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Subject: Re: mouse appearance

Posted by [David Fanning](#) on Tue, 08 Jan 2008 21:55:24 GMT

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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

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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