

Module 2: Coding for Mouse Events

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Overview

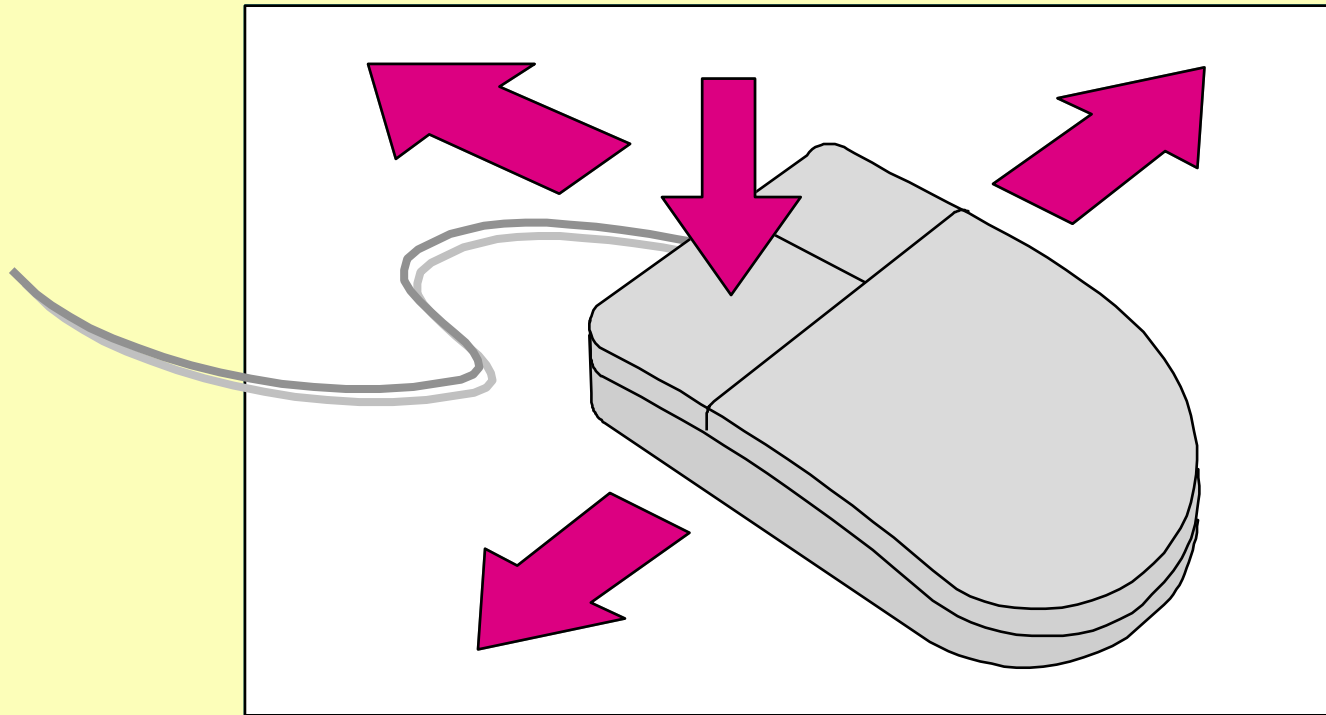
What Are the Mouse Events?

When Do They Occur?

