## Installing the Large Custom Cursor in FoxView

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1. Copy the tar file (cursor.tar) to / t mp on your machine.
2. Typetar xvf /tmp/cursor.tar
3. Modify the / usr/fox/wp/data/init. user file by changing the line containing FXCURSOR to be:

FXCURSOR=/opt/customer/data/cursor/pointer_Iarge
FoxView reads the "init. user" file. If it does not exist copy the init. user.rel file into init. user and then modify.
4. Reboot your machine.

If you want a cursor which is large and white, download the optional pointer_Iarge.cur as a replacement to the one provided (that is a large black cursor).

## Editing Cursor Files

## Warning: Editing a cursor incorrectly can lockup FoxView on reboot. Be sure that you check each file that you change. It's usually best to copy files before editing.

The cursor files for Foxboro are organized in 3 groups of 2. The groups are for the normal cursor, the busy cursor, and the menu (pull-down) cursor. The first "c ur" file defines the look, while the "mask. cur" file defines the size. (ie pointer_I arge.cur, pointer_I arge_mask. cur, pointer_Iarge_menu.cur, pointer_large_menu_mask.cur, pointer_large_busy.cur, pointer_large_busy mask. cur)

To edit a cursor file, run the i conedit command from the VT100 shell, and open the cursor file you wish to edit (iepointer_Iarge.cur).

Edit the pixels to create the shape you desire. When saving the cursor file, choose "Save As..." and choose "X Bitmap" as cursor type (Note: it's a good idea to "Save As..." under a different name, then copy over the original file from VT100). This generates a text file similar to the one listed below.

```
#define I arge_pointer_width 32
#define large_pointer_height 48
static unsigned char large_pointer_bits[] = {
    0x00, 0\times00, 0x00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00};
```

This is the normal cursor file. The "mask" file now needs to be edited (without editing the "mask" file, the cursor will not work correctly). Keeping the same file open, enlarge the cursor area by at least one pixel (the "mask" file needs to encompass the entire cursor, plus one pixel). I generally add a line around the entire arrow, making a bulkier arrow in the "mask" file.

Though the files are saved in the correct format, they do not contain all of the correct information used by FoxView. Below is part of the original cursor file (pointer_I arge. cur):

```
#define large_arrow_shape_width 32
#define large_arrow_shape_height 48
#define large_arrow_shape_x_hot 1
#define large_arrow_shape_y_hot 1
static unsigned char I arge_arrow_shape_bits[] = {
    0x00, 0x00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00, 0\times00};
```

Notice that the header (the \#define lines) is different. In order for the cursors to work correctly, all common cursor file headers need to match (the first 5 lines, including the line "static unsigned char
I arge_arrow_shape_bits[] = \{"). Copy the header from the original file or from the existing "busy" or "menu" cursor files to the normal cursor file and the mask file (using vi ortextedit).

Each file can be edited this way to make a working custom cursor. The entire white pointer_Iarge. cur file is listed below.

```
#define large_arrow_shape_width 32
#define large_arrow_shape_height 48
#define large_arrow_shape_x_hot 1
#define large_arrow_shape_y_hot 1
static unsignèd char` largée_arrow_shape_bits[] = {
    0x00, 0x00, 0x00, 0x00, - 0x1e, - 0x00, - 0x00, 0\times00, 0\times22, 0x00, 0x00, 0\times00,
    0x42, 0x00, 0x00, 0x00, 0x82, 0x00, 0x00, 0x00, 0x02, 0x01, 0x00, 0x00,
    0x02, 0x02, 0x00, 0x00, 0x02, 0x04, 0x00, 0x00, 0x02, 0x08, 0x00, 0x00,
    0\times02, 0x10, 0\times00, 0\times00, 0\times02, 0\times20, 0\times00, 0\times00, 0\times02, 0\times40, 0\times00, 0\times00,
    0x02, 0x80, 0x00, 0x00, 0x02, 0x00, 0x01, 0x00, 0x02, 0x00, 0x02, 0x00,
    0x02, 0x00, 0x04, 0x00, 0x02, 0x00, 0x04, 0x00, 0x02, 0x00, 0x03, 0x00,
    0x02, 0xe0, 0x00, 0x00, 0x02, 0x10, 0x00, 0x00, 0x02, 0x10, 0x00, 0\times00,
    0x02, 0x20, 0x00, 0x00, 0xe2, 0x20, 0x00, 0x00, 0x12, 0x41, 0x00, 0x00,
    0x0e, 0x41, 0x00, 0x00, 0x00, 0x82, 0x00, 0x00, 0x00, 0x82, 0x00, 0x00,
    0x00, 0x04, 0x01, 0\times00, 0\times00, 0x04, 0x01, 0x00, 0x00, 0\times08, 0\times02, 0\times00,
    0x00, 0x08, 0x02, 0x00, 0x00, 0x10, 0x04, 0x00, 0x00, 0x10, 0x04, 0x00,
    0x00, 0x20, 0x08, 0x00, 0x00, 0x20, 0x08, 0x00, 0x00, 0x40, 0x10, 0x00,
    0x00, 0x40, 0x10, 0x00, 0x00, 0x80, 0x20, 0x00, 0x00, 0x80, 0x20, 0x00,
    0\times00, 0x00, 0\times41, 0\times00, 0\times00, 0\times00, 0\times41, 0\times00, 0\times00, 0\times00, 0\times82, 0\times00,
    0x00, 0x00, 0xfe, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
    0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00};
```

