**moiseincontainer**

Function of getting the mouse cursor position flag within the limits of graphical container.

**Syntax:**

*fl* = **mouseincontainer**;

**Arguments:**

None*.*

**Description:**

*mouseincontainer –* function of getting the mouse cursor position flag within the limits of graphical container (group or block). It returns True if the cursor is within the limits of a given graphical container.

**Result:**

*fl –* mouse cursor position flag within the limits of graphical container.

**Example:**

|  |  |
| --- | --- |
|  | // let us get the mouse cursor position flag within the  // limits of graphical container  fl = **mouseincontainer**; |