

Module 2: Coding for Mouse Events

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Overview

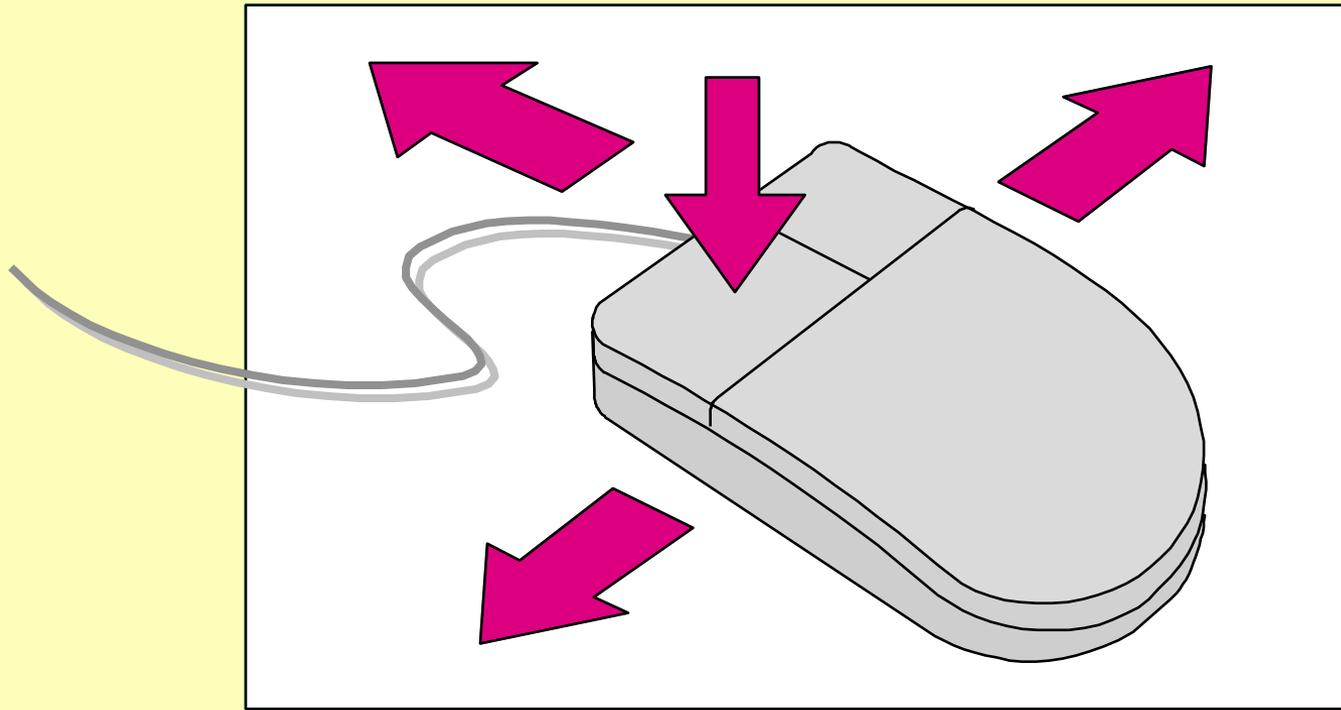
What Are the Mouse Events?

When Do They Occur?

