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Subject: Re: Using Pen with U++

Posted by [Tom1](#) on Sat, 13 Mar 2021 14:10:14 GMT

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... I'm just thinking about the situation, where an application written with U++ has not been specifically designed to support pen: I think that the barrel button should be mapped to the right mouse button in U++ -- as is the default Windows pen behavior, I think. This (and maybe some other things) should give a reasonable pen experience without any special work on the application itself.

The default pen behavior can be seen in:

<https://docs.microsoft.com/en-us/previous-versions/windows/desktop/inputmsg/wm-pointerdown>

Look specifically at `IS_POINTER_FIRSTBUTTON_WPARAM(wParam)` and `IS_POINTER_SECONDBUTTON_WPARAM(wParam)`...

Best regards,

Tom

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