

Re: Constraining mousepointer movement

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"Andy Ellis" <andrewellisREMOVETHISTOREPLY@btconnect.com> wrote

> *Larry,*

>

> *I tried that – but it was *very* confusing to use. There is a large
> number of vertical tracks, with an object on each one. If the mouse
> drifts over across an adjacent track, but the original object
> continues to move vertically with the Y mouse coordinate, it's not
> very intuitive. What do you do – stop moving the object when the X
> coordinate drifts off the track? Anyhow – it's not my decision to
> make – I'm doing as I was told. <g>*

Of course you have to do as your told, when the people that write the paychecks tell you what to do. But, restricting the object rather than the mouse is the normal Windows behaviour. How is it confusing when most of the other Windows apps do the same thing? The object they clicked on should be highlighted, and if they press and hold the mouse button to drag that item, how are they going to be confused as to which one should move?

For another example, grab any side of a Windows form as if you were going to resize the window, then with the mouse still down (resizing the window) drag that mouse all over the screen to see that it effects the sizing even when away from the form. That is Window's standard convention, once you begin a drag operation by pressing the mouse, that operation continues until the mouse is released. If the user gets confused, then it is they themselves who are confusing the issue by dragging the mouse all over the screen! <g>

You might rig up a demo form showing both methods to the major stakeholder, and get verification that they really want to go against standard convention....

LFS