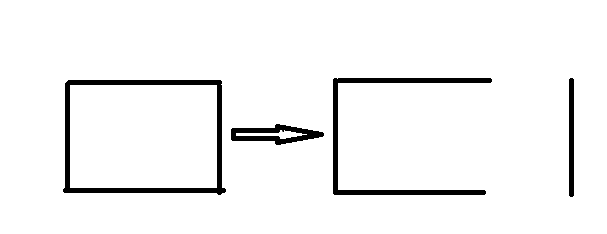
Hi, Varun

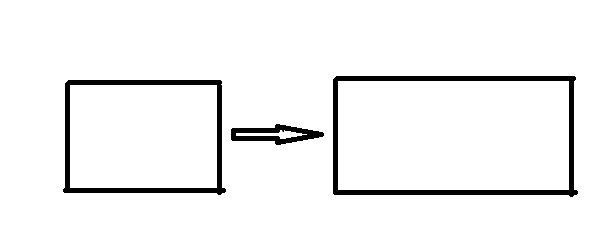
In fact, you don’t have to implement the MouseDrag event, what you need to do is register and handle the FeatureDragging or FeatureDragged event of the EditInteractiveOverlay, you can get the Feature you clicked and dragged inside the event argument. Additionally, if you’re confused by the reason for the exception, you can provide us your sample app, so that we can have a look at it.

I hate to bother you but I need to confirm what your goal of doing this is and how you want this be done so that I can provide you a better solution. I’ve attached some images below; you can have a look at it and tell me which one is how you want the dragging be done.

Case A: Split the polygon:



Case B: Stretch the polygon:



Any further questions please let me know.

Thanks.

James