





mouseDown\$.pipe(switchMap(() => mouseMove\$))





.pipe(takeUntil(mouseUp\$



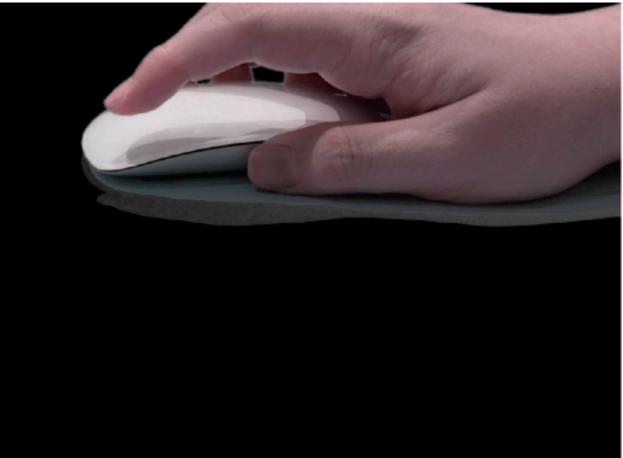
mouseDown\$.pipe(



mouseMove\$

switchMap(()





mouseMove\$