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Subject: Re: change mouse cursor in draw widget

Posted by [David Fanning](#) on Thu, 29 Jan 2009 13:49:49 GMT

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AndiBiffar@googlemail.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

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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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