

```

#include "apdefap.h"
void OnPropertyChanged(char* lpszPictureName, char* lpszObjectName, char* lpszPropertyName, BOOL
value)
{

long int Hoehe, Breite, xCursor, yCursor;
POINT myPoint;

GetCursorPos(&myPoint);

xCursor=myPoint.x;
yCursor=myPoint.y-148;
//printf("%s%d\r\n", "X-Cursor: ",xCursor);
//printf("%s%d\r\n", "Y-Cursor: ",yCursor);

Breite=GetWidth(lpszPictureName,lpszObjectName);
Hoehe=GetHeight(lpszPictureName,lpszObjectName);
//printf("%s%d\r\n", "Breite: ",Breite);
//printf("%s%d\r\n", "Hoehe: ",Hoehe);

if (xCursor>(1280-Breite))
    SetLeft(lpszPictureName,lpszObjectName,1280-Breite);
else
    SetLeft(lpszPictureName,lpszObjectName,xCursor);

if (yCursor>(824-Hoehe))
    SetTop(lpszPictureName,lpszObjectName,824-Hoehe);
else
    SetTop(lpszPictureName,lpszObjectName,yCursor);
}

```