
Subject: BMP to cursor bitmap

Posted by [markb77](#) on Thu, 27 Sep 2007 20:55:51 GMT

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While figuring out how to change the mouse cursor in an IDLgrWindow object, I wrote this little routine which others may find useful. The input BMP file should be a 16x16 grayscale image. The outputs can be used for the IMAGE and MASK parameters to and IDLgrWindow object.

cheers,

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```
;CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CCCCCC
;
; load_cursor_bitmap.pro
;
; Generate bitmap images suitable for and IDL cursor, given an input
; BMP file
;
; Black and white parts of the BMP are preserved in the cursor image
;
; Any other color will appear transparent
;
; Note that the BMP file must be a 16x16 greyscale image
;
; Use it like this:
;
; myfile = 'arrow.bmp'
;
; load_cursor_bitmap, myfile, cursor_bitmap, mask_bitmap
;
; oMyWindow -> SetCurrentCursor, IMAGE=cursor_bitmap, $
;               MASK=mask_bitmap
;
;CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CCCCCC
```

```
pro load_cursor_bitmap, bmpfile, cursor_bitmap, mask_bitmap
```

```
    cursor_img = read_bmp(bmpfile)
```

```
    mask_img = (cursor_img eq 0) or (cursor_img eq 255)
```

```
    white_part = (cursor_img eq 255)
```

```
    black_part = (cursor_img eq 0)
```

```
cursor_img = fix(black_part * 255)
cursor_byt = cvttobm(cursor_img)
cursor_bitmap = 256*cursor_byt[0,*] + cursor_byt[1,*]

mask_byt = cvttobm(mask_img)
mask_bitmap = 256*mask_byt[0,*] + mask_byt[1,*]
```

```
end
```
