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Subject: Re: Using Pen with U++  
Posted by [Tom1](#) on Thu, 11 Mar 2021 15:26:26 GMT  
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Hi,

This change fixes some tails when drawing fast. (This actually brings in your original 'ignoreclick' code and more.)

```
static bool disableOldWMs=false; // When true, blocks out original WM_MOUSEMOVE,
WM_LBUTTONDOWN, WM_LBUTTONDOWN
```

```
switch(message) {
case WM_POINTERDOWN:
case WM_POINTERUPDATE:
case WM_POINTERUP:
{
```

```
    POINT p = Point((LONG)lParam);
    ScreenToClient(hwnd, &p);
```

```
    pen = false;
    pen_pressure = pen_rotation = Null;
    pen_tilt = Null;
    pen_eraser = false;
    pen_barrel = false;
    pen_inverted = false;
```

```
static BOOL (WINAPI *EnableMouseInPointer)(BOOL fEnable);
static BOOL (WINAPI *GetPointerType)(UINT32 pointerId, POINTER_INPUT_TYPE
*pointerType);
static BOOL (WINAPI *GetPointerInfo)(UINT32 pointerId, POINTER_INFO *pointerInfo);
static BOOL (WINAPI *GetPointerPenInfo)(UINT32 pointerId, POINTER_PEN_INFO *penInfo);
static BOOL (WINAPI *GetPointerTouchInfo)(UINT32 pointerId, POINTER_TOUCH_INFO
*touchInfo);
```

```
ONCELOCK {
    DllFn(EnableMouseInPointer, "User32.dll", "EnableMouseInPointer");
    if(EnableMouseInPointer && EnableMouseInPointer(true)) disableOldWMs=true; // Switching
over to WM_POINTER* functions for mouse
```

```
    DllFn(GetPointerType, "User32.dll", "GetPointerType");
    DllFn(GetPointerInfo, "User32.dll", "GetPointerInfo");
    DllFn(GetPointerPenInfo, "User32.dll", "GetPointerPenInfo");
    DllFn(GetPointerTouchInfo, "User32.dll", "GetPointerTouchInfo");
};
```

```
POINTER_INPUT_TYPE pointerType;
```

```

UINT32 pointerId = GET_POINTERID_WPARAM(wParam);
if(GetPointerType && GetPointerType(pointerId, &pointerType)) {
    switch(pointerType){
    case PT_PEN:{
        POINTER_PEN_INFO ppi;
        if(GetPointerPenInfo && GetPointerPenInfo(pointerId, &ppi)) {
            pen = true;
            if(ppi.penFlags & PEN_FLAG_BARREL)
                pen_barrel = true;
            if(ppi.penFlags & PEN_FLAG_INVERTED)
                pen_inverted = true;
            if(ppi.penFlags & PEN_FLAG_ERASER)
                pen_eraser = true;
            if(ppi.penMask & PEN_MASK_PRESSURE)
                pen_pressure = ppi.pressure / 1024.0;
            if(ppi.penMask & PEN_MASK_ROTATION)
                pen_rotation = ppi.rotation * M_2PI / 360;
            if(ppi.penMask & PEN_MASK_TILT_X)
                pen_tilt.x = ppi.tiltX * M_2PI / 360;
            if(ppi.penMask & PEN_MASK_TILT_Y)
                pen_tilt.y = ppi.tiltY * M_2PI / 360;

        }
        break;
    }
    case PT_TOUCH:{
        POINTER_TOUCH_INFO pti;
        if(GetPointerTouchInfo && GetPointerTouchInfo(pointerId, &pti)) {
            // Add something touch specific here some day maybe...
        }
        break;
    }
    default:{
        POINTER_INFO pi;
        if(GetPointerInfo && GetPointerInfo(pointerId, &pi)) {
        }
        break;
    }
}

switch(message){
case WM_POINTERDOWN:
    ClickActivateWnd();
    if(ignoreclick) return 0L;
    DoMouse(LEFTDOWN, Point(p), 0);
    if(_this) PostInput();

```

```
    break;
case WM_POINTERUP:
    if(ignoreclick) EndIgnore();
    else DoMouse(LEFTUP, Point(p), 0);
    if(!_this) PostInput();
    break;
case WM_POINTERUPDATE:
    if(ignoreclick) {
        EndIgnore();
        return 0L;
    }
    if(!_this) DoMouse(MOUSEMOVE, Point(p));
    DoCursorShape();
    break;

}
return 0L;
}
}
break;
case WM_POINTERLEAVE:
    pen = false;
    break;
```

The 'if(disableOldWMs) break;' are still needed in WM\_MOUSEMOVE, WM\_LBUTTONUP, WM\_LBUTTONDOWN.

Does this work for you?

Best regards,

Tom

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