
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Fri, 12 Mar 2021 09:26:20 GMT
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Hi,

WM_LBUTTONDOWN comes in late with Wacom, so it needs to be caught with WM_POINTERDOWN. WM_MOUSEMOVEs are also missing in the beginning of draw, so WM_POINTERUPDATE needs to replace WM_MOUSEMOVE there.

The only way (I can see) to properly handle each pointing device when more than one exist, is taking the full control of moves and left button to WM_POINTER* messages.

I think that we should aim for the Pen to work in place of a mouse as logically and cleanly as possible without any changes to the final application. I'm thinking of people using pen with U++ applications without specific pen support. Their experience should not suffer.

Only when pressure/tilt/rotation are beneficial for the application, then additional calls should be placed to acquire their values.

If I understand it correctly, the RBUTTON and DOUBLECLICKS are not part of WM_POINTER* message family. Anyway, at least RBUTTON works through the old messages. I have not tried doubleclicking yet... I'll do it after I get back to my tablet later in the afternoon.

Best regards,

Tom
