

Custom Mouse Cursors

The `Cursor` property allows you set the type of mouse cursor image that is used when over the active window, or game. There are several standard ones built-in provided by the OS: `arrow|ibeam|crosshair|hand|hresize|vresize|default`

```
[Display]
Cursor = hand
```



Alternatively, a very nifty feature is to provide your own png image as the cursor. Great for games where a fancy cursor is needed, ie:



```
[Display]
Cursor = amiga-cursor.png
```

By default, this will place the cursor in the top left hand corner. You can move this hotspot by providing an optional vector, ie:

```
[Display]
cursor = amiga-cursor.png # (10, 10, 0)
```



And like a normal cursor, it will hang outside the bounds of the window when you are the right or bottom extremes. Very nice.

You can change cursors using the [Orx Console](#). Press the `~` key to open the console and type:

```
Mouse.SetCursor crosshair
```



Finally, you can set a mouse cursor in code:

```
orxMouse_SetCursor("hresize", orxNULL);
```

This will set the cursor to a hand, and keep the default hotspot by using `orxNULL`. Change the hotspot position using a vector like:

```
orxVECTOR hotspot = orxVECTOR_0;
hotspot.fX = 10;
hotspot.fY = 10;
```

Last update: 2025/09/30 17:26 (7 months ago) en:tutorials:display:custom_mouse_cursor https://www.orx-project.org/wiki/en/tutorials/display/custom_mouse_cursor?rev=1536573844

```
orxMouse_SetCursor("hresize", &hotspot);
```

From: <https://www.orx-project.org/wiki/> - **Orx Learning**

Permanent link: https://www.orx-project.org/wiki/en/tutorials/display/custom_mouse_cursor?rev=1536573844

Last update: **2025/09/30 17:26 (7 months ago)**

