

Subject: : Official AmigaOS4 feedback

Topic: : Post-Update 6 updates

Re: Post-Update 6 updates

Author: : trixie

Date: : 2013/2/14 20:25:11

URL:

Quote:

tboeckel wrote:

your application calls `SetWindowPointer(win, WA_PointerType, POINTERTYPE_HAND, TAG_DONE)` and the user will see the well known "pointing hand" pointer image

...and of course you would call `SetAttrs(winObj, WA_PointerType, POINTERTYPE_HAND, TAG_DONE)` instead if your window was created via the `ReAction window.class`.