










MapBasic Cursors

Jacques Paris 29/08/2002 jacques@paris-pc-gis.com

Defined in ICONS.DEF file version 6.50

MB code	Cursor Name	MB code	Cursor Icon
0	MI_CURSOR_ARROW	131	
1	MI_CURSOR_IBEAM	132	
		133	
128		134	
129		135	
130		138	

Notes :


























1 - codes < 128 are "Windows defined" and can be used in some cases to return to standard icons.

2 - some cursors are defined as a group of two (16x16 and 32x32) one of which been automatically selected according to the platform/OS situation. Some are in two sizes both defined as 32x32 (e.g. 134 –162, 139 – 147)

3 – the use of codes > 127 not shown in these two tables will create an internal error 30901 and crash MapInfo

4 – the "Windows" cursor 2 is re-specified in the DLL file as something very similar to 138 (crosshair)

Not included in ICONS.DEF file version 6.50

MB code	Cursor Icon	MB code	Cursor Icon
137		151	
139		152	
140		153	
141		154	
142		155	
143		156	
144		157	
145		158	
146		159	
147		160	
148		161	
149		162	
150		163	