
Subject: How to set the mouse position?

Posted by [airy.jiang](#) on Mon, 02 Jul 2007 08:42:26 GMT

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Hi,All!

Recently I'm trying to realize some visual effect like playing a first person visual angle game,for example,"Counter Strike","Quake3".In these games,you can use the mouse just like to turn your head around to watch the different directions.Then the question has coming.The game like "CS" and "Quake3" are fullscreen games,they made the mouse always in the center of the screen(like a crosshairs) ,the offset of the mouse movement represent the rotating angle of "your head".I wanna make some similar effects.But when I trying to use the information which return by the event of the Widget_Draw,I've found some troubles.I can't set the mouse position to the center of the screen.So I can get the coordinates of the mouse position from event.x,event.y,but I can't set the mouse to the position [0,0](device coord) by set event.x,event.y equal 0.Is there anyway to change the mouse position by writing some code rather than by move it with my hand?

Thanks!
