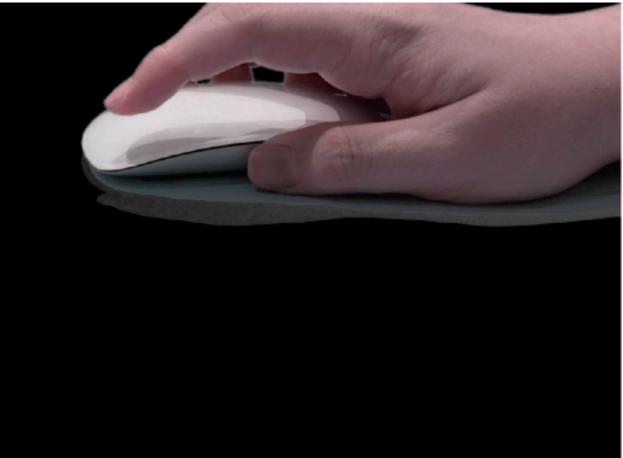```
mouseDown$
  .switchMap(() =>
    mouseMove$.takeUntil(mouseUp$))
```

```
mouseDown$
  .switchMap(() =>
    mouseMove$.takeUntil(mouseUp$))
```

```
mouseDown$
  .switchMap(() =>
    mouseMove$.takeUntil(mouseUp$))
  .subscribe(value => {
    // do something
  });
```