
Subject: Re: Menu Question

Posted by [Eric Hudson](#) on Tue, 14 Jul 2009 00:42:09 GMT

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On Jul 13, 8:56 am, David Fanning <n...@dfanning.com> wrote:

>

>> On a probably completely unrelated item, is there a way to

>> programmatically move the cursor around a draw window?

>

> You could try TVCRS.

>

Thanks again for your help David.

I'll give up on menus, but want to follow up on the cursor. I forgot to mention that I'm using object graphics, so I guess TVCRS won't work. Just to be more clear about my goal (in case there is another way I'm not thinking of), I have a label under my window (sort of like IMGWIN) that I currently update on mouse motion events in my draw window. I also capture keyboard events, and depending on the arrow key pressed can generate a fake mouse motion event (I just add an offset to the event.x,y). This updates the label fine, but the cursor doesn't move so my next keyboard event is at the same location.

I guess I could just shut off the cursor when it enters my draw window (SetCurrentCursor to some invisible cursor) and then make my own cursor as an overlay and move it around. But this seems like a huge pain for something as conceptually simple as programmatically nudging the real cursor. Also, is there any way to figure out what the cursor is doing (or make it do something) outside of a draw window? For example, if I wanted to push it from one draw window to another? Then my kludge above wouldn't seem to work.

Thanks,
Eric
