Subject: Changing cursor
Posted by xawery on Thu, 08 May 2014 17:03:18 GMT
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Hi!

How to change normal cursor to

It will be changed when cursor is over the LineEdit.

How to do it ?

Subject: Re: Changing cursor
Posted by Klugier on Thu, 08 May 2014 17:47:05 GMT
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Hello xawery,

You can override your cursor image readily. Here is sample code:

```
Image MyCoolCtrl::CursorImage(Point p, dword keyflags)
{
   return Image::Hand(); // <- Hand cursor image depending on operating system theme.
}
```

In your header file you will need also to override "CursorImage" virtual method:

```
class MyCoolCtrl : public Ctrl {
public:
   virtual Image CursorImage(Point p, dword keyflags);
};
```

Moreover, I enclosed stock cursor list that you can use in your applications (Based on CtrlCore/ImageX11.cpp source file):

```
Image Image::Arrow()
Image Image::Wait()
Image Image::IBeam()
Image Image::No()
Image Image::SizeAll()
Image Image::SizeHorz()
Image Image::SizeVert()
Image Image::SizeTopLeft()
Image Image::SizeTop()
Image Image::SizeTopRight()
```

Image Image::SizeLeft()
Image Image::SizeRight()
Image Image::SizeBottomLeft()
Image Image::SizeBottom()
Image Image::SizeBottomRight()
Image Image::Cross()
Image Image::Hand()

BTW, I think that this list should be included in U++ documentation. It will help a lot.

Sincerely,
Klugier

Subject: Re: Changing cursor
Posted by xawery on Mon, 12 May 2014 17:00:27 GMT
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EDIT

Subject: Re: Changing cursor
Posted by nlneilson on Tue, 20 May 2014 17:30:14 GMT
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xawery :

I did that by changing the cursor image using M$ Paint in the first version of Win XP. It was 'cute' for less time than it took to change it.
