
Subject: Re: change mouse cursor in draw widget
Posted by [AndiBiffar](#) on Thu, 29 Jan 2009 13:53:40 GMT
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On 29 Jan., 14:49, David Fanning <n...@dfanning.com> wrote:
> AndiBif...@gmail.com writes:
>> i have an interface including a button to be able to move objects in a
>> draw widget. In order to inform the user the user that he or she is
>> currently in the mode to move objects i would like to change the
>> cursor icon.
>
>> As far as i understand thsi is only possible if i have defined the
>> draw widget as an object using graphics_level=2 in the definition of
>> the widget? However if i add this to the definition of my draw widget
>> it will be treated like an object and the rest of my programm using
>> commands like wset wont work anymore.
>
>> Is there an alternative to change the cursor icon? What would be the
>> alternative to wset?
>
> Uh, I'm not sure you are understanding all the possible
> implications of switching to an object graphics draw widget.
> In particular, *everything* about your current program will
> change. :-)
>
> But, you can change the cursor shape in direct graphics windows, too.
> Check out the CURSOR_IMAGE, CURSOR_STANDARD, and CURSOR_ORIGINAL
> keywords to the DEVICE command. You are limited only by your
> imagination.
>
> 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.")

Thx David,

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.

Cheers,

Andi
