AOZ Studio Beta - Bug #841

Change Mouse can't set custom mouse pointer shapes.

10/01/2021 12:36 PM - Brian Flanagan

Status:	New		**Start date:**	10/01/2021
Priority:	Normal		**Due date:**	
Assignee:	Francois Lionet		**% Done:**	0%
Category:			**Estimated time:**	0:00 hour
Target version:	none			
Affected version:	1.0.0 (B10) u16			

Description

Change Mouse works for standard pointers, but is unable to grab mouse shapes from the sprite bank for numbers above 3.

It is supposed to be:
0 = hidden
1 = arrow (default)
2 = cross-hair
3 = clock
4 and above should grab the mouse pointer from the sprite bank.

Also, in Amiga mode, it would be nice if the pointers actually looked like the Amiga pointers.

(This used to work.)

History

#1 - 10/01/2021 12:41 PM - Brian Flanagan

NOTE: In AOZ mode, there is one extra pointer shape
1 = Arrow
2 = Crosshair
3 = Clock (busy)
4 = Finger

Perhaps for AOZ mode we could even reserve a few extra pointer types for the future, and start the custom ones at say 16?