```cpp
1  #include "MenuCursor.h"
2  #include "Window.h"
3
4
5
6  MenuCursor::MenuCursor() {
7      ticked = 0;
8      appearance.w = 32;
9      appearance.h = 32;
10     left = true;
11     tick2 = 0;
12 };
13
14 bool MenuCursor::loadMedia() {
15     bool success = true;
16
17     //Load cursor texture
18     cursor_tx = loadTexture("assets/sprite_sheets/menu/SmallSword.png");
19     if (cursor_tx == NULL) {
20         printf("Failed to create cursor texture. SDL Error: %s\n",          ⮡
               SDL_GetError());
21         success = false;
22     }
23
24     return success;
25 };
26
27 void MenuCursor::tick() {
28     //tick
29     ticked++;
30     tick2++;
31     int distance = 400;
32     int move_after_ticks = 20;
33     if ((ticked >= move_after_ticks)) {
34         if (left == true) {
35             appearance.x -= 1;
36             if (tick2 >= distance) {
37                 tick2 = 0;
38                 left = false;
39             }
40         }
41         else {
42             appearance.x += 1;
43             if (tick2 >= distance) {
44                 tick2 = 0;
45                 left = true;
46             }
47         }
48         ticked = 0;
49     }
50 };
51
52 void MenuCursor::render() {
```

```cpp
53        SDL_RenderCopyEx(Window::getInstance()->getRenderer(), cursor_tx, NULL, ⮐
            &appearance, 45.0, NULL, SDL_FLIP_NONE);
54  }
55
56  MenuCursor::~MenuCursor() {
57      //Free texture
58      free();
59  };
60
61  void MenuCursor::free() {
62      //Free Surface
63      SDL_DestroyTexture(cursor_tx);
64      cursor_tx = NULL;
65  }
66
67  void MenuCursor::setX(int x) {
68      appearance.x = x;
69  };
70
71  void MenuCursor::setY(int y) {
72      appearance.y = y;
73  };
74
75  int MenuCursor::getX() {
76      return appearance.x;
77  };
78
79  int MenuCursor::getY() {
80      return appearance.y;
81  };
82
83  int MenuCursor::getW() {
84      return appearance.w;
85  }
86
87  int MenuCursor::getH() {
88      return appearance.h;
89  };
90
91  std::string MenuCursor::getType() {
92      return "CURSOR";
93  };
```