

NSCursor

Inherits From: NSObject
Conforms To: appkit/NSCursor.h

Initializing a New NSCursor Object

- (id)**initWithImage:**(NSImage *)*newImage* Initializes a new NSCursor object with *newImage*.

Defining the Cursor

- (NSPoint) hotSpot	Returns the point on the cursor that's aligned with the mouse.
- (NSImage *) image	Returns the NSImage object that has the cursor image.
- (void) setHotSpot: (NSPoint) <i>spot</i>	Sets the point on the cursor that's aligned with the mouse.
- (void) setImage: (NSImage *) <i>newImage</i>	Sets from <i>newImage</i> the NSImage object that supplies the cursor image.

Setting the Cursor

+ (void) hide	Hides the cursor.
+ (void) pop	Restores the previous cursor.
+ (void) setHiddenUntilMouseMoves: (BOOL) <i>flag</i> ;	Hides cursor when <i>flag</i> is YES; reveals it otherwise.
+ (void) unhide	Shows the cursor.
- (void) mouseEntered: (NSEvent *) <i>theEvent</i>	Responds to a mouse-entered event by setting the cursor if

- (void)**mouseExited:**(NSEvent *)*theEvent*

- (void)**pop**

- (void)**push**

- (void)**set**

- (void)**setOnMouseEntered:**(BOOL)*flag*

- (void)**setOnMouseExited:**(BOOL)*flag*

setOnMouseEntered was sent.

Responds to a mouse-exited event by setting the cursor if

setOnMouseExited was sent.

Removes the topmost NSCursor object from the cursor stack, and makes the next NSCursor down the current cursor.

Puts the receiving NSCursor on the cursor stack and sets it to be the Window Server's cursor.

Sets the NSCursor to be the current cursor.

Determines whether **mouseEntered:** sets cursor.

Determines whether **mouseExited:** sets cursor.

Getting the Cursor

+ (NSCursor *)**arrowCursor**

+ (NSCursor *)**currentCursor**

+ (NSCursor *)**IBeamCursor**

Returns an arrow cursor.

Returns the current cursor.

Returns an IBeam cursor.