
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_LBUTTONUP, WM_LBUTTONDOWN  
  
switch(message) {  
case WM_POINTERDOWN:  
case WM_POINTERUPDATE:  
case WM_POINTERUP:  
{  
  
POINT p = Point((LONG)IParam);  
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 {  
DIIFn(EnableMouseInPointer, "User32.dll", "EnableMouseInPointer");  
if(EnableMouseInPointer && EnableMouseInPointer(true)) disableOldWMs=true; // Switching  
over to WM_POINTER* functions for mouse  
  
DIIFn(GetPointerType, "User32.dll", "GetPointerType");  
DIIFn(GetPointerInfo, "User32.dll", "GetPointerInfo");  
DIIFn(GetPointerPenInfo, "User32.dll", "GetPointerPenInfo");  
DIIFn(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_LBUTTONDOWN, WM_LBUTTONDOWN.

Does this work for you?

Best regards,

Tom
