




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







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





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

