

---

**Subject:** Hand cursor over ArrayCtrl Column  
**Posted by** [bushman](#) **on** Mon, 29 Jul 2013 19:07:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---