

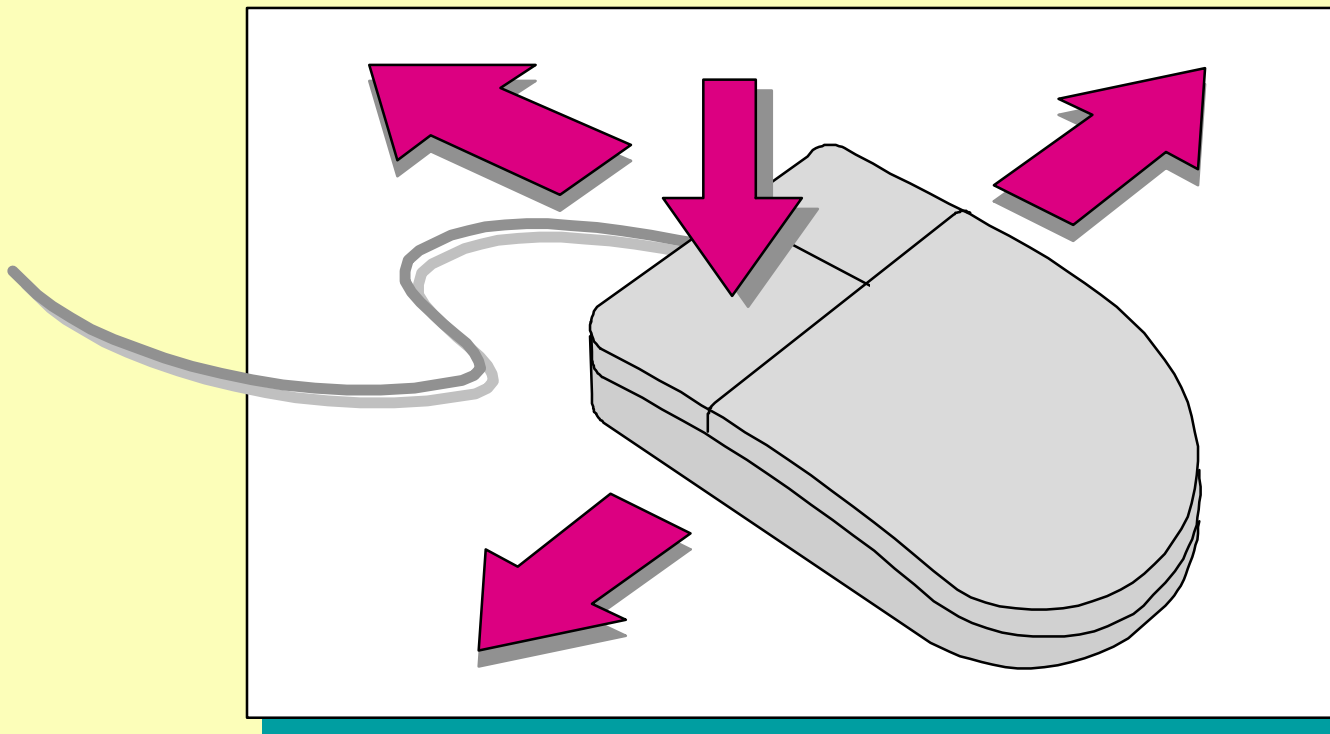
Coding for Mouse Events

4

◆ Overview

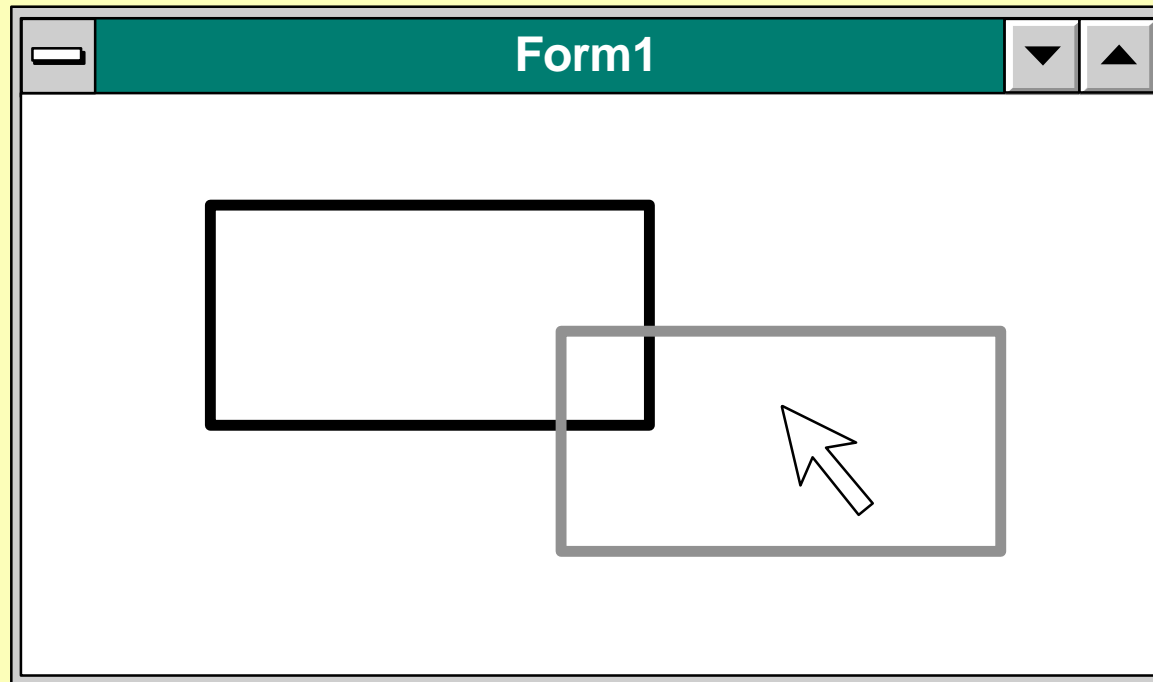
- What Are the Mouse Events?
- When Do They Occur?
- How to Implement Drag and Drop Features
- Changing the Mouse Pointer

