Subject: setting the cursor
Posted by nixnixnix on Tue, 20 Mar 2007 02:12:53 GMT
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clearly this is so obvious that no-one has ever needed to ask for help on it and there wasn't thought any need to write any help for it

I'm only half tongue in cheek here - there is no mention of setting the cursor anywhere on this website or in any of the examples in reference or on here and yet I know from snippets that lots of you can do this. what am i missing please?

I even tried a query for the term "cursor" in the whole of the UPP source packages and got nothing promising back. I want to be able to set the cursor image as my app moves from when mode to another - something I see done in countless other apps.

any help greatly appreciated and if you can teach me to fish as well, that would be even better

Nick

Subject: Re: setting the cursor
Posted by mirek on Tue, 20 Mar 2007 09:14:31 GMT
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virtual Image Ctrl::CursorImage(Point p, dword keyflags);

Subject: Re: setting the cursor
Posted by nixnixnix on Tue, 20 Mar 2007 16:27:34 GMT
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ok I found an example in the reference\events.cpp which illustrates its use. Here's me looking for a SetCursor() method - it didn't occur to me to return something that I wanted to set.

Thanks for the tip

Nick

p.s. am already thinking that this way allows you to do far more clever things with the cursor with much less code