
Subject: Predefined Cursors in X Windows

Posted by [David Fanning](#) on Mon, 09 Aug 2004 14:39:00 GMT

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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?

Thanks,

David

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