
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 definition names in the cursorfont.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_left_corner 12
#define XC_bottom_right_corner 14
#define XC_bottom_side 16
```

```
#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_ll_angle 76
#define XC_lr_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
```

```
#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
>
```
