Subject: Re: mouse appearance
Posted by natha on Tue, 08 Jan 2008 22:02:35 GMT
View Forum Message <> Reply to Message

Thanks David,

I use graphic objects. With DEVICE, CURSOR_STANDARD=??? a new window
is displayed. I dont want that..
Do you know how to change the appearance in object graphics??

On Jan 8, 4:55 pm, David Fanning <n...@dfanning.com> wrote:
> minuscrim wrote:
>> I want to change the mouse appearance when I move the cursor above a
>> widget draw.... This widget draw is only a part of my window
>> application.
>
>> Do you know how to do that ?
>
> What is typically done is to turn tracking events on for the
> draw widget. Then, when the cursor enters the draw widget,
> switch the cursor with DEVICE, CURSOR_STANDARD=???. When
> the cursor leaves the draw widget, set it back with DEVICE,
> /STANDARD_CURSOR. (This is in direct graphics. Object
> graphics is even easier.)
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")