Diversifying input devices sounds a good idea. Especially now that they indeed work differently.

And yes, I'm using your testing code, since diversifying there does not sound too smart...

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Anyway, now I found that I cannot get any WM_MOUSEMOVE from the first 2 cm on screen when using Wacom with Use Windows Ink enabled. However, all the moves right from start end up in WM_POINTERUPDATE. Now this means that we need to add the following code to WM_POINTERUPDATE for pen and disable it in WM_MOUSEMOVE for pen:

 DoMouse(MOUSEMOVE, Point(lParam));
 DoCursorShape();

However, there's a slight problem here. The lParam coordinates are for the screen not window, so it needs some translation. I don't know yet how to do it...

Best regards,

Tom