Subject: Re: Using Pen with U++
Posted by Tom1 on Mon, 22 Mar 2021 15:17:09 GMT

Hi Mirek,

It seems GetMousePos() is not working unless WM_MOUSEMOVE can call DoMouseMove(). It does not help that DoMouseMove() has already been called for WM_POINTERUPDATE at the same coordinates just previously.

Many things are based on GetMousePos() so it has to work. However, it is based on ::GetCursorPos() (on WIN32 API). How to fix this?

Best regards,

Tom