

NAME

mouse_sprite, mouse_x_focus, mouse_y_focus – Global variable with the mouse sprite and focus point. Allegro game programming library.

SYNOPSIS

```
#include <allegro.h>
```

```
extern BITMAP *mouse_sprite;  
  
extern int mouse_x_focus;  
  
extern int mouse_y_focus;
```

DESCRIPTION

Global variables containing the current mouse sprite and the focus point. These are read-only, and only to be modified using the set_mouse_sprite() and set_mouse_sprite_focus() functions.

SEE ALSO

[set_mouse_sprite\(3alleg\)](#), [set_mouse_sprite_focus\(3alleg\)](#)

