# About Cursors

Windows provides a set of **standard cursors** that can be used by applications. The following cursor identifiers are defined in WinUser.h:

| Value | Meaning |
|---|---|
| **IDC_ARROW**<br>MAKEINTRESOURCE(32512) | Normal select |
| **IDC_IBEAM**<br>MAKEINTRESOURCE(32513) | Text select |
| **IDC_WAIT**<br>MAKEINTRESOURCE(32514) | Busy |
| **IDC_CROSS**<br>MAKEINTRESOURCE(32515) | Precision select |
| **IDC_UPARROW**<br>MAKEINTRESOURCE(32516) | Alternate select |
| **IDC_SIZENWSE**<br>MAKEINTRESOURCE(32642) | Diagonal resize 1 |
| **IDC_SIZENESW**<br>MAKEINTRESOURCE(32643) | Diagonal resize 2 |
| **IDC_SIZEWE**<br>MAKEINTRESOURCE(32644) | Horizontal resize |
| **IDC_SIZENS**<br>MAKEINTRESOURCE(32645) | Vertical resize |
| **IDC_SIZEALL**<br>MAKEINTRESOURCE(32646) | Move |
| **IDC_NO**<br>MAKEINTRESOURCE(32648) | Unavailable |
| **IDC_HAND**<br>MAKEINTRESOURCE(32649) | Link select |

| Value | Meaning |
|-------|---------|
| **IDC_APPSTARTING**<br>MAKEINTRESOURCE(32650) | Working in background |
| **IDC_HELP**<br>MAKEINTRESOURCE(32651) | Help select |
| **IDC_PIN**<br>MAKEINTRESOURCE(32671) | Location select |
| **IDC_PERSON**<br>MAKEINTRESOURCE(32672) | Person select |

A number of additional cursors are also available that do not have identifiers defined in WinUser.h (or are considered obsolete):

| Value | Meaning |
|-------|---------|
| MAKEINTRESOURCE(32631) | A pen cursor. |
| MAKEINTRESOURCE(32652) | A scrolling cursor with arrows pointing north and south. |
| MAKEINTRESOURCE(32653) | A scrolling cursor with arrows pointing west and east. |
| MAKEINTRESOURCE(32654) | A scrolling cursor with arrows pointing north, south, east, and west. |
| MAKEINTRESOURCE(32655) | A scrolling cursor with an arrow pointing north. |
| MAKEINTRESOURCE(32656) | A scrolling cursor with an arrow pointing south. |
| MAKEINTRESOURCE(32657) | A scrolling cursor with an arrow pointing west. |
| MAKEINTRESOURCE(32658) | A scrolling cursor with an arrow pointing east. |
| MAKEINTRESOURCE(32659) | A scrolling cursor with arrows pointing north and west. |

| Value | | Meaning |
|---|---|---|
| MAKEINTRESOURCE(32660) |  | A scrolling cursor with arrows pointing north and east. |
| MAKEINTRESOURCE(32661) |  | A scrolling cursor with arrows pointing south and west. |
| MAKEINTRESOURCE(32662) |  | A scrolling cursor with arrows pointing south and east. |
| MAKEINTRESOURCE(32663) |  | An arrow cd cursor. |

See Guidelines for information on using standard cursors.

Each standard cursor has a corresponding default image associated with it. The user or an application can replace the default image associated with any standard cursor at any time. An application replaces a default image by using the **SetSystemCursor** function.

An application can use the **GetIconInfo** function to retrieve the current image for a cursor and can draw the cursor by using the **DrawIconEx** function.

Custom cursors are designed for use in a specific application and can be any design the developer defines. The following illustration shows several custom cursors.



Cursors can be either monochrome or color, and either static or animated. The type of cursor used on a particular computer system depends on the system's display. Old displays such as VGA do not support color or animated cursors. New displays, whose display drivers use the device-independent bitmap (DIB) engine, do support them.

Cursors and icons are similar and can be used interchangeably in many situations. The only difference between them is that an image specified as a cursor must be in the format that the display can support. For example, a cursor must be monochrome for a VGA display.