How to Implement Drag and Drop Features

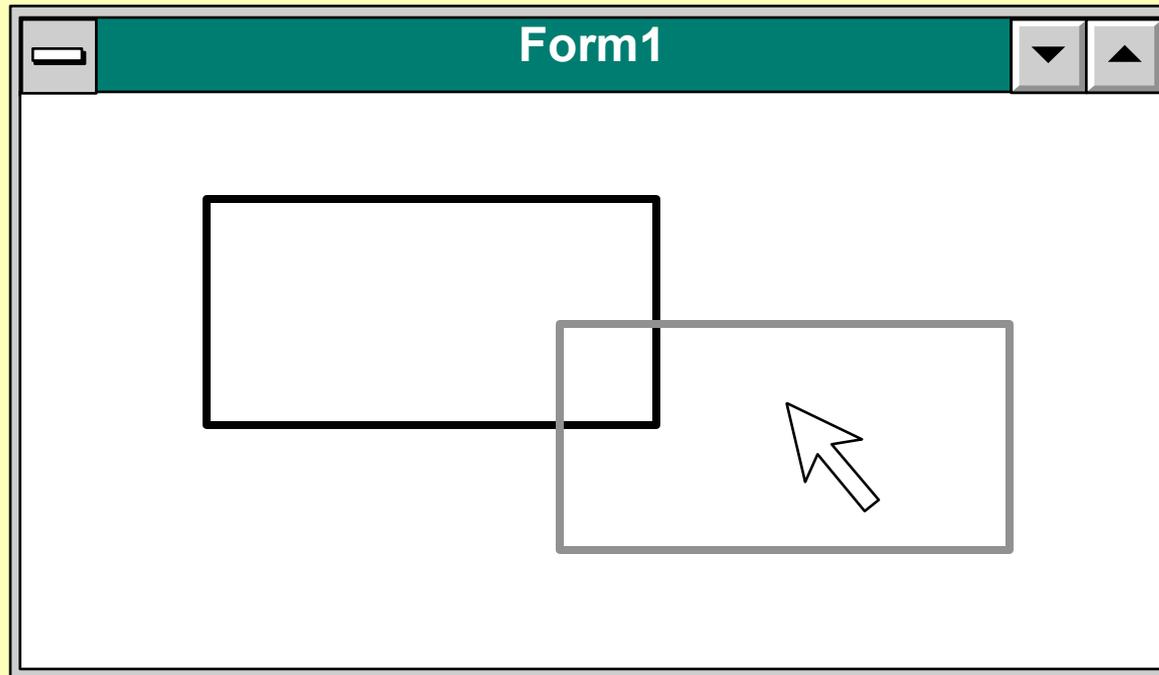
Changing the Mouse Pointer

MouseDown, MouseUp, and MouseMove



Dragging a Control

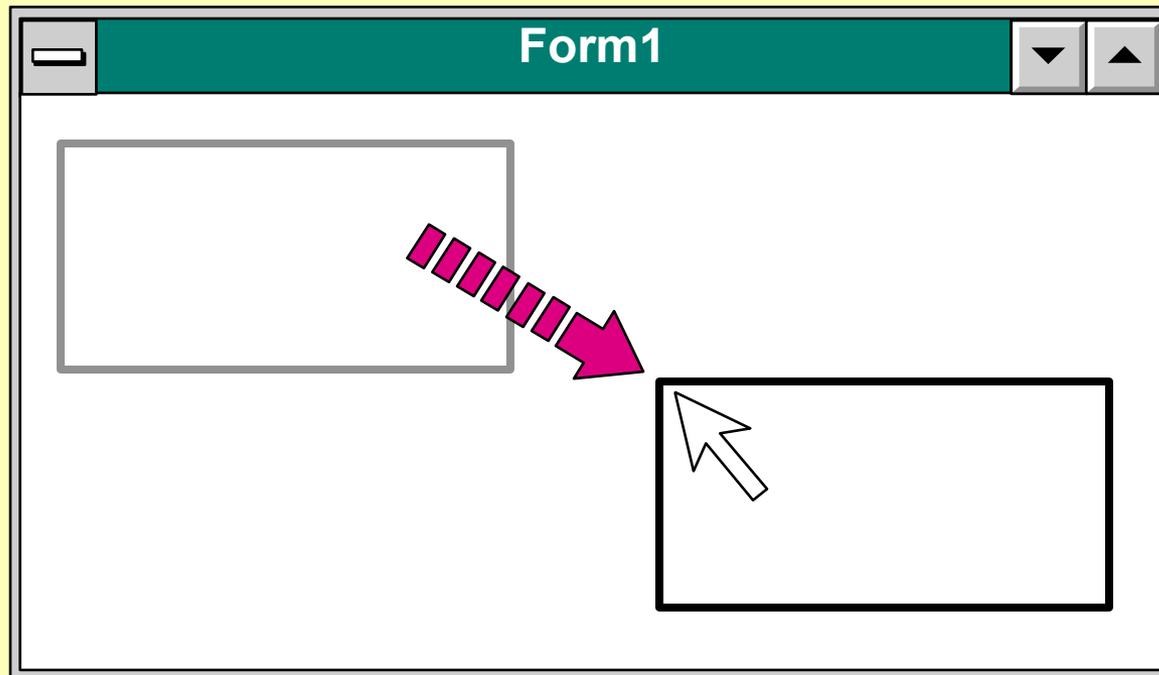
```
Picture1.DragMode = 1 'Automatic
```



