CALL MREL(pxlrow,pxlcol)

Returns information of row and column when mouse button was released.

CALL MOUSEDRAG(ON,linecolor)

Draws a solid line as you move the mouse. The linecolor is 1-16 or 1-256 or 1-4 depending on the mode used. The left button controls the drag. MODE(3,2) will usually require a redefined PALETTE for effective use.

CALL MOUSEDRAG(OFF)

Reverse mouse drag ON command.

CALL HIDEMOUSE

Eliminates mouse cursor.

CALL SEEMOUSE(pxlrow,pxlcol,speed [,color])

Displays mouse cursor at pxlrow, pxlcol. Speed range 1-8. Color option (1-16) is available if using sprite mode 2. See Appendix K.

NOTE: The MOUSEDRAG ON command and ON MOUSE(1) GOSUB CAN NOT be used together. Once the ON MOUSE has been used it stays active even if you issue a new gosub to a different line number. There is no mouse off(button #) command, but a patch to the KEY STOP allows you to remove all gosubs. This also removes all ON KEY GOSUBS and requires you to turn them on if they are to be used.

Example

```
100 CALL GRAPHICS(3,3)                          Can be   1,1  1,2  1,3  2,2  2,3  3,2  3,3
110 CALL SCHAR(252,"E0C0A01")
120 MOUSE ON
130 ON MOUSE(1) GOSUB 220                              Activate gosub routines
140 ON MOUSE(2) GOSUB 240
150 ON MOUSE(3) GOSUB 250
160 CALL SEEMOUSE(100,100,3,4)
170 CALL MKEY(BUT1,BUT2,BUT3,ROW,COL)
180 DISPLAY AT(15,1):BUT1;BUT2;BUT3;ROW;COL
190 IF ROW>150 THEN 210                         End   program if row greater than 150
200 GOTO 170
210 CALL HIDEMOUSE::MOUSE OFF::END
220 CALL MLOC(ROW1,COL1)::CALL MREL(ROW2,COL2)
230 DISPLAY AT(17,1):TIME$;ROW1;COL1;ROW2;COL2::RETURN
240 DISPLAYAT(19,1):DATE$;"MOUSE KEY 2"::RETURN
250 KEY STOP
260 ON MOUSE(2) GOSUB 220
270 ON MOUSE(3) GOUSB 210
280 CALL MOUSEDRAG(ON,4)
290 RETURN
```

MOUSE(1) REPORTS MLOC and MREL info
MOUSE(2) reports date
First time MOUSE(3) eliminates MOUSE(1), redefines MOUSE(2) to report MLOC and MREL
and turns on button #1 to activate drawing on the screen. Second press ends program.