Subject: Re: Using Pen with U++
Posted by Tom1 on Sat, 20 Mar 2021 10:25:31 GMT

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Hi Mirek,

Here are some further findings for the code I posted above. If intermediate MouseMove's are ignored, the following U++ callbacks result for each mouse operation:

CLICK:

LeftDown
LeftUp

DOUBLECLICK:

LeftDown
LeftUp
LeftDouble
LeftUp

TRIPLECLICK:

LeftDown
LeftUp
LeftDouble
LeftUp
LeftTriple
LeftUp

DRAG:

LeftDown
LeftDrag
LeftUp

HOLD:

LeftDown
LeftHold
LeftUp

HOLD+DRAG:

LeftDown
LeftHold
LeftDrag

LeftUp
For Pen we currently get:
CLICK:

LeftDown
LeftUp

DOUBLECLICK:

LeftDown
LeftUp
LeftDown ** Extra
LeftDouble
LeftUp

TRIPLECLICK:

LeftDown
LeftUp
LeftDown ** Extra
LeftDouble
LeftUp
LeftTriple
LeftUp

DRAG:

LeftDown
LeftDrag
LeftUp

HOLD:

LeftDown
!! Missing: LeftHold
LeftRightUp ** !!!

(Hold missing and RightUp emitted instead of LeftUp call!)

HOLD+DRAG:

LeftDown
!! Missing: LeftHold
LeftDrag
LeftUp

The weird Hold behavior is likely caused by Windows Ink internals.

Anyway, in my opinion we should try to get exact the same callbacks from pen as we get from the mouse.

Best regards,

Tom