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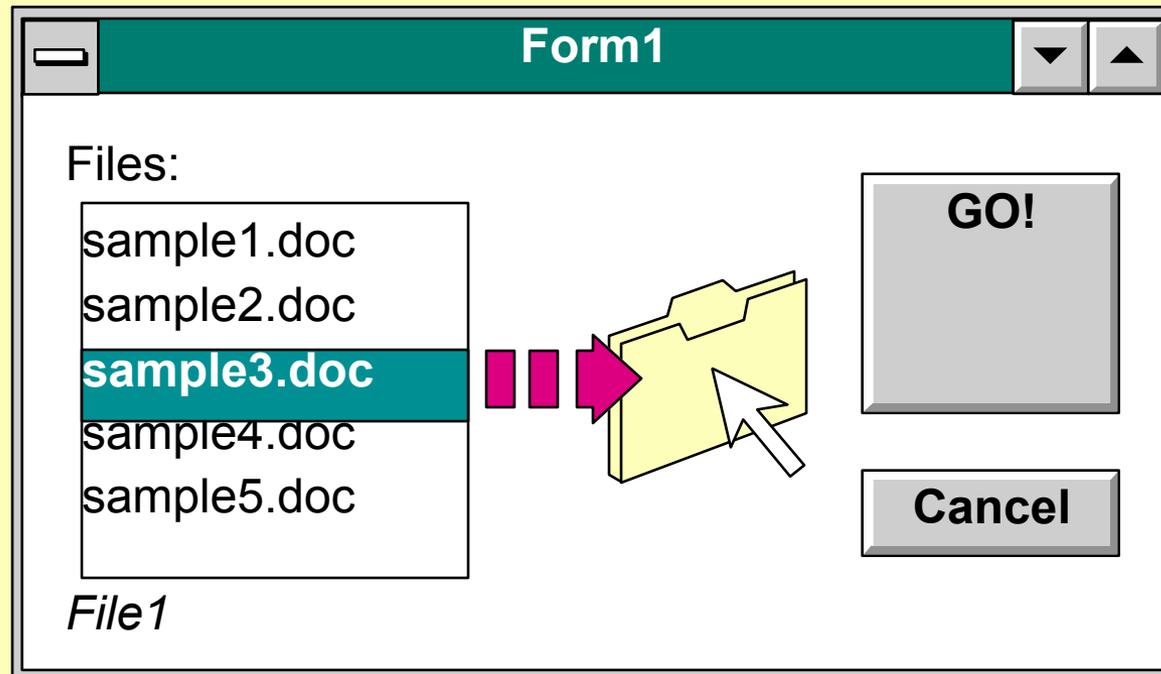
Moving a Control

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



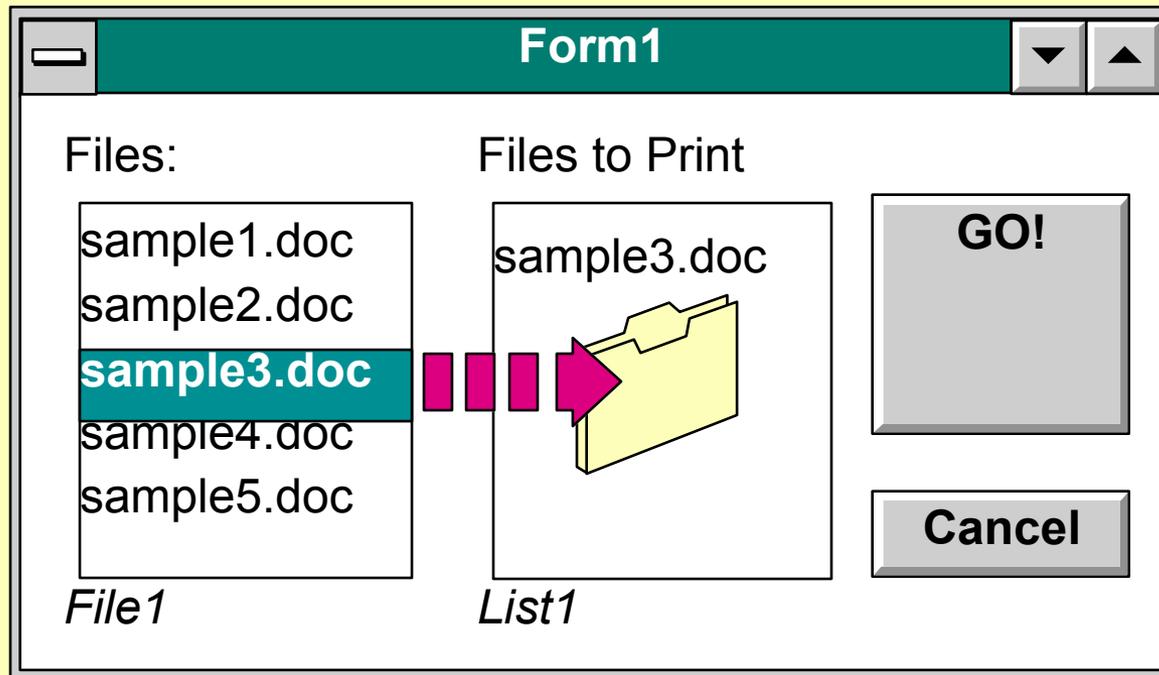
Changing the Image of the Control Being Dragged

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



Dropping a Control

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



Changing the Mouse Pointer

```
Screen.MousePointer = 11
```

The screenshot shows a Windows form titled "Form1" with a dark green title bar. The form contains two list boxes. The first list box, labeled "Files:", contains five entries: "sample1.doc", "sample2.doc", "sample3.doc", "sample4.doc", and "sample5.doc". The second list box, labeled "Files to Print", contains one entry: "sample3.doc". An hourglass icon is positioned between the two list boxes. To the right of the list boxes are two buttons: "GO!" and "Cancel". The form is labeled "File1" and "List1" at the bottom.

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