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Subject: Re: Using Pen with U++  
Posted by [Tom1](#) on Thu, 11 Mar 2021 13:41:44 GMT  
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Actually you do get those WM\_POINTERDOWN and WM\_POINTERUP. From your log:

```
WM_POINTERUPDATE
WM_POINTERUPDATE
WM_MOUSEMOVE
WM_POINTERUPDATE
WM_POINTERDOWN <<< HERE
WM_MOUSEMOVE
WM_POINTERUPDATE
WM_POINTERUPDATE
WM_POINTERUPDATE
WM_POINTERUPDATE
WM_POINTERUPDATE
WM_POINTERUPDATE
WM_LBUTTONDOWN
Start line
WM_MOUSEMOVE
Drawing line, pressure: 0.109375
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.12890625
```

...

```
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.271484375
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.1015625
WM_POINTERUPDATE
WM_POINTERUP <<< HERE
WM_LBUTTONUP
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0
WM_POINTERUPDATE
WM_MOUSEMOVE
```

What I find strange is that in the end, where you (I guess) take over with mouse, you do not get WM\_POINTERUPDATES. This suggests that the EnableMouseInPointer() is not working for you.

Also, all your drawing takes place after WM\_MOUSEMOVE and not WM\_POINTERUPDATE, for some reason...

It is no wonder the drawing continues at zero width after mouse up, since there is no code for LeftUp to stop it.

Well, my RLOGs... I just use DEBUG mode only after getting in deep trouble... :)

Best regards,

Tom

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