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Subject: Cursor in the draw widget - please help  
Posted by [dunia77de](#) on Wed, 11 Dec 2002 15:08:11 GMT  
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Hi,

I have the following problem: since the "crosshair" cursor is a little disturbing for me when using the XROI procedure, I wanted to change it's type.

I did it with `DEVICE, CURSOR_STANDARD = ...`. But the cursor is now changed in the graphic windows only, but now in the draw widget.

Can somebody help me ?

Kasia

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Subject: Re: Cursor in the draw widget - please help  
Posted by [David Fanning](#) on Wed, 11 Dec 2002 16:29:30 GMT  
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Kasia M. ([dunia77de@yahoo.de](mailto:dunia77de@yahoo.de)) writes:

> I have the following problem: since the "crosshair" cursor is a little  
> disturbing for me when using the XROI procedure, I wanted to change  
> it's type.  
> I did it with `DEVICE, CURSOR_STANDARD = ...`. But the cursor is now  
> changed in the graphic windows only, but now in the draw widget.  
>  
> Can somebody help me ?

You changed the default cursor for direct graphics windows.  
XROI uses object graphics windows. To change the cursor  
for an object graphics window, you use the `SetCurrentCursor`  
method on the window object:

```
windowObj -> SetCurrentCursor, "Arrow"
```

Cheers,

David

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