Hi Rett,

If I understand correctly, you want boxes moveable by user. To achieve this, you have basically two options: Using single class, probably derived directly from Ctrl, which would draw the boxes in its Paint() function.
 Having each box as a separate widget. I would take e.g. StaticText a derived the box from that.In both cases, you can implement the mouse handling inside the LeftDown(), MouseMove() and LeftUp() functions. The idea is: in LeftDown you store position where user clicked, in MouseMove, you calculate the difference between the saved point and current position of mouse pointer and repaint the widget(in 1.)/move the widget(in 2.) and finally in LeftUp you put some cleanup code, like clearing the saved position.

Best regards,
Honza