Subject: Re: change mouse cursor in draw widget Posted by David Fanning on Thu, 29 Jan 2009 13:58:53 GMT View Forum Message <> Reply to Message

AndiBiffar@googlemail.com writes:

> i am pretty sure i don't understand all the consequences :)

>

- > 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.

Change your cursor when you enter the draw widget. (You will have to turn TRACKING_EVENTS on for your draw widget.) Then switch it back to the original cursor when you leave the draw widget. Just be sure to move your cursor S-L-O-W-L-Y as you cross the threshold. :-)

Cheers,

David

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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.")