

---

Subject: Re: change mouse cursor in draw widget  
Posted by [Mike\[2\]](#) on Thu, 29 Jan 2009 14:01:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Jan 29, 8:53 am, "AndiBif...@gmail.com"  
<AndiBif...@gmail.com> wrote:

> problem with the device keyword is that in this case my cursor will  
> look like the new cursor in my whole widget and not only in the draw  
> widget. but i guess this is the better tradeoff.

Hi Andi,

If you enable tracking events for your draw widget, you can change the cursor when the pointer enters or leaves the widget. This will let you set the cursor for an individual widget rather than the whole hierarchy. For example, in your event handler, deal with tracking events something like this:

```
case tag_names(event, /structure_name) of
  'WIDGET_TRACKING': begin
    if event.enter then begin
      ;; switch to the cursor for this widget:
      device, cursor_standard=40
    endif else begin
      ;; switch to my default cursor:
      device, /cursor_crosshair
    endelse
  end
  'WIDGET_DRAW': begin
    ;; deal with draw events...
  end
  else: ;; deal with other event types...
endcase
```

Mike

---