## Subject: Re: Predefined Cursors in X Windows Posted by Paul Van Delst[1] on Mon, 09 Aug 2004 15:45:49 GMT

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David Fanning wrote:
> Folks,
> I'm working on my annotation tool this morning and I am
> having cursor questions. Specifically, I want my cursor
> to shift into a I-beam shape when the user is typing text
> in the window, and into an arrow when the user is selecting
> text to move around in the window.
> In Windows this is easily accomplished with the CURSOR_STANDARD
> command:
>
    Device, Cursor Standard=32512L; Arrow
>
    Device, Cursor_Standard=32513L; I-Beam
>
> In X Windows, these numbers have to be something else. Something
 that is defined in /usr/include/X11/cursorfont.h.
> Here is my question for you X windows guys. Is this file
> standard across all X windows implementations? If so,
> what number would I use to obtain these two types of
> cursors?
I thought using the numbers directly was A Bad Thing? Is there a way to use the definiton
names in the cursorfonts.h available in idl under X? I just tried and couldn't get,
device, cursor standard=XC pirate
to work, but
device, cursor_standard=88
gave me the skull and crossbones. Anyway, here's my cursorfont.h from my RHE WS3.0 setup:
#define XC_num_glyphs 154
#define XC X cursor 0
#define XC arrow 2
#define XC based arrow down 4
#define XC based arrow up 6
#define XC boat 8
#define XC_bogosity 10
```

#define XC bottom side 16

#define XC\_bottom\_left\_corner 12 #define XC bottom\_right\_corner 14

- #define XC bottom tee 18
- #define XC box spiral 20
- #define XC\_center\_ptr 22
- #define XC circle 24
- #define XC\_clock 26
- #define XC\_coffee\_mug 28
- #define XC\_cross 30
- #define XC\_cross\_reverse 32
- #define XC crosshair 34
- #define XC\_diamond\_cross 36
- #define XC dot 38
- #define XC dotbox 40
- #define XC\_double\_arrow 42
- #define XC\_draft\_large 44
- #define XC\_draft\_small 46
- #define XC\_draped\_box 48
- #define XC exchange 50
- #define XC\_fleur 52
- #define XC\_gobbler 54
- #define XC gumby 56
- #define XC\_hand1 58
- #define XC hand2 60
- #define XC heart 62
- #define XC\_icon 64
- #define XC\_iron\_cross 66
- #define XC left ptr 68
- #define XC\_left\_side 70
- #define XC left tee 72
- #define XC leftbutton 74
- #define XC\_II\_angle 76
- #define XC Ir angle 78
- #define XC man 80
- #define XC\_middlebutton 82
- #define XC\_mouse 84
- #define XC\_pencil 86
- #define XC pirate 88
- #define XC\_plus 90
- #define XC question arrow 92
- #define XC right ptr 94
- #define XC\_right\_side 96
- #define XC right tee 98
- #define XC\_rightbutton 100
- #define XC\_rtl\_logo 102
- #define XC\_sailboat 104
- #define XC\_sb\_down\_arrow 106
- #define XC\_sb\_h\_double\_arrow 108
- #define XC sb left arrow 110
- #define XC sb right arrow 112

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#define XC_sb_up_arrow 114
#define XC_sb_v_double_arrow 116
#define XC_shuttle 118
#define XC_sizing 120
#define XC_spider 122
#define XC_spraycan 124
#define XC_star 126
#define XC_target 128
#define XC_tcross 130
#define XC_top_left_arrow 132
#define XC_top_left_corner 134
#define XC_top_right_corner 136
#define XC_top_side 138
#define XC_top_tee 140
#define XC_trek 142
#define XC_ul_angle 144
#define XC umbrella 146
#define XC_ur_angle 148
#define XC_watch 150
#define XC_xterm 152
> Thanks,
> David
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