
Subject: change mouse cursor in draw widget

Posted by [AndiBiffar](#) on Thu, 29 Jan 2009 13:31:40 GMT

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Hi everybody,

i have an interface including a button to be able to move objects in a draw widget. In order to inform the user that he or she is currently in the mode to move objects i would like to change the cursor icon.

As far as i understand this is only possible if i have defined the draw widget as an object using `graphics_level=2` in the definition of the widget? However if i add this to the definition of my draw widget it will be treated like an object and the rest of my program using commands like `wset` won't work anymore.

Is there an alternative to change the cursor icon? What would be the alternative to `wset`?

Thx in advance
Andi
