That testing code I have posted works better with

```
virtual void LeftDown(Point p, dword)
{
 start = (Pointf)p / scale;
 SetCapture();
}

virtual void MouseMove(Point p, dword keyflags)
{
 if(HasCapture()) {
  Pointf pos = (Pointf)p / scale;
  translate += (pos - start);
  start = pos;
  Refresh();
 }
}
```

:)