

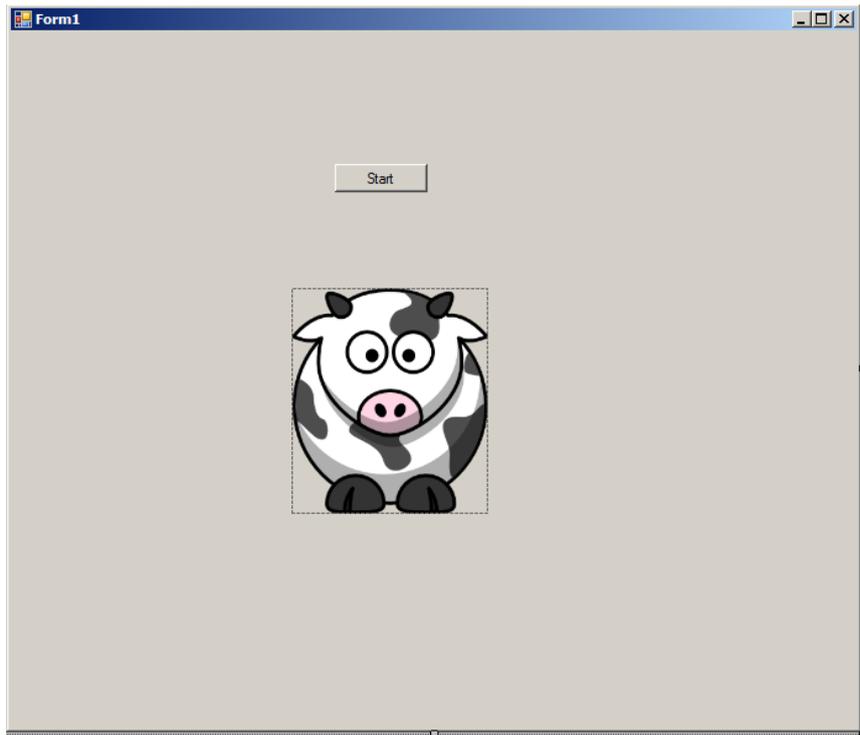
Image Following Mouse Movements

In this tutorial we will look at how to create a C# project that allows an image to follow the mouse movement. This skill can be used in various games or novelty apps.

First start a new project in visual studio make sure its C# and windows form application.

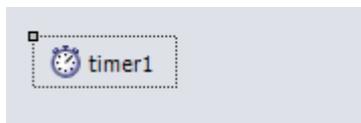
Add a button and a picture box on the form.

Add a timer component from the toolbox in the form.



We have added a random picture of a cute MOO on the form and a start button.

Logic for this app is to press the start button and then have the MOO follow the mouse around the screen.



This is the timer have added to the form.

Double click on the start button.

Visual studio will take you to the code screen.

Inside the button 1 click function add the following code

```
private void button1_Click(object sender, EventArgs e)
{
    timer1.Start();
    button1.Visible = false;
}
```

Once we click on the button it will start the timer and make the button invisible.

Now go back to the design view and double click on the timer 1 icon.



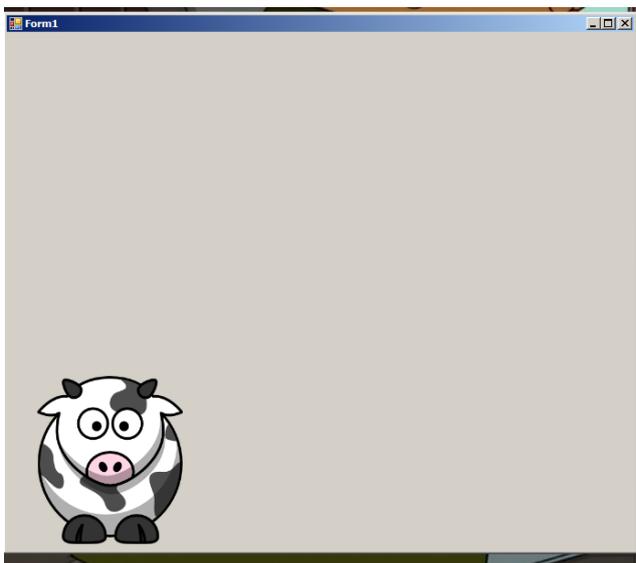
```
private void timer1_Tick(object sender, EventArgs e)
{
    pictureBox1.Left = MousePosition.X - pictureBox1.Width;
    pictureBox1.Top = MousePosition.Y - pictureBox1.Height;
}
```

Add these two lines in the timer 1 tick function.

We are calculating the mouse position and assigning the value to the left and top of the picture box 1.

Each time the mouse moves our image will move with it.

run the program and lets see what happens



Move the mouse around and the MOO shall move with it.



MOO is MOO happy.

Here is the full code for the app

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;

namespace followmymouse
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void timer1_Tick(object sender, EventArgs e)
        {
            pictureBox1.Left = MousePosition.X - pictureBox1.Width;
            pictureBox1.Top = MousePosition.Y - pictureBox1.Height;
        }

        private void button1_Click(object sender, EventArgs e)
        {
            timer1.Start();
            button1.Visible = false;
        }
    }
}
```

See it doesn't take a lot of code. Have fun.

more tutorials on www.mooict.com