
Subject: Re: Using Pen with U++

Posted by [Tom1](#) on Tue, 23 Mar 2021 12:36:56 GMT

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Hi,

Here's the current code that now fixes RectTracker and GetMousePos() with Pen:

Add to "Ctrl.h" in CtrlCore.h:

```
bool pen_supported;
```

```
void EnablePenSupport(bool flag=true) { pen_supported=flag; }
```

Add to "Ctrl::Ctrl()" in Ctrl.cpp:

```
pen_supported = false;
```

Changes around Point GetMousePos() in Win32Wnd.cpp:

```
static Point screen_mouse_pos=NULL;
```

```
void SetMousePos(const Point &p) {  
    screen_mouse_pos=p;  
}
```

```
Point GetMousePos() {  
    return screen_mouse_pos;  
    // Point p;  
    // return ::GetCursorPos(p) ? p : Null;  
    // ::GetCursorPos(p);  
    // return p;  
}
```

The rest of the changes are in the attached Win32Proc.cpp.

The last issue (I know of) requiring switchable 'EnablePenSupport()' is the malfunction of buttons.

Best regards,

Tom

File Attachments

1) [Win32Proc.cpp](#), downloaded 206 times
