I found a subtle lack of functionality from fixing the black rect. By swapping the coordinates, you are basically mirroring your rect so that it winds up in the forth quadrant and get the coordinates as if you would translate that rect to a different position. This is Ok if you want just to draw it, but there is no way to determine the relationship of you initial mouse position and the final one. Since Track returns a rect, I want to be able to determine the relative position of the coordinates only with the information in the rect, so it must return values where left > right or top > bottom. This can easily be fixed by moving the extra check and swap from MouseMove to DrawRect.

There is another fix that must be done. The relationship between the edge of the rect and the mouse position is not uniform as you drag across quadrants, both in the modified version and in the original one. I can fix this too easily, but I need to know how Mirek wants it to behave.

Q4: Rect edge is one pixel distance from mouse on both dimensions
Q2: Rect edge is identical to mouse
Q1&2: Rect edge is one pixel distance from mouse only on one dimension

What should the convention be?