
Subject: Hand cursor over ArrayCtrl Column

Posted by [bushman](#) on Mon, 29 Jul 2013 19:07:43 GMT

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Hi, there!

I want to change cursor icon to hand shape when hovering mouse pointer over an ArrayCtrl column, for I wish to grab ArrayCtrl cells and DnD them. Any suggestions on what's the best and simplest way of getting it done?

Tks!

Subject: Re: Hand cursor over ArrayCtrl Column

Posted by [bushman](#) on Sun, 11 Aug 2013 10:56:52 GMT

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This example works also when user drags and drops header to another position:

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

```
using namespace Upp;
```

```
struct MyArrayCtrl : public ArrayCtrl
```

```
{  
public:
```

```
    MyArrayCtrl()
```

```
    {  
        AddColumn("Column 1");  
        AddColumn("Hand cursor column");  
        AddColumn("Column 2");
```

```
        for(int i = 0; i < 10; i++) {  
            Add("foo", "bar", "foo");  
        }  
    }
```

```
    virtual Image MouseEvent(int event, Point p, int zdelta, dword flags)
```

```
    {  
        Image img = ArrayCtrl::MouseEvent(event, p, zdelta, flags);  
        if(GetLineAt(p.y) >= 0) {  
            int width;  
            int x0 = 0;  
            for(int col = 0; col < GetColumnCount(); col++) {  
                width = HeaderObject().GetTabWidth(col);  
                if(HeaderTab(col).GetText().IsEqual("Hand cursor column"))  
                    break;
```

```
    x0 += width;
}
if((p.x >= x0) && (p.x < x0 + width))
    img = Image::Hand();
}
return img;
}
```

```
typedef MyArrayCtrl CLASSNAME;
};
```

```
struct MyApp : public TopWindow
{
public:

    MyArrayCtrl arr;
    MyApp() {
        Add(arr.SizePos());
    }
};
```

```
GUI_APP_MAIN
{
    MyApp().Run();
}
```

Comments??
tks.