How to Implement Drag and Drop Features

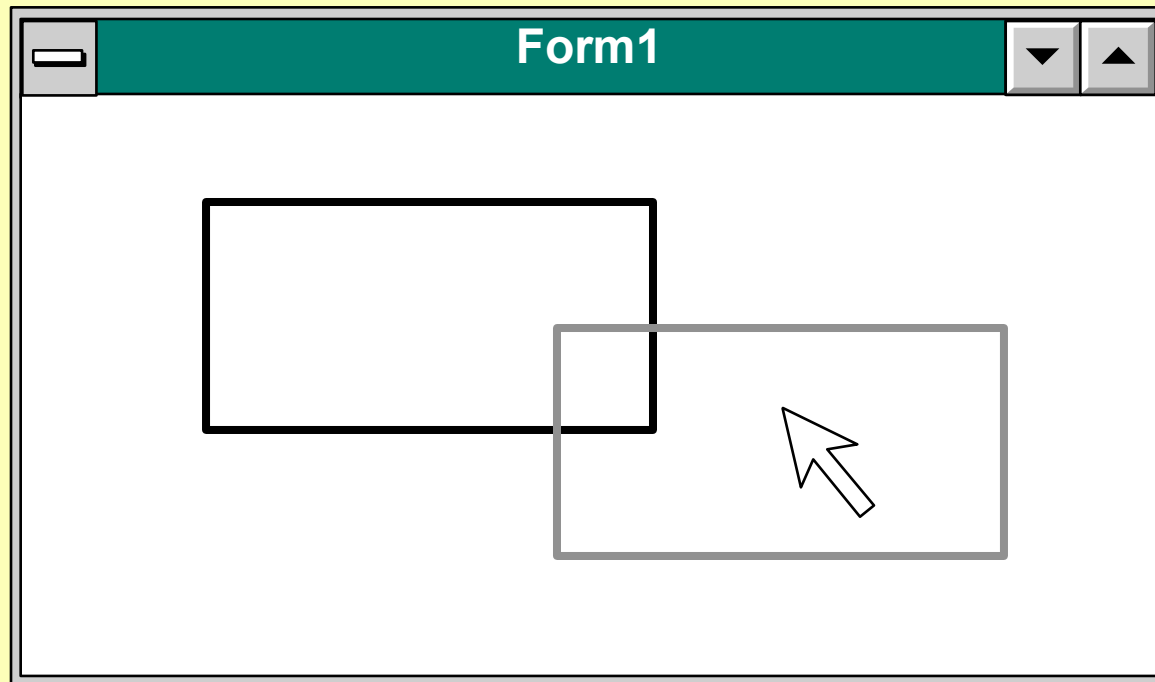
Changing the Mouse Pointer

MouseDown, MouseUp, and MouseMove



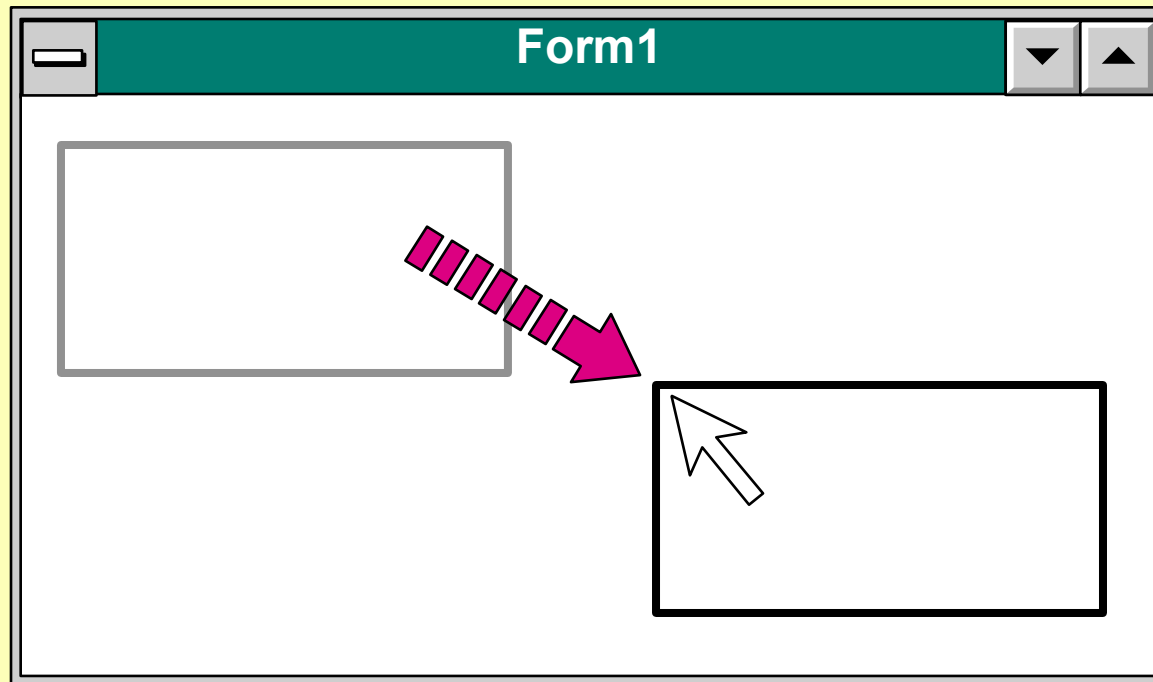
Dragging a Control

```
Picture1.DragMode = 1 'Automatic
```



