
Subject: positioning cursor in object graphics

Posted by [Vincent Fournier-Sicr\[1\]](#) on Mon, 18 Feb 2002 17:03:57 GMT

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Dear all,

I would like to know how to position the cursor on object graphic windows; in other words, does anybody know the equivalent of TVCRS in object graphics? if that does not exist (yet...), does anybody know of a workaround to emulate this TVCRS functionality?

I need this because I would like to move the cursor w/ keyboard entries ('R' key pressed to move the cursor right on my graphic window, 'L' key pressed to move the cursor left etc.); I am at the point where my interface is able to recognize key pressed events, but unfortunately I don't know how to move the cursor now

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By advance thanks,
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