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Subject: [Minor bug report & patch] RichTextView should use native ibeam icon.  
Posted by [Klugier](#) on Wed, 20 Mar 2013 14:35:17 GMT

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Hello,

I have noticed that RichTextView uses core upp ibeam icon instead of native system icon.

I have enclosed patched code (CtrlLib/RichTextView.cpp - line 84):

```
Image RichTextView::CursorImage(Point p, dword keyflags)
{
    int pos = GetPointPos(p);
    if(WhenLink && pos >= 0 && !IsNull(GetLink(pos, p)))
        return CtrlImg::HandCursor();
    if(HasCapture())
        return Image::IBeam();
    return Image::Arrow();
}
```

Sincerely,  
Klugier

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Subject: Re: [Minor bug report & patch] RichTextView should use native ibeam icon.  
Posted by [mirek](#) on Sat, 23 Mar 2013 11:00:54 GMT

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OK, patched.

Mirek

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Subject: Re: [Minor bug report & patch] RichTextView should use native ibeam icon.  
Posted by [Klugier](#) on Sat, 23 Mar 2013 12:01:19 GMT

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Hello Mirek,

In meanwhile, I have noticed that we need to patch the link part too. Finally, the code should look like this:

```
Image RichTextView::CursorImage(Point p, dword keyflags)
{
```

```
int pos = GetPointPos(p);
if(WhenLink && pos >= 0 && !IsNull(GetLink(pos, p)))
    return Image::Hand();
if(HasCapture())
    return Image::IBeam();
return Image::Arrow();
}
```

Sincerely,  
Klugier

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