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Getting started

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Cursors

Use special classes to set a specified cursor for the element.

About

Added in 4.2.5

Metro 4 contains special classes to set a specified cursor for the element. These classes have format `.c-{cursor-name}`

These classes do not contain `!important` marker.




































Category	Class		Image	Desc
General	<code>.c-auto</code>			The browser determines the cursor to display based on the current context. E.g. equivalent to <code>text</code> when hovering text.
	<code>.c-default</code>			Default cursor, typically an arrow.
	<code>.c-none</code>			No cursor is rendered.
Links and task statuses	<code>.c-context-menu</code>			A context menu is available under the cursor. Only IE 10 and up have implemented this on Windows: 6ar 258960 .
	<code>.c-help</code>			Indicating help is available.
	<code>.c-pointer</code>			E.g. used when hovering over links, typically a hand.
	<code>.c-progress</code>			The program is busy in the background but the user can still interact with the interface (unlike for <code>wait</code>).
	<code>.c-wait</code>			The program is busy (sometimes an hourglass or a watch).
Selection	<code>.c-cell</code>			Indicating that cells can be selected.
	<code>.c-crosshair</code>			Cross cursor, often used to indicate selection in a bitmap.
	<code>.c-text</code>			Indicating text can be selected, typically an I-beam.
	<code>.c-text-vertical</code>			Indicating that vertical text can be selected, typically a sideways I-beam.
Drag & Drop	<code>.c-alias</code>			Indicating an alias or shortcut is to be created.
	<code>.c-copy</code>			Indicating that something can be copied.
	<code>.c-move</code>			The hovered object may be moved.
	<code>.c-no-drop</code>			Cursor showing that a drop is not allowed at the current location. 6ar 275173 on Windows and Mac OS X, "no-drop is the same as not-allowed".
	<code>.c-not-allowed</code>			Cursor showing that something cannot be done.
Resizing & scrolling	<code>.c-all-scroll</code>			Cursor showing that something can be scrolled in any direction (panned). 6ar 275174 on Windows, "all-scroll is the same as move".
	<code>.c-col-resize</code>		The item/column can be resized horizontally. Often rendered as arrows pointing left and right with a vertical bar separating.	
	<code>.c-row-resize</code>			The item/row can be resized vertically. Often rendered as arrows pointing up and down with a horizontal bar separating them.
	<code>.c-n-resize</code>			Some edge is to be moved. For example, the <code>se-resize</code> cursor is used when the movement starts from the <i>south-east</i> corner of the box.
	<code>.c-e-resize</code>			
	<code>.c-s-resize</code>			
	<code>.c-w-resize</code>			
	<code>.c-ne-resize</code>			
	<code>.c-nw-resize</code>			
	<code>.c-se-resize</code>			
	<code>.c-sw-resize</code>			
	<code>.c-ew-resize</code>			Indicates a bidirectional resize cursor.
	<code>.c-ns-resize</code>			
	<code>.c-all-scroll</code>			

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Cursors

	<code>.c-nesw-resize</code>		
	<code>.c-nwse-resize</code>		
Zooming	<code>.c-zoom-in</code>		Indicates that something can be zoomed (magnified) in or out.
	<code>.c-zoom-out</code>		
Capture	<code>.c-grab</code>		Indicates that something can be grabbed (dragged to be moved).
	<code>.c-grabbing</code>		

Default

Pointer

Grab

<button class="button c-default">Default</button>

<button class="button c-pointer">Pointer</button>

<button class="button c-grab">Grab</button>

