CCrsr   structure

#include <Quickdraw.h>

typedef struct **CCrsr** {		Size	Offset	Description
short	crsrType;	2	0	Old or new cursor
PixMapHandle	crsrMap;	4	2	Handle to cursor's PixMap
Handle	crsrData;	4	6	Handle to pixel data
Handle	crsrXData;	4	10	Internal use, expanded image handle
short	crsrXValid;	2	14	Set to 0 if you change cursor data or color table
Handle	crsrXHandle;	4	16	Reserved
Bits16	crsr1data;	32	20	16 x 16 bits defines cursor visible shape
Bits16	crsrMask;	32	52	16 x 16 bits defines area to mask
Point	crsrHotSpot;	4	84	Part of the cursor which selects
long	crsrXtable;	4	88	Reserved
long	crsrID;	4	92	Color table seed for expanded cursor
} **CCrsr** ;		96		

typedef Cursor ***CCrsrPtr**;
typedef Cursor ****CCrsrHandle**;

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Notes: See Standard Cursors for a graphic depiction of various cursors.