
Subject: Re: Using Pen with U++
Posted by [mirek](#) on Wed, 24 Mar 2021 17:01:06 GMT
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Tom1 wrote on Wed, 24 March 2021 16:51Mirek,

I was only thinking about declaring:

```
virtual bool PenDown(Point p, dword keyflags){ return false; }  
virtual bool PenUp(Point p, dword keyflags){ return false; }  
virtual bool PenMove(Point p, dword keyflags){ return false; }
```

and calling them directly like this

```
switch(message) {  
case WM_POINTERDOWN:  
    ClickActivateWnd();  
    if(PenDown(Point(p), GetMouseFlags())) return 0L;  
    break;  
case WM_POINTERUP:  
    if(PenUp(Point(p), GetMouseFlags())) return 0L;  
    break;  
case WM_POINTERUPDATE:  
    if(PenMove(Point(p), GetMouseFlags())) return 0L;  
    break;  
}  
break;
```

...and using the Pen -functions you made earlier.

This would not work - only top level windows are receiving messages from Win32. DoMouse then distributes them to target widgets (with a ton of logic and coordinate translations involved).

Quote:

EDIT: BTW: How did you think about handling barrel-button and other flags? After playing around with the pen, I have noticed that it is very difficult to click barrel and other buttons on the pen while keeping it steady. So, IMO, barrel should be just a flag to read when pen goes down/up or moves. Just like Shift/Ctrl/Alt, which are used and needed as modifiers similarly for pen and mouse.

As flag in PenInfo. That is the reason I vote for structure passed so that it can be extended.

Quote:

Also, I feel PenMove + PenDown + PenUp make it easier to write code for the pen, instead of a single PenUpdate function.

IDK. I feel like pen actually would be better handled with single method. I guess I have to try.

