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Subject: creating white cursors

Posted by [Rick Baer](#) on Thu, 16 Aug 2001 17:07:27 GMT

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I understand how to use the "cursor\_image" and "cursor\_mask" keywords of the device command to create a new black cursor pattern. What can I do to create a white cursor, like the default "cursor\_crosshair"?

Rick Baer  
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Subject: Re: creating white cursors

Posted by [btt](#) on Mon, 20 Aug 2001 19:39:54 GMT

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Hi,

I don't know much about managing the system cursor, but there is simple (and pretty fast) way of plotting a pseudo-cursor on the display. I use this when I have multiple images displayed in a widget and the user wants to know how they correspond pixel-to-pixel. It's only for direct graphics.

I would copy the graphic window into a pixmap. When ever a motion event occurs, copy the pixmap into the graphic window, then follow with a PLOTS command to draw the cursor symbol you want.

PRO MyDrawEvent, event

  ;I assumed that you have the necessary information stored in the top level base's uValue

Widget\_Control, event.top, Get\_Uvalue = Info, /No\_copy

If event.type EQ 2 then begin

  ;copy the graphic from the pixmap to the window

Wset, Info.DrawWin

Device, Copy = [0,0, winXsize,winYsize,0,0, Info.PixMap]

  ;plot your pseudo-cursor; the only time I notice a lag

  ;is when the cursor is moved really quickly.

PlotS, event.X, event.Y, psym = 1, color = mycolor, /Device

EndIf

Widget\_Control, event.top, Set\_Uvalue = Info, /No\_copy

End

I would be interested in knowing how to fiddle with the system cursor more adeptly. I have often wished for a crosshair cursor with the middle of it missing (so it won't hide the covered pixel.)

Ben

Rick Baer wrote:

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> of the device command to create a new black cursor pattern. What can I  
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>  
> Rick Baer  
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