





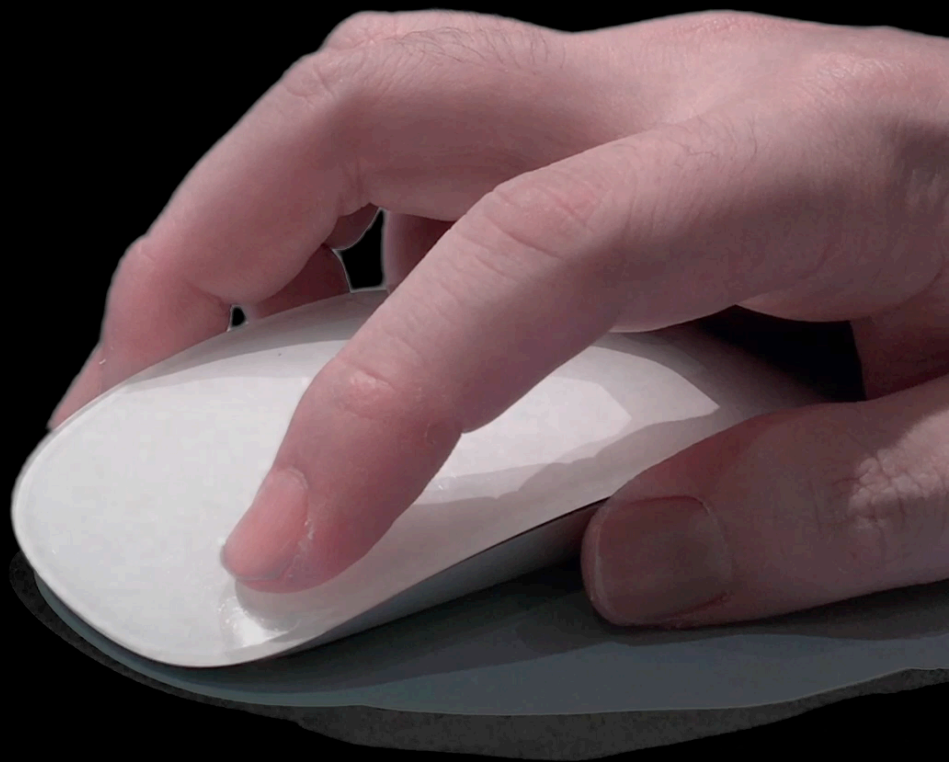




mouseDOWns\$

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







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