# How to implement a 'Lasso'

Here's a possible approach:

1. In the *OnMouseDown* event for the form that you are "lasso-ing" controls on:

```
bMarquee :=  True;
{set a boolean so that you can differentiate between decisions that
might have to be made during other mouse events}
ptOrigin := Point(X, Y);  // get the starting point of the marquee
ptMove  := Point(X, Y);   // initialize the stopping point</div>
```

Set the pen and brush attributes here or by calling a common procedure that can be reused elsewhere in the unit.

```
Pen.Color := clBlack;
Pen.Width := 1;
Pen.Style := psDash;
Brush.Style := bsClear;
```

Then draw the marquee rectangle:

```
DrawMarquee(ptOrigin, ptMove, pmNotXor);
```

2. In the *OnMouseMove* event for the form:

```
if bMarquee = True then
begin
  DrawMarquee(ptOrigin, ptMove, pmNotXor);
  DrawMarquee(ptOrigin, Point(X, Y), pmNotXor);
  ptMove := Point(X, Y);
  Canvas.Pen.Mode := pmCopy;
end;
```

3. In the OnMouseUp event for the form:

```
if bMarquee = True then
begin
  bMarquee := False;
  DrawMarquee(ptOrigin, Point(X, Y), pmNotXor);
  ptMove := Point(X, Y);
  {check for any intersections between the marquee frame and controls}
  {call the procedure that will highlight (focus) the desired controls}
end;
```

The DrawMarquee procedure:

```
procedure myForm.DrawMarquee(mStart, mStop: TPoint; AMode: TPenMode);
begin
  Canvas.Pen.Mode := AMode;
  Canvas.Rectangle(mStart.X, mStart.Y, mStop.X, mStop.Y);
end;
```