

# CURSORS

## Applies to

All controls.

## Description

Returns or sets the cursor to be used when a control has focus.

## Usage

*cursor* = **Get\_Property** (*objectname*,**"CURSOR"**)

*existingCursor* = **Set\_Property** (*objectname*,**"CURSOR"**, *cursorValue*)

## Remarks

Values passed in Set\_Property():

Value	Description
<i>cursorValue</i>	The cursorValue parameter may be:
	1. A standard windows cursor. 2. A cursor file name. 3. A cursor resource in a DLL.  1) Standard Windows Cursors "A" - Arrow "H" - Hourglass "I" - I-Beam "C" - Cross "V" - Vertical Arrow "&" - Hand "S" - App Starting "? " - Help "N" - No "+" - Size All "\ " - Size NWSE "/ " - Size NESW "- " - Size WE "  " - Size NS  2) A cursor file name: e.g ".\cursors\myCursor.cur"  3) A cursor resource in a DLL e.g. "myreslib.dll#123" or "myreslib.dll#mycursor"

## Returns

Values returned by `Get_Property` and `Set_Property`

Value	Description
<i>cursor</i>	the Boolean status of the control's rowshade.
<i>existingState</i>	the Boolean status of the control's rowshade, when <code>Set_Property</code> was run.

## See Also

[Set\\_Property\(\) function](#), [Get\\_Property\(\) function](#)

## Example

```
Declare function Get_Property, Set_Property

/* This snippet of code will check the current SYSTEM cursor and if it is an Hourglass will change the cursor
to an Arrow.*/

cursor = Get_Property("SYSTEM","CURSOR")
if cursor _Eqc "H" then
    eCursor = Set_Property("SYSTEM","CURSOR","A")
end
```