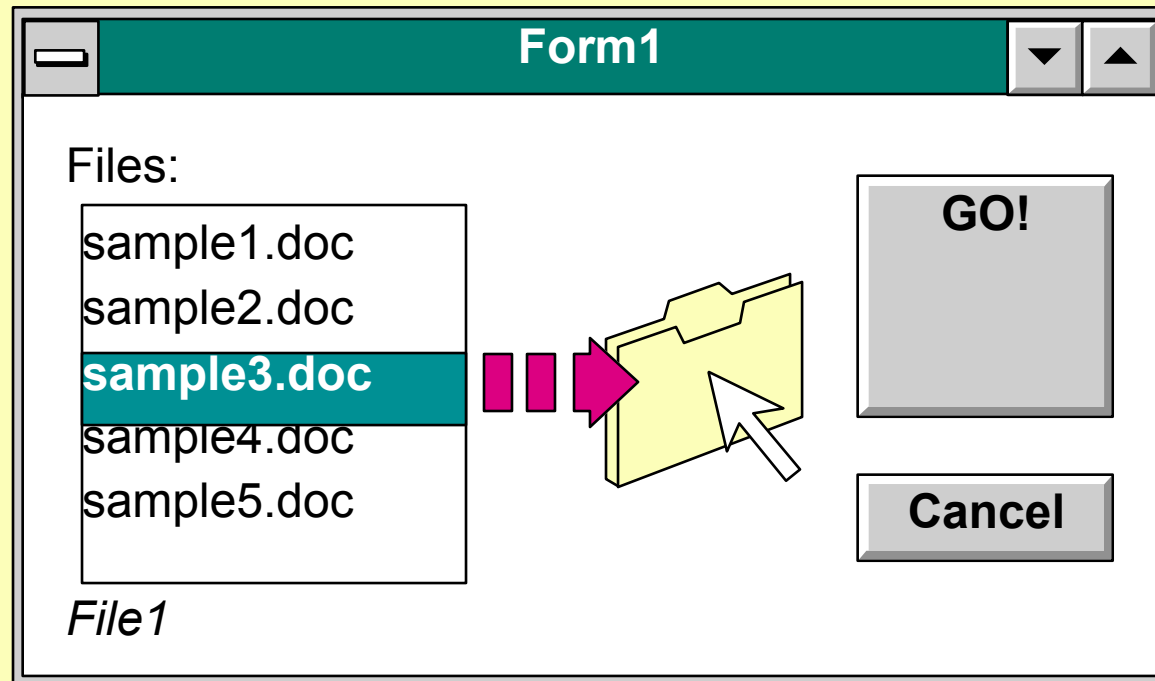
Moving a Control

```
Sub Form1_DragDrop...  
    Source.Move X, Y
```

