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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!

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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.

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