GuiGetCursorType

This function is used to get the type of the current cursor image.

Syntax

```
string guiGetCursorType ( )
```

OOP Syntax Help! I don't understand this!

>**Method**: *GuiElement.getCursorType(...)*
>**Variable**: *.cursorType*

Returns

Returns a string containing the cursor type:

- **"none"** // cursor has no image
- **"arrow"** // default cursor
- **"sizing_ns"** // N-S (up-down) sizing cursor
- **"sizing_ew"** // E-W (left-right) sizing cursor
- **"sizing_nwse"** // NW-SE diagonal sizing cursor
- **"sizing_nesw"** // NE-SW diagonal sizing cursor
- **"sizing_eswe"** // ES-WE horizontal sizing cursor
- **"move"** // move cursor
- **"container_drag"** // drag container cursor (note: not in use)
- **"segment_moving"** // segment moving cursor (note: not in use)
- **"segment_sizing"** // segment sizing cursor (note: not in use)