```
cursorPosition = mousemove.map(function(e) {
  return { x: e.clientX, y: e.clientY }
});

startPosition = cursorPosition.sampledBy mousedown
currentPosition = cursorPosition.sampledBy mousedrag
```

```
shiftPosition = startPosition.zip(currentPosition)
  .map(function(s, m) {
    return { left: m.x-s.x, top: m.y-s.y }
})
```