

Console.CursorSize Property

Reference



Definition

Namespace: [System](#)

Assembly: System.Console.dll

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Gets or sets the height of the cursor within a character cell.

C#

```
public static int CursorSize {  
    [System.Runtime.Versioning.UnsupportedOSPlatform("browser")]  
    [System.Runtime.Versioning.UnsupportedOSPlatform("android")]  
    [System.Runtime.Versioning.UnsupportedOSPlatform("ios")]  
    [System.Runtime.Versioning.UnsupportedOSPlatform("tvos")] get;  
    [System.Runtime.Versioning.SupportedOSPlatform("windows")] set; }
```

Property Value

[Int32](#)

The size of the cursor expressed as a percentage of the height of a character cell. The property value ranges from 1 to 100.

Attributes [UnsupportedOSPlatformAttribute](#), [SupportedOSPlatformAttribute](#)

Exceptions

[ArgumentOutOfRangeException](#)

The value specified in a set operation is less than 1 or greater than 100.

[SecurityException](#)

The user does not have permission to perform this action.

IOException

An I/O error occurred.

PlatformNotSupportedException

The set operation is invoked on an operating system other than Windows.

Examples

This example demonstrates the [CursorSize](#) property. The example increases the size of the cursor each time any console key is pressed, then restores the cursor to its original size before terminating.

C#

```
// This example demonstrates the Console.CursorSize property.
using System;

class Sample
{
    public static void Main()
    {
        string m0 = "This example increments the cursor size from 1% to 100%:\n";
        string m1 = "Cursor size = {0}%. (Press any key to continue...)";
        int[] sizes = {1, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100};
        int saveCursorSize;

        //
        saveCursorSize = Console.CursorSize;
        Console.WriteLine(m0);
        foreach (int size in sizes)
        {
            Console.CursorSize = size;
            Console.WriteLine(m1, size);
            Console.ReadKey();
        }
        Console.CursorSize = saveCursorSize;
    }
}
/*
```

This example produces the following results:

This example increments the cursor size from 1% to 100%:

```
Cursor size = 1%. (Press any key to continue...)
Cursor size = 10%. (Press any key to continue...)
Cursor size = 20%. (Press any key to continue...)
Cursor size = 30%. (Press any key to continue...)
Cursor size = 40%. (Press any key to continue...)
Cursor size = 50%. (Press any key to continue...)
Cursor size = 60%. (Press any key to continue...)
Cursor size = 70%. (Press any key to continue...)
Cursor size = 80%. (Press any key to continue...)
Cursor size = 90%. (Press any key to continue...)
```

Cursor size = 100%. (Press any key to continue...)

* /

Remarks

The cursor appearance varies, ranging from a horizontal line at the bottom of the cell when the property value is 1, to completely filling the cell when the property value is 100.

Applies to

Product	Versions
.NET	Core 1.0, Core 1.1, Core 2.0, Core 2.1, Core 2.2, Core 3.0, Core 3.1, 5, 6, 7 Preview 7
.NET Framework	2.0, 3.0, 3.5, 4.0, 4.5, 4.5.1, 4.5.2, 4.6, 4.6.1, 4.6.2, 4.7, 4.7.1, 4.7.2, 4.8
.NET Standard	1.3, 1.4, 1.6, 2.0, 2.1
Xamarin.iOS	10.8
Xamarin.Mac	3.0