MouseDown, MouseUp, and MouseMove



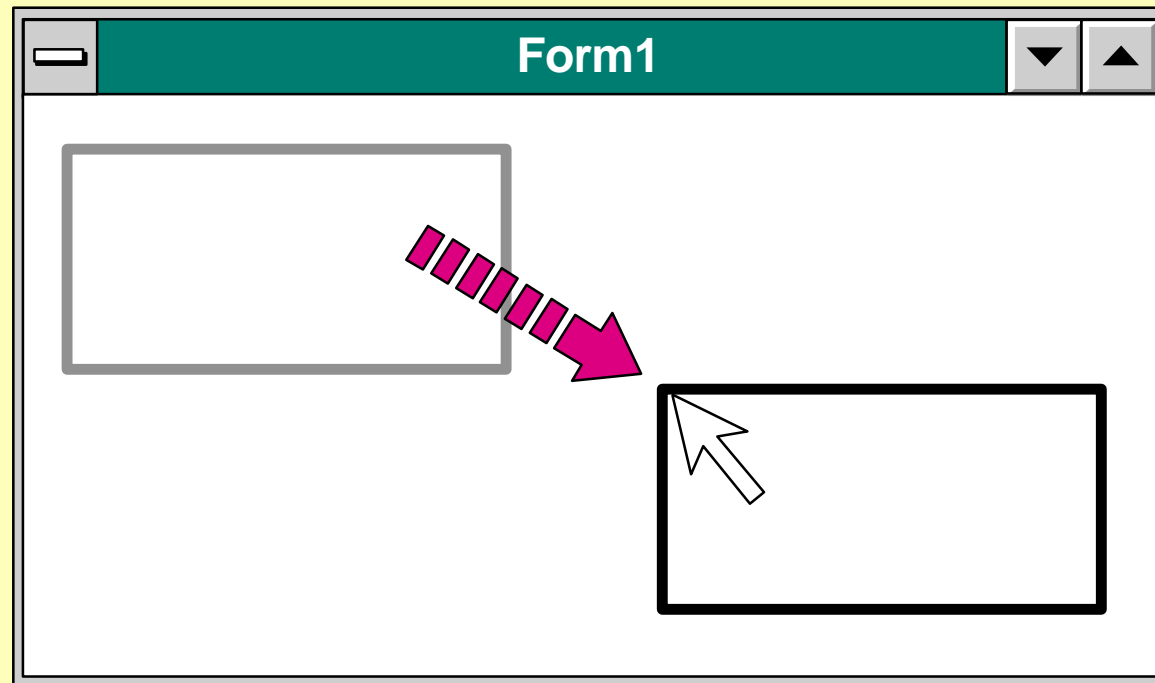
Dragging a Control

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



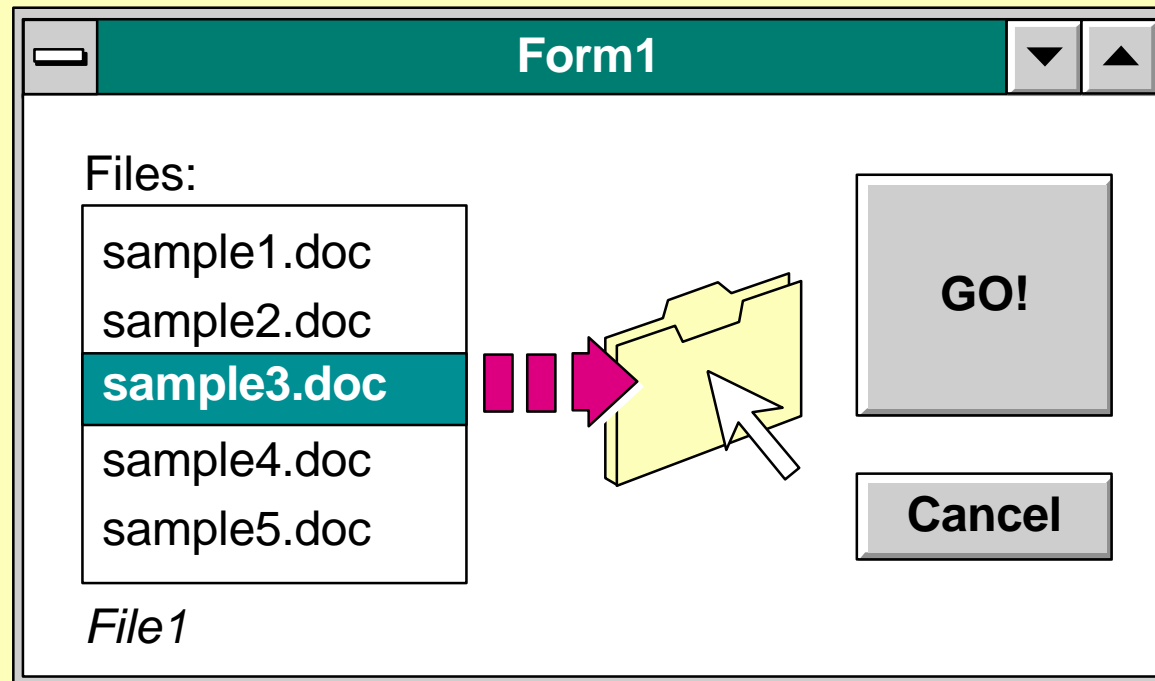
Moving a Control

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

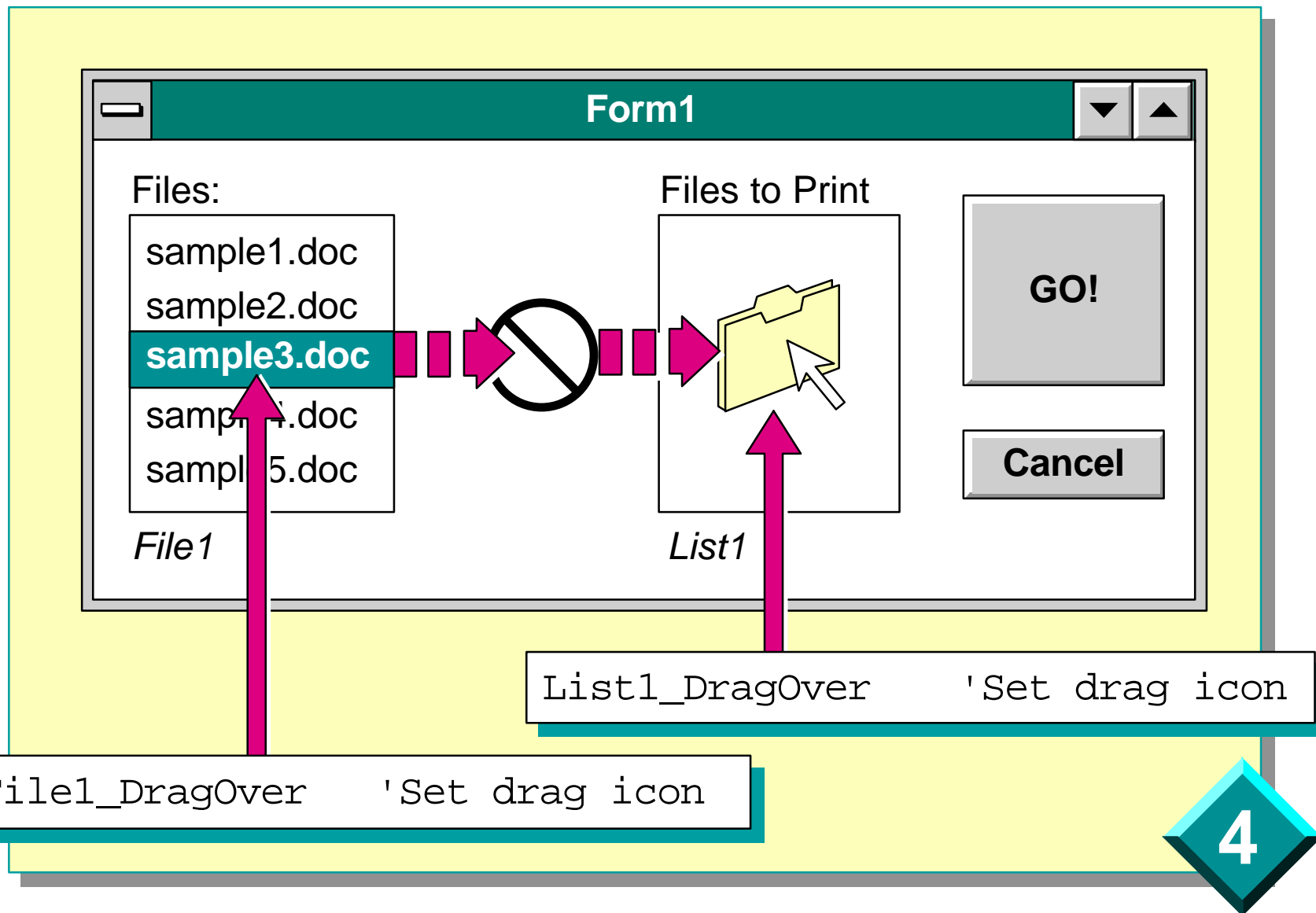


Changing the Image of the Control Being Dragged

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



Changing the Drag Icon



Dropping a Control

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

Form1

Files:

- sample1.doc
- sample2.doc
- sample3.doc**
- sample4.doc
- sample5.doc

File1

Files to Print

- sample3.doc

List1

GO!

Cancel

Changing the Mouse Pointer

```
Screen.MousePointer = 11
```

The screenshot shows a Visual Basic form titled "Form1". It contains two list boxes: "Files:" and "Files to Print". 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". An hourglass icon is positioned between the two list boxes. To the right of the "Files to Print" list box are two buttons: "GO!" and "Cancel". The form has a standard Windows-style title bar with a minimize button, a maximize button, and a close button.

Files:

- sample1.doc
- sample2.doc
- sample3.doc
- sample4.doc
- sample5.doc

Files to Print

- sample3.doc

GO!

Cancel

File1 *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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