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Subject: Re: Using Pen with U++  
Posted by [Tom1](#) on Sat, 13 Mar 2021 11:42:16 GMT  
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Hi,

OK, now I found the reason why the original code produced both WM\_MOUSEMOVEs and WM\_POINTERUPDATEs for the pen moving: When case WM\_POINTERUPDATE: exits with break; , it causes some emulation to result in WM\_MOUSEMOVE. However, when WM\_POINTERUPDATE exits with return 0L; , there will not be any WM\_MOUSEMOVE and the two get processed separately and correctly.

This must be the reason why the latest code works.

Best regards,

Tom

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