

Mouse events can only be trapped in graphics windows and graphicbox controls.

Look in the helpfile category, "Language Syntax and Usage" and the sub-category "Graphics." You'll find a topic called "Reading Mouse Events and Keystrokes."

When mouse events are trapped, the coordinates for the mouse location are placed into the special variables MouseX and MouseY.

You cannot assign values to MouseX and MouseY. Setting the position of the mouse cursor requires the SetCursorPos API call.