

Script Library Documentation - libCursor

Version 0.1

Contributing Authors

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Library Purpose and General Documetation

Cursor management library to use the standard system pointer for everything with the exception of buttons or links which use the hand.

Functions and Handlers

mouseMove (handler)

Documentation

If you handle the mouseMove message just make sure it is passed unless you want to override the cursor management for that object.

mouseLeave (handler)

Documentation

This is mainly for unlocking the cursor when it leaves the stack/card.

If you handle the mouseLeave message just make sure it is passed unless you want to override the cursor management for that object.