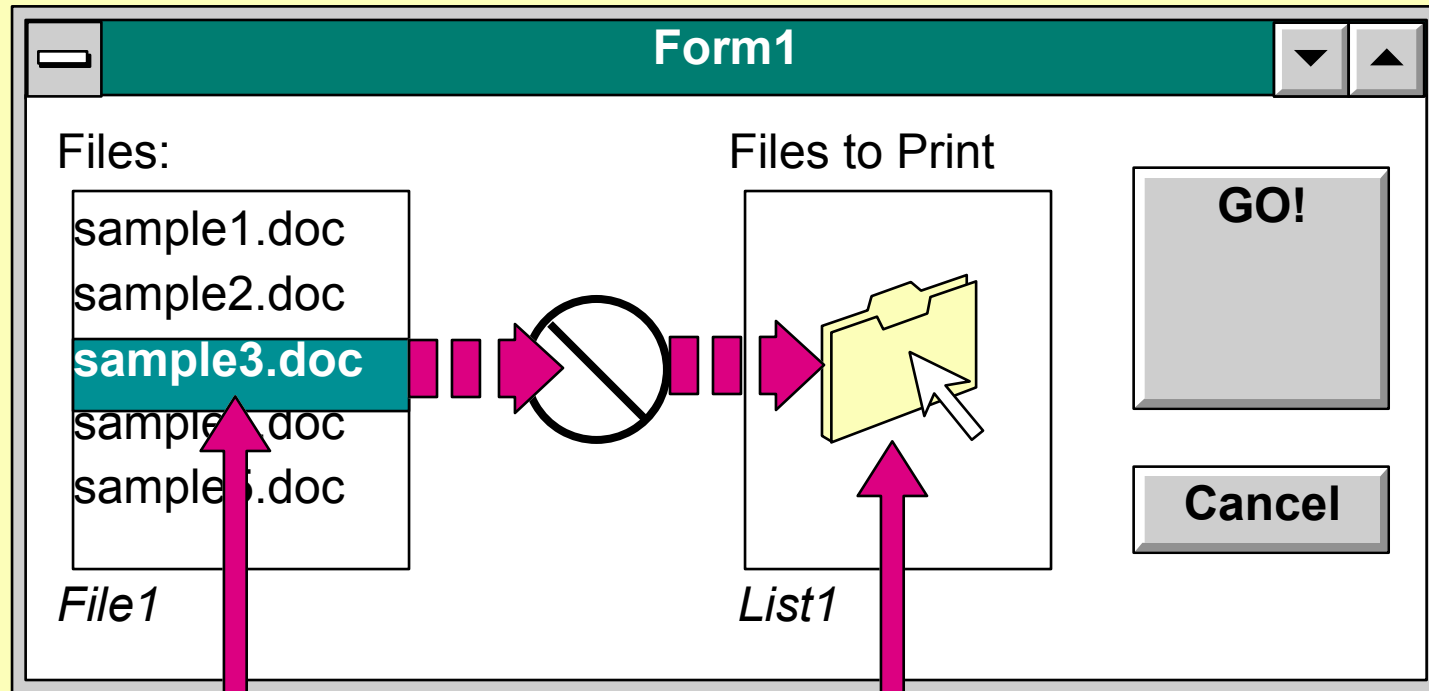


Changing the Image of the Control Being Dragged

```
File1.DragIcon = Picture1.Picture
```



Changing the Drag Icon

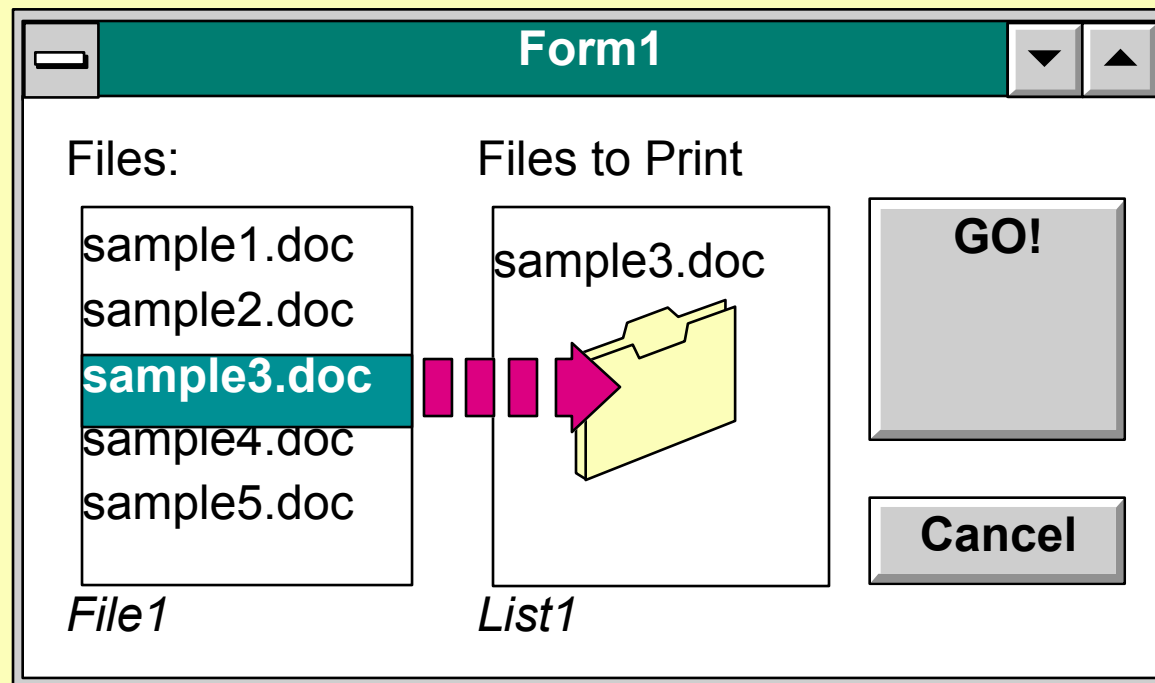


List1_DragOver 'Set drag icon

File1_DragOver 'Set drag icon

Dropping a Control

```
List1_DragDrop (Source...)
    'Add filename to list
```



Changing the Mouse Pointer

```
Screen.MousePointer = 11
```

The screenshot shows a Visual Basic form titled "Form1". It contains two list boxes: "Files:" on the left and "Files to Print" on the right. The "Files:" list box contains five items: "sample1.doc", "sample2.doc", "sample3.doc", "sample4.doc", and "sample5.doc". The "Files to Print" list box contains one item: "sample3.doc". Between the two list boxes is an hourglass icon. To the right of the "Files to Print" list box are two buttons: "GO!" and "Cancel". Below the "Files:" list box is the label "File1", and below the "Files to Print" list box is the label "List1".

Summary of Mouse Methods and Events

Mouse Events (Drag Operation Not in Effect)

MouseMove (Button, Shift, X, Y)

MouseUp (Button, Shift, X, Y)

MouseDown (Button, Shift, X, Y)

Added Mouse Events (Drag Operation in Effect)

DragOver (Source, X, Y, State)

DragDrop (Source, X, Y)

Mouse Related Methods

Drag Method

Summary

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Changing the Mouse Pointer