Hi Mirek,

EDIT: Removed earlier content...

OK, as it turns out, so far I tested with the common testcase drawing stuff on the surface. However, after starting to adapt the pen to the actual application, I found that e.g. Button clicks and double clicks do not work with pen. I have now tried the whole day to figure out what's the problem, but it seems Windows really wants to make this difficult for me.

The point is that in order to have a usable pen experience on the desktop, Windows wants to process all the WM_POINTER* messages using DefWindowProc*() and generate WM_LBUTTONDOWN,WM_LBUTTONUP,WM_MOUSEMOVE,... etc. messages. This is also a prerequisite for WM_LBUTTONDBLCLK to be generated at all.

So, now I'm starting to think that it might be easier to arrange something special to extract the full pen trace while drawing with pen and have the ordinary mouse emulation handled by Windows with DefWindowProc*().

I have nothing that works yet towards this target, but I will still try to figure out something...

Best regards,

Tom