
Subject: Re: Using Pen with U++
Posted by [mirek](#) on Wed, 24 Mar 2021 14:56:49 GMT
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Tom1 wrote on Wed, 24 March 2021 15:21OK, I see. I'll give it a try... (will return soon.)

Best regards,

Tom

Well, I thought I will do that tonight or tomorrow, but if you want to try, there are some tips and tricks how I planned to do it:

- add another kind of event PEN 0xf0 after TRIPLE constant
- will need to add handling in DoMouse around CtrlCore/CtrlMouse.cpp:149
- we will need to somehow return that bool; DoMouse returns Image, here I planned to use a trick to return Null or Non-null image to signal true-false (use any image available)
- as for Pen signature, I was thinking about creating some struct type with all the information (pressure, tilt etc) that would be passed as parameter. Perhaps leave Point as separate parameter. So something like

virtual bool Pen(Point p, const PenInfo& f);

Mirek
