SetCursor Change the shape of the mouse cursor

#include <Quickdraw.h> **Quickdraw**

void **SetCursor(***newCursor* **);**
CursPtr *newCursor*; address of a 68-byte Cursor structure

SetCursor installs a new cursor (i.e., mouse pointer) shape. If the cursor is currently hidden, it remains hidden until uncovered.

newCursor is the address of a Cursor structure . It contains the data defining the desired new cursor shape. You will typically obtain this value from a resource, or use &arrow, the normal, left-leaning-arrow cursor.

Returns: none

Notes: Use the **SetCursor** function to change the cursor shape in response to mouse events; especially movement of the mouse over selected regions of a window. When the mouse is in a text-editing area, the system-defined iBeamCursor is appropriate; when accessing the disk, use the watchCursor, and so forth. Use **GetCursor** to read cursor data from a resource file. Use **SetCursor**(&arrow) to set the cursor to the standard, "left-leaning" arrow shape.

If the cursor is currently hidden or temporarily turned off (**HideCursor** or **ObscureCursor**), then **SetCursor** does not unhide it. It remains hidden until it is uncovered by **ShowCursor** or any mouse movement.

See **Standard Cursors** for a graphic depiction of system cursors.

Example

```
#include <Quickdraw.h>
#include <ToolUtils.h>

Point       mPt;
Cursor      textCrsr;                   /* allocate a 68-byte struct */
CursHandle  cursH;
Boolean     inTEArea;

cursH = GetCursor( iBeamCursor );       /* constant in ToolboxUtil.h */
HLock ((Handle) cursH);
textCrsr = **cursH;                     /* copy the data */


GetMouse( &mPt );                       /* find where mouse is */
if (inTEArea)          /* if it's in text editing area . . . */
    SetCursor( &textCrsr );
else                                    /* must be in desktop . . . */
    SetCursor( &arrow );                /* access the global address */
```