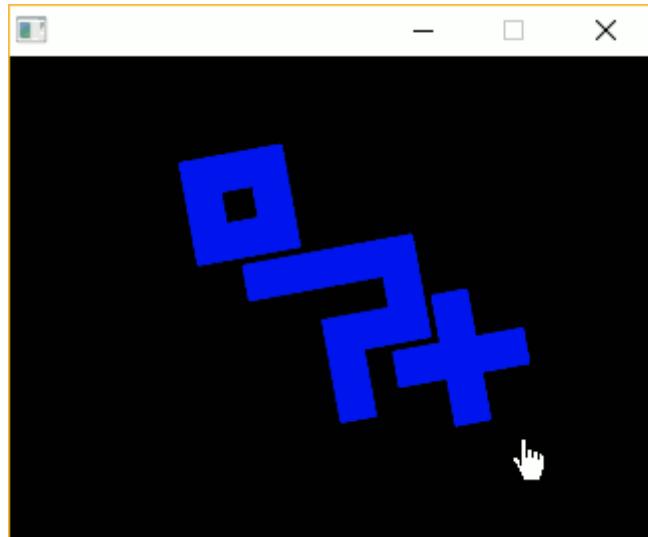


# Custom Mouse Cursors

The `Cursor` property allows you set the type of hardware mouse cursor image that is used when over the active window, or game. There are several standard ones built-in provided by the OS: `arrow`, `ibeam`, `crosshair`, `hand`, `hresize`, `vresize` and `default`.

```
[Display]
Cursor = hand
```



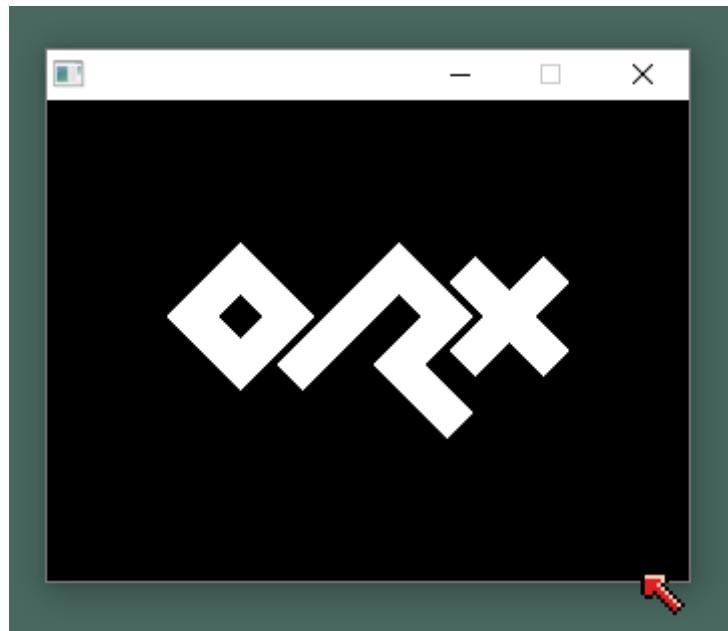
Alternatively, a very nifty feature is to provide your own image as the cursor (png, jpg, bmp, tga or webp are all supported). Great for games where a fancy cursor is needed, ie:



```
[Display]
Cursor = amiga-cursor.png
```

By default, this will place the cursor's hotspot in the top left corner. You can move this hotspot by providing an optional vector, ie:

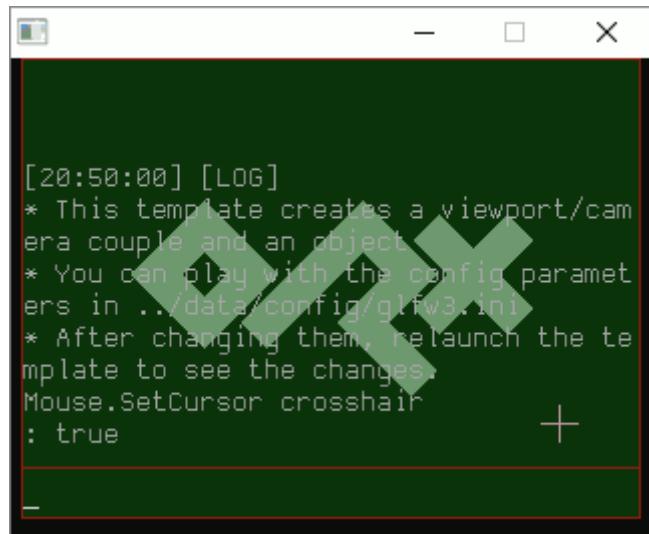
```
[Display]
cursor = amiga-cursor.png # (10, 10)
```



And like a normal cursor, it will hang outside the bounds of the window when you are the right or bottom extremes. Very nice.

You can change cursors using the [Orx Console](#). Press the `~` key to open the console and type:

```
Mouse.setCursor crosshair
```



Finally, you can set a mouse cursor in code:

```
orxMouse_SetCursor("amiga-cursor.png", orxNULL);
```

This will set the cursor to the amiga arrow, and keep the default hotspot by using `orxNULL`. Change the hotspot position using a vector like:

```
orxVECTOR hotspot = orxVECTOR_0;
```

```
hotspot.fX = 10;  
hotspot.fY = 10;  
  
orxMouse_SetCursor("amiga-cursor.png", &hotspot);
```

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<https://orx-project.org/wiki/> - **Orx Learning**

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