

# CURSOR

## Constants Summary

**Number** [#DEFAULT\\_CURSOR](#)  
Constant used for setting the roll over cursor for components.

**Number** [#HAND\\_CURSOR](#)  
Constant used for setting the roll over cursor for components.

## Constants Details

### DEFAULT\_CURSOR

Constant used for setting the roll over cursor for components.  
Use this for setting the roll over cursor to the default (dependent on the OS and the L&F).

#### Returns

**Number**

#### Sample

```
var label = form.newLabel('Move the mouse over me', 10, 10, 200, 200);  
label.rolloverCursor = SM_CURSOR.DEFAULT_CURSOR;
```

### HAND\_CURSOR

Constant used for setting the roll over cursor for components.  
Use this for setting the roll over cursor to a hand.

#### Returns

**Number**

#### Sample

```
var label = form.newLabel('Move the mouse over me', 10, 10, 200, 200);  
label.rolloverCursor = SM_CURSOR.HAND_CURSOR;
```