
Subject: Re: creating white cursors
Posted by [btt](#) on Mon, 20 Aug 2001 19:39:54 GMT
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Hi,

I don't know much about managing the system cursor, but there is simple (and pretty fast) way of plotting a pseudo-cursor on the display. I use this when I have multiple images displayed in a widget and the user wants to know how they correspond pixel-to-pixel. It's only for direct graphics.

I would copy the graphic window into a pixmap. When ever a motion event occurs, copy the pixmap into the graphic window, then follow with a PLOTS command to draw the cursor symbol you want.

PRO MyDrawEvent, event

 ;I assumed that you have the necessary information stored in the top level base's uValue

Widget_Control, event.top, Get_Uvalue = Info, /No_copy

If event.type EQ 2 then begin

 ;copy the graphic from the pixmap to the window

Wset, Info.DrawWin

Device, Copy = [0,0, winXsize,winYsize,0,0, Info.PixMap]

 ;plot your pseudo-cursor; the only time I notice a lag

 ;is when the cursor is moved really quickly.

PlotS, event.X, event.Y, psym = 1, color = mycolor, /Device

EndIf

Widget_Control, event.top, Set_Uvalue = Info, /No_copy

End

I would be interested in knowing how to fiddle with the system cursor more adeptly. I have often wished for a crosshair cursor with the middle of it missing (so it won't hide the covered pixel.)

Ben

Rick Baer wrote:

>

> I understand how to use the "cursor_image" and "cursor_mask" keywords
> of the device command to create a new black cursor pattern. What can I

> do to create a white cursor, like the default "cursor_crosshair"?
>
> Rick Baer
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