
Subject: Re: mouse appearance

Posted by [David Fanning](#) on Tue, 08 Jan 2008 21:55:24 GMT

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minuscrim wrote:

- > I want to change the mouse appearance when I move the cursor above a
- > widget draw.... This widget draw is only a part of my window
- > application.
- >
- > Do you know how to do that ?

What is typically done is to turn tracking events on for the draw widget. Then, when the cursor enters the draw widget, switch the cursor with DEVICE, CURSOR_STANDARD=???. When the cursor leaves the draw widget, set it back with DEVICE, /STANDARD_CURSOR. (This is in direct graphics. Object graphics is even easier.)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: mouse appearance

Posted by [natha](#) on Tue, 08 Jan 2008 22:02:35 GMT

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Thanks David,

I use graphic objects. With DEVICE, CURSOR_STANDARD=??? a new window is displayed. I dont want that..

Do you know how to change the appearance in object graphics??

On Jan 8, 4:55 pm, David Fanning <n...@dfanning.com> wrote:

- > minuscrim wrote:
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- >> widget draw.... This widget draw is only a part of my window
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> Cheers,
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> David
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> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: mouse appearance
Posted by [David Fanning](#) on Tue, 08 Jan 2008 22:23:42 GMT
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minuscrim wrote:

> I use graphic objects. With DEVICE, CURSOR_STANDARD=??? a new window
> is displayed. I dont want that..
> Do you know how to change the appearance in object graphics??

Then you just use the SetCurrentCursor method on your
IDLgrWindow object.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: mouse appearance
Posted by [natha](#) on Tue, 08 Jan 2008 22:25:15 GMT
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thanks David !!!!!!!
