Paint(Draw& w);
void ChangePos();
void DoChangePos();
void TrayMenu(Bar& bar);
};

void App::Paint(Draw& w)
{
    w.DrawImage(sz, img);
}

void App::ChangePos()
{
    static Point prev(0, 0);
    Point p = GetMousePos();

    if (prev != p) {
        SetRectX(p.x - sz.cx, sz.cx);
        SetRectY(p.y - sz.cy, sz.cy);
        prev = p;
    }
}

void App::DoChangePos()
{
    static bool running = false;

    if (!running)
        SetTimeCallback(-10, THISBACK(ChangePos), 1);
    else
        KillTimeCallback(1);

    Show(running = !running);
}

void App::TrayMenu(Bar& bar)
{
    bar.Add(IsShown() ? t_("Hide") : t_("Show"), THISBACK(DoChangePos)).Key(K_CTRL_W);
    bar.Separator();
    bar.Add(t_("Exit"), THISBACK1(Break, (int)IDEXIT)).Key(K_CTRL_Q);
}

App::App()
{
    const String title(t_("Moving image for mouse pointer"));
    Title(title);
    FrameLess().ToolWindow().TopMost();
}

```

```

NoInitFocus().NoWantFocus();
sz = Size(5, 5);
SetMinSize(sz); SetRect(sz);
// Drawing image for pointer
ImageDraw iw(sz);
iw.DrawRect(sz, Black());
iw.DrawEllipse(sz + 1, White());
img = iw;

Image icon = Image::Arrow();
Icon(icon);
tray.Icon(icon);
tray.Tip(title);
tray.WhenBar = THISBACK(TrayMenu);
tray.WhenLeftDouble = THISBACK(DoChangePos);

DoChangePos();
}

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

```

Basically, it creates the frameless tool window with some image, which moves to current mouse position periodically. Also possible to show or hide such window from tray icon.

Subject: Re: How to make a point follow the mouse through windows 7

Posted by [mohrphium](#) on Sun, 03 Jun 2012 12:18:34 GMT

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Thanks, it's working perfectly! Also I learned a lot from your code.
