

CLX-CURSOR

---

CLX Cursor loader

---

## Table of Contents

Introduction .....	1
1 Overview .....	2
2 Examples .....	6
3 Dictionary .....	7
Appendix A Concept Index .....	8
Appendix B Function Index .....	9
Appendix C Variable Index .....	10
Appendix D Type Index .....	11
Colophon .....	12

## Introduction

CLX-CURSOR is made for antialiasing cursor rendering for CLX.

CLX-CURSOR was started from removing <<xsetroot -cursor\_name>> command execution from .stumwpmrc.

CLX-CURSOR is maintained in Git:

```
git clone git://github.com/filonenko-mikhail/clx-cursor
```

will get you a local copy.





















<http://github.com/filonenko-mikhail/clx-cursor/>

is the GitHub project page, where the issue tracker is located.

# 1 Overview

CLX-CURSOR is library for loading cursor glyphs (or in other words pixmaps, icons)

The following table contains standard pixmaps for cursors. Antialiased pixmaps from desktop themes have slightly similar, but more glamour shapes.

image	keyword	image	keyword
	:X-cursor		:ll-angle
	:arrow		:lr-angle
	:based-arrow-down		:man
	:based-arrow-up		:middlebutton
	:boat		:mouse
	:bogosity		:pencil
	:bottom-left-corner		:pirate
	:bottom-right-corner		:plus
	:bottom-side		:question-arrow
	:bottom-tee		:right-ptr



:box-spiral



:center-ptr



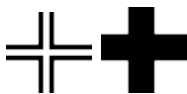
:circle



:clock



:coffee-mug



:cross



:cross-reverse



:crosshair



:diamond-cross



:dot



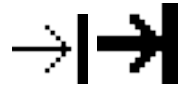
:dot-box-mask



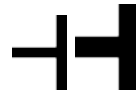
:double-arrow



:draft-large



:right-side



:right-tee



:rightbutton



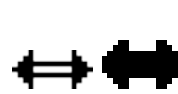
:rtl-logo



:sailboat



:sb-down-arrow



:sb-h-double-arrow



:sb-left-arrow



:sb-right-arrow



:sb-up-arrow



:sb-v-double-arrow



:shuttle



:sizing



:draft-small



:draped-box



:exchange



:fleur



:gobbler



:gumby



:hand1



:hand2



:heart



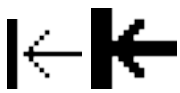
:icon



:iron-cross



:left-ptr



:left-side



:spider



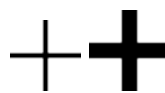
:spraycan



:star



:target



:tcross



:top-left-arrow



:top-left-corner



:top-right-corner



:top-side



:top-tee








:trek



:ul-angle



:umbrella

	:left-tee		:ur-angle
	:leftbutton		:watch
			:xterm

## 2 Examples

Open display and set cursor theme for it:

```
(set-theme *display* "Vanilla-DMZ-LH" 24)
```

Get cursor object:

```
(setf cursor (get-cursor *root* :left-prt))
```

Set it to window:

```
(setf (xlib:window-cursor *root*) cursor)
```

All cursor pixmaps can be viewed in window. Just click on name:

```
(asdf:load-system :clx-cursor-test)
```

```
(clx-cursor-test:show-window "Vanilla-DMZ-AA")
```



### 3 Dictionary

- xcursor** [Package]  
Library for loading cursor pixmaps from Xcur files and rendering it with Xrender.  
Library supports themes.
- \*icon-paths\*** [Variable]  
Contains paths for themes.
- set-theme** *display &optional name size* [Function]  
Sets current theme to name and size.
- theme** *display* [Function]  
Returns current theme name and size.
- xcursor** [Structure]  
Class precedence list: **xcursor**, **structure-object**, **t**  
Structure contains xcursor information from Xcur file. Images slot is array of xcursor-images.
- xcursor-image** [Structure]  
Class precedence list: **xcursor-image**, **structure-object**, **t**  
Structure containing cursor glyph information. Data is 2 dimensional array with **argb** pixels. Data can be used in `xlib:create-image :data` parameter. Delay slot is used for animated cursors (milliseconds).
- load-cursor-from-file** *display filepath* [Function]  
Reads Xcur file, and returns xcursor object. xcursor object can be used in [\[Function add-cursor\]](#), [page 7](#).
- add-cursor** *display xcursor name* [Function]  
Stores xcursor into cache. *name* must be keyword.
- cursor** *drawable name* [Function]  
Returns cursor object, which can be used with `(xlib:window-cursor)`. If Xrender and theme icon file is available, tries to load cursor from that file, else load standard xlib cursor glyph. `index.theme` is not supported.

## Appendix A Concept Index

(Index is nonexistent)

Appendix B   Function Index

<b>A</b>	<b>S</b>
add-cursor..... 7	set-theme..... 7
<b>C</b>	
cursor..... 7	
<b>L</b>	<b>T</b>
load-cursor-from-file..... 7	theme ..... 7

Appendix C Variable Index

<b>I</b>	<b>X</b>
<code>*icon-paths*</code> ..... 7	<code>xcursor</code> ..... 7

Appendix D Type Index

<code>xcursor</code> .....	7	<code>xcursor-image</code> .....	7
----------------------------	---	----------------------------------	---

## Colophon

This manual is maintained in Texinfo, and automatically translated into other forms (e.g. HTML or pdf). If you're *reading* this manual in one of these non-Texinfo translated forms, that's fine, but if you want to *modify* this manual, you are strongly advised to seek out a Texinfo version and modify that instead of modifying a translated version.