

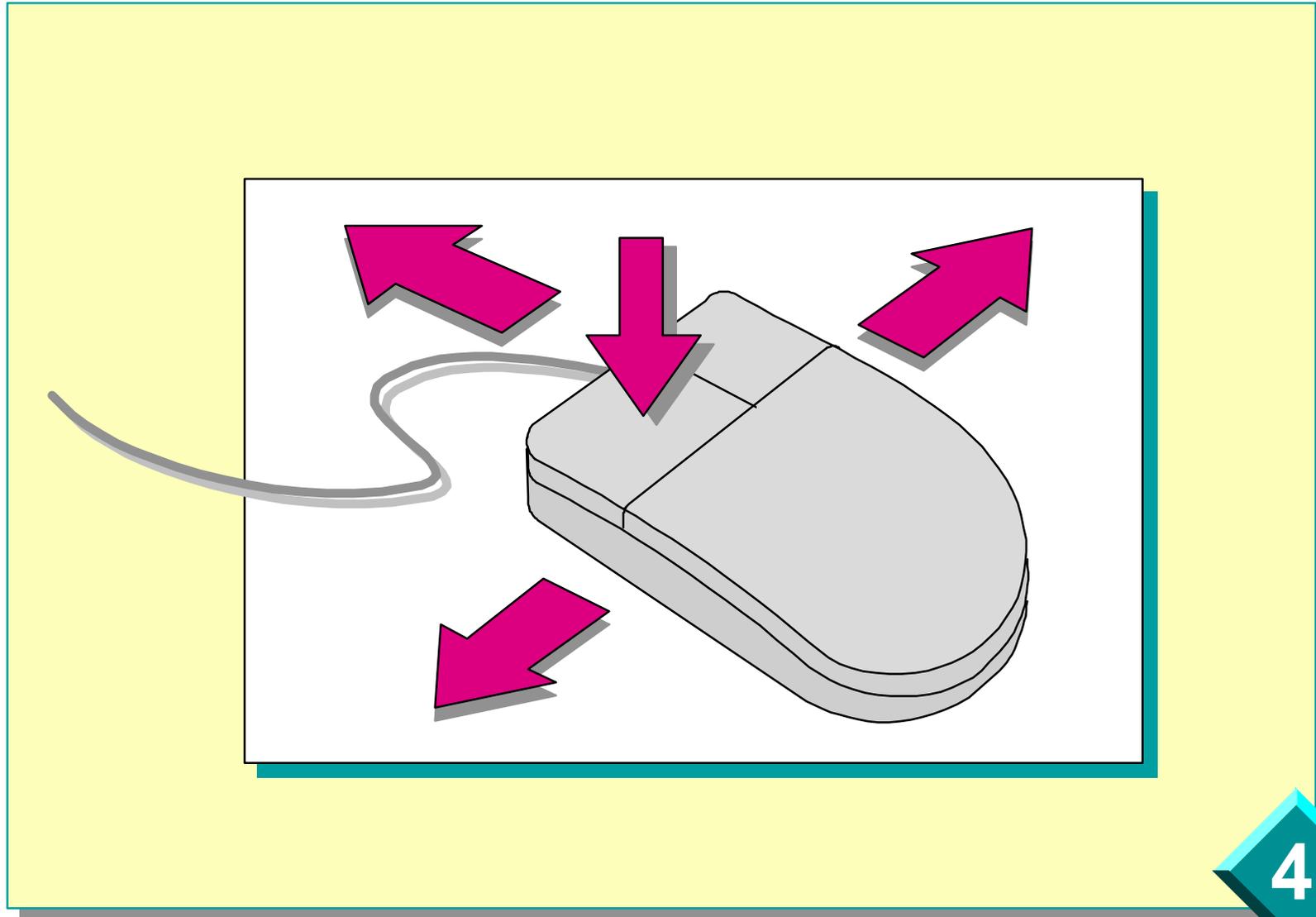
# Coding for Mouse Events

4

## ◆ Overview

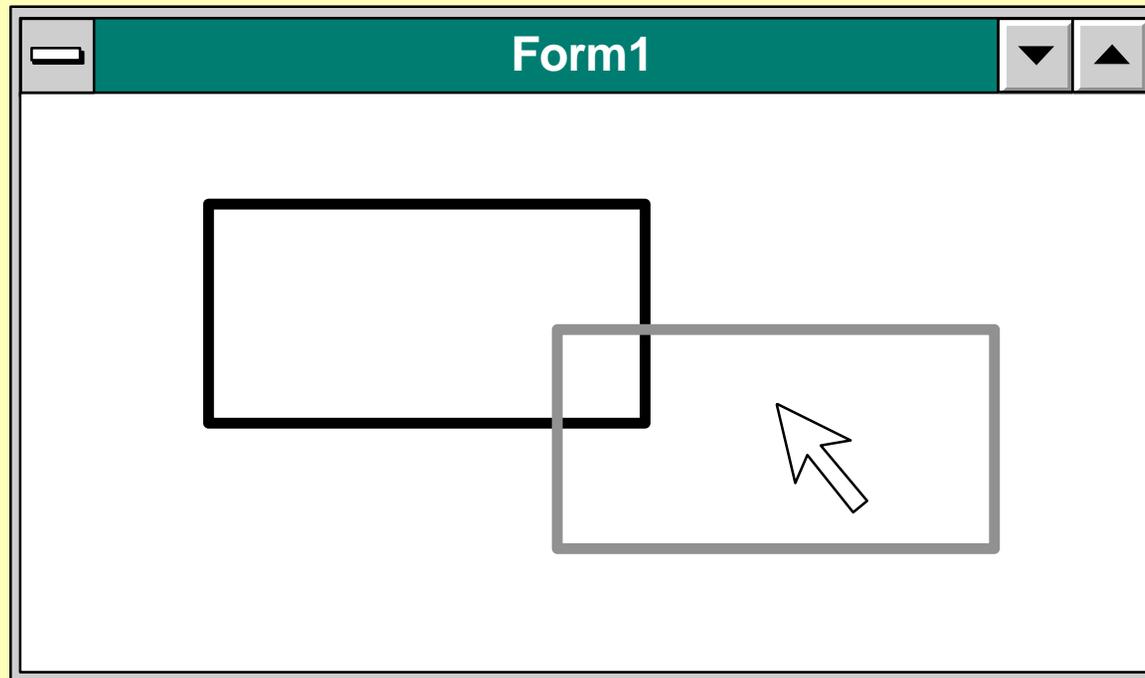
- What Are the Mouse Events?
- When Do They Occur?
- How to Implement Drag and Drop Features
- Changing the Mouse Pointer

# MouseDown, MouseUp, and MouseMove



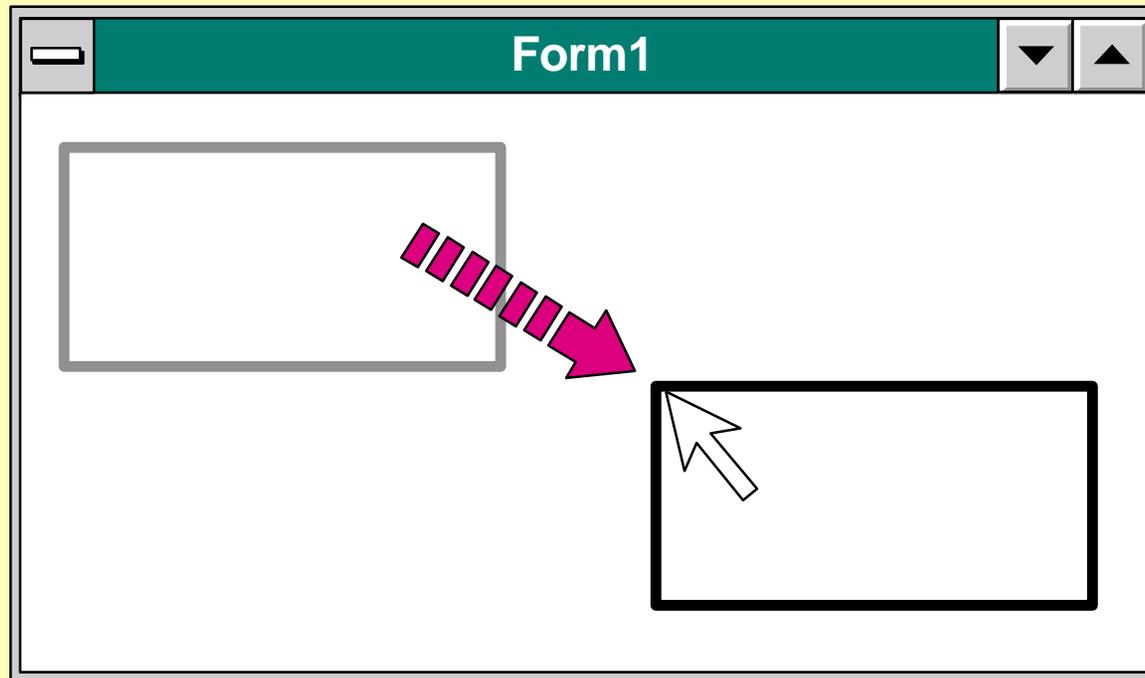
# Dragging a Control

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



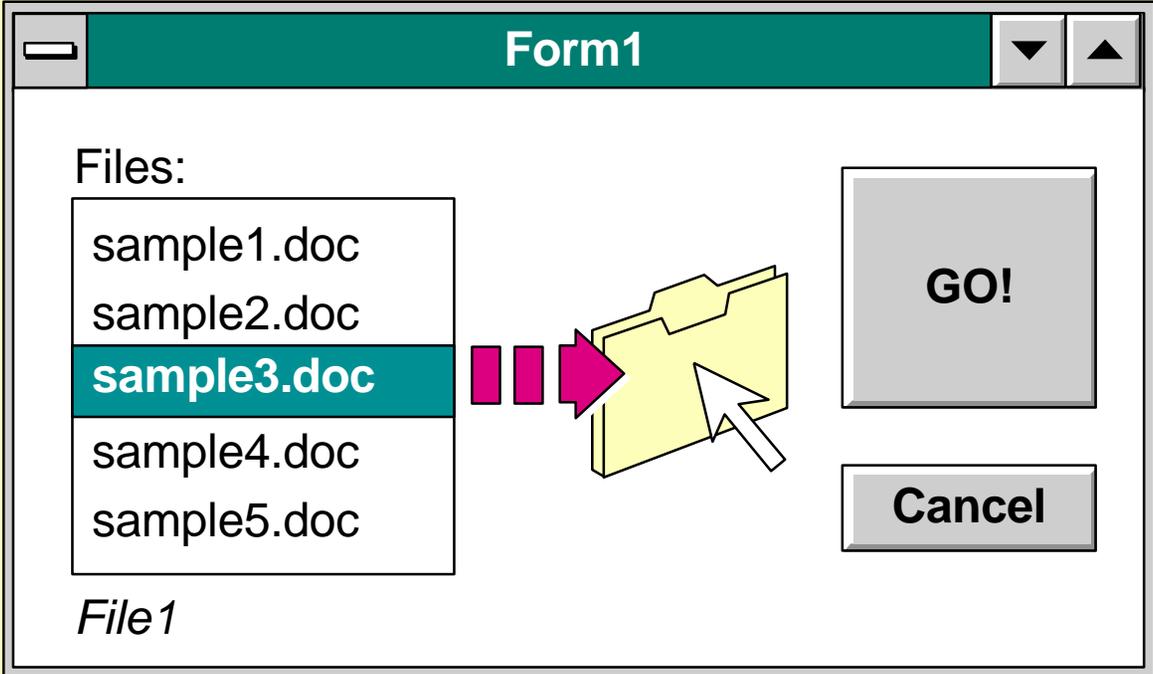
# Moving a Control

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

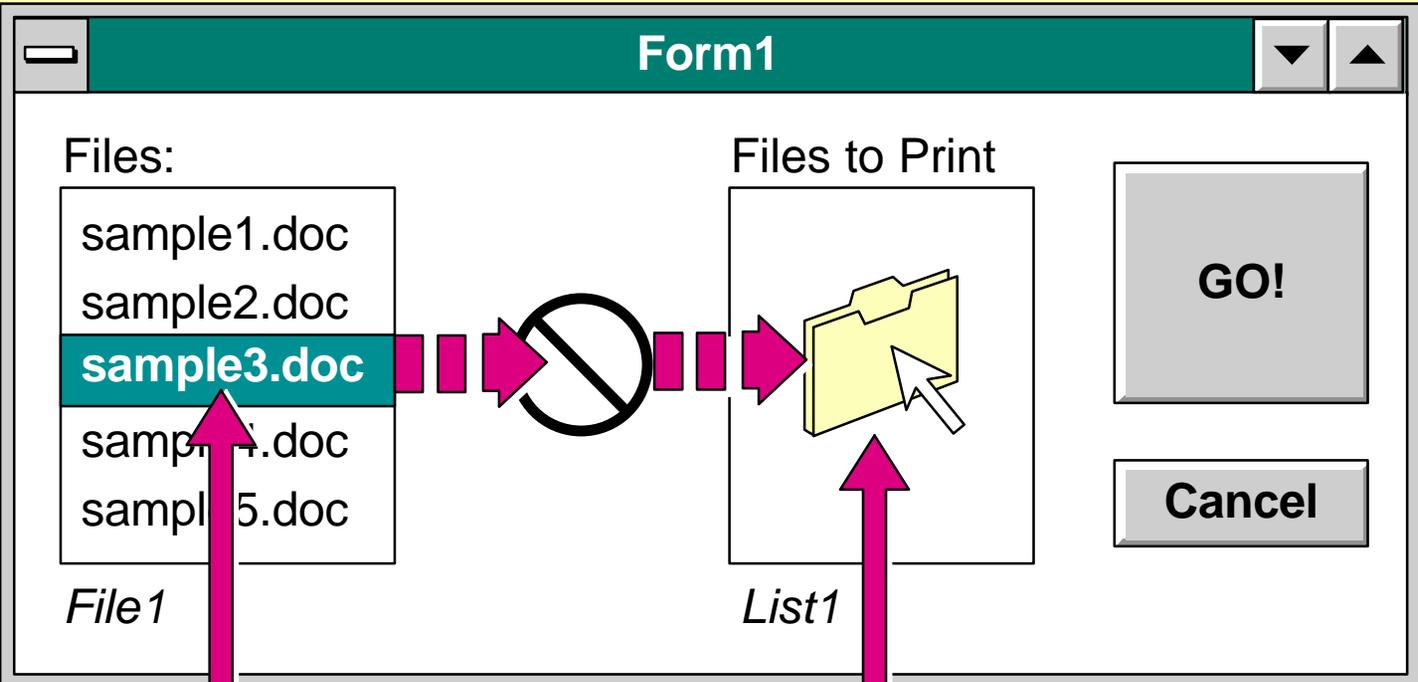


# Changing the Image of the Control Being Dragged

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



# Changing the Drag Icon

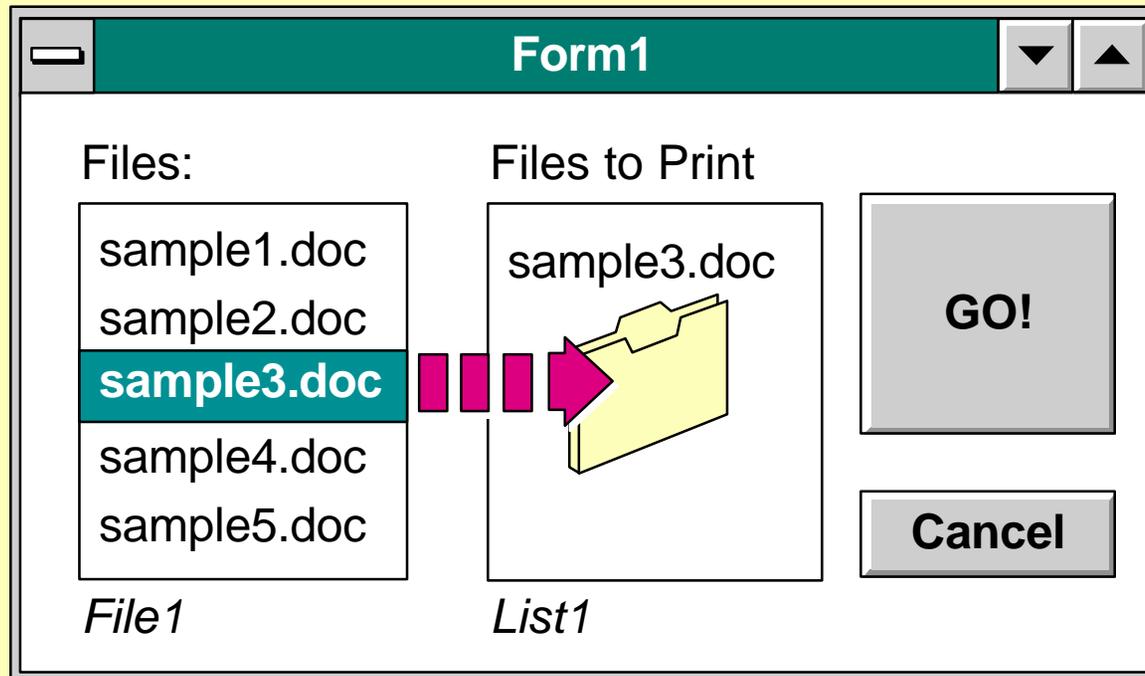


```
List1_DragOver 'Set drag icon
```

```
File1_DragOver 'Set drag icon
```

# Dropping a Control

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



# Changing the Mouse Pointer

```
Screen.MousePointer = 11
```

Form1

Files:

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

*File1*

Files to Print

- sample3.doc

*List1*

GO!

Cancel

# 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

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