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## Information technology — User system interfaces and symbols — Icon symbols and functions —

### Part 3: Pointer icons

*Technologies de l'information — Interfaces pour système utilisateur et  
symboles — Symboles et fonctions d'icônes —*

*Partie 3: Icônes de pointeurs*

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Fax + 41 22 734 10 79  
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## Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 3.

In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this part of ISO/IEC 11581 may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

International Standard ISO/IEC 11581-3 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 35, *User interfaces*.

ISO/IEC 11581 consists of the following parts, under the general title *Information technology — User system interfaces and symbols — Icon symbols and functions*:

- *Part 1: Icons — General*
- *Part 2: Object icons*
- *Part 3: Pointer icons*
- *Part 4: Control icons*
- *Part 5: Tool icons*
- *Part 6: Action icons*

## Introduction

Pointers are those icons that are used to indicate a focus within a system or application. Subsequent actions at the focus may position, select or manipulate other screen objects. Users typically manipulate pointer icons by controlling a mouse or other input device, but keyboard input may also be used to control the pointer icon. Systems also use pointer icons to reflect a change in status. This part of ISO/IEC 11581 specifies the presentation and operation of pointer icons for indicating, selecting, or manipulating objects